

6v6 Game Format Grade 2 Soccer Program OVERALL OBJECTIVES

- FOCUS ON SKILLS - NOT TACTICS
- EVERYONE IS INVOLVED • KEEP THE GAME MOVING • HAVE FUN

1. Field Size: Approximately 25 yards x 40 yards (half of 7v7 field), 7v7 Goals are used
 2. Players: 6 vs. 6 – 5 Field Players with 1 Player as a Goalkeeper
 1. No Goalie Box; Goalies can use their hands but should not leave the goal area. Goalies are encouraged to throw the ball out instead of punting.
 3. Referees: 2x 7th and 8th grade players from the club. The referees will assist with the session beforehand and then remain on the field to manage the scrimmage.
 3. Playing Time: Two 18 min halves with a 4 minute break for halftime.
 4. Off-side: None
 5. Start of Each Half: Team with ball starts at mid-field. Forward must pass the ball to a teammate to start play. Each team starts with the ball once during a game.
7. After a Goal: Team scored upon starts with the ball at midfield. Same position as at the beginning of a half.
8. Out of Bounds: CALL THIS CLOSELY - WE'RE TRYING TO ENCOURAGE CONTROL (whole ball must be over the whole line.)
- a. On the sideline: Team who did not touch ball last gains possession and will use a **Throw-In** to start play. Emphasize two hands on the ball, over the players head, and try to keep both feet on the ground. We do not need to enforce the feet on the ground as this is their first introduction to throw-ins but the motion of both hands overhead is important.
 - b. At Goal-Line:
 - i. Last touched by the offensive team results in a **goal kick**
 - ii. Last touched by the defensive team results in a **corner kick**
9. **Intentional** Hand Ball: Team who did not touch ball takes possession; kicker must pass to team-mate (cannot score.) Defense must be 3 yards away.
10. Substitutions: At beginning the half (except of injuries) – or by coaches request on any stoppage of play.
11. Coaches should focus on development of foot skills; heading should not be practiced and is not allowed at this age level.