

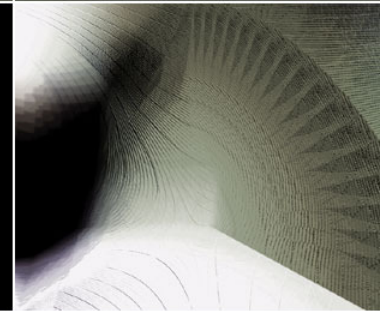


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Small Sided Games



“Cultivating Awareness”

How will this program be implemented?

Once fully endorsed by the CSA and its Provincial partners the program will be delivered in seven (7) stage process to long term player development;

Stage One	Active Start U4 to U6
Stage Two	FUNdamentals U6 to U8
Stage Three	Learn to Train U8 to U11
Stage Four	Train to Train U12 to U16
Stage Five	Training to Compete U16 to U20
Stage Six	Training to Win U19 +
Stage Seven	Active for Life

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The FA is developing its new strategy for grassroots football. This is your chance to have your say.

YOUR **GAME** YOUR **SAY**

[TheFA.com](https://www.thefa.com)

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Football will be investing **£700m** with key Partners over the next 6 years.

CDN \$ 1,505,976,217.19

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Recapping the Small Sided Game

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Small Sided Games or Mini Soccer is any game played with less than eleven players per side.

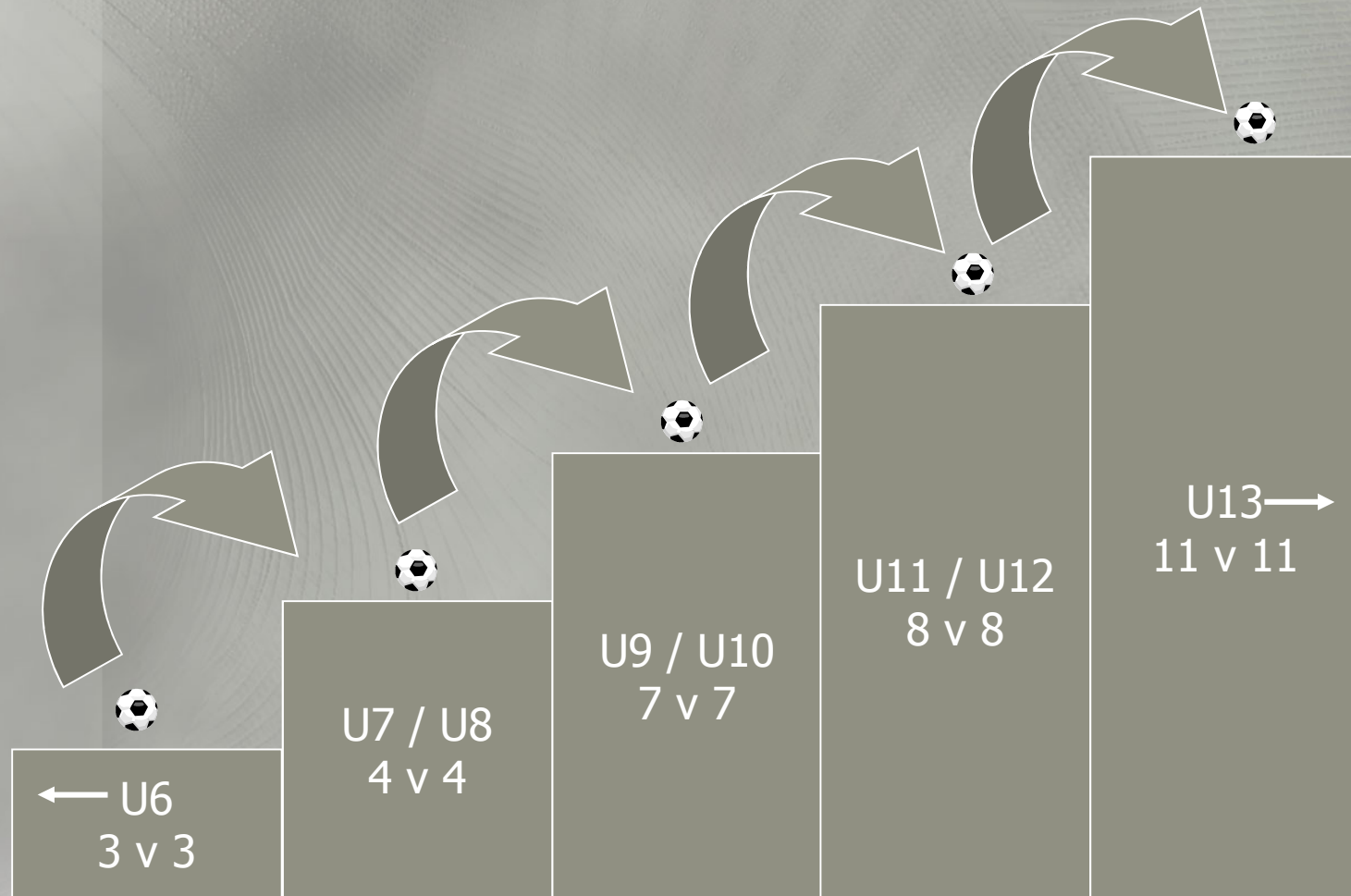
Eleven-a-side soccer is an adult game devised by and for adults to enjoy.

In British Columbia U12 and younger play Small Sided Games.

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The objective of small-sided games is to apply a staircase approach for young players to grow into the adult game of 11 versus 11

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Small side games offer many positive challenges that foster player development

These include;

- ✓ The opportunity to repeatedly touch the ball
- ✓ Technical and tactical challenges are repeatedly experienced
- ✓ The ability to actively participate is fun

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Small side games offer many positive challenges that foster player development

These include;

Players develop when they enjoy themselves

When players enjoy themselves, they remain consumers of the game

Player retention should be the number one priority of all youth coaches

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- ✓ It challenges players from a point of view where they can participate in all areas of the game i.e. attacking and defending
- ✓ Tactical awareness from a positioning point of view is easier communicated
- ✓ The game is not as complicated as the adult 11 v 11 and easier to understand.

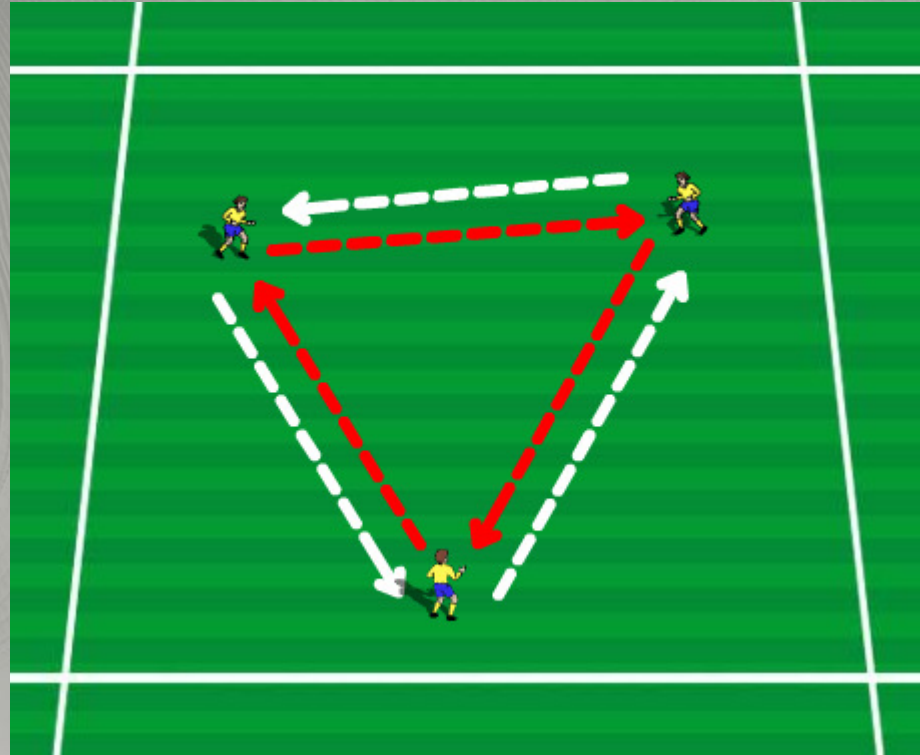
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Simple vs. Complex

- Lines of interaction are the possible passing combinations and or 1 v 1 encounters between players
- By adding additional players to the field of play the level of complexity of the game increases

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Lines of Interaction Example



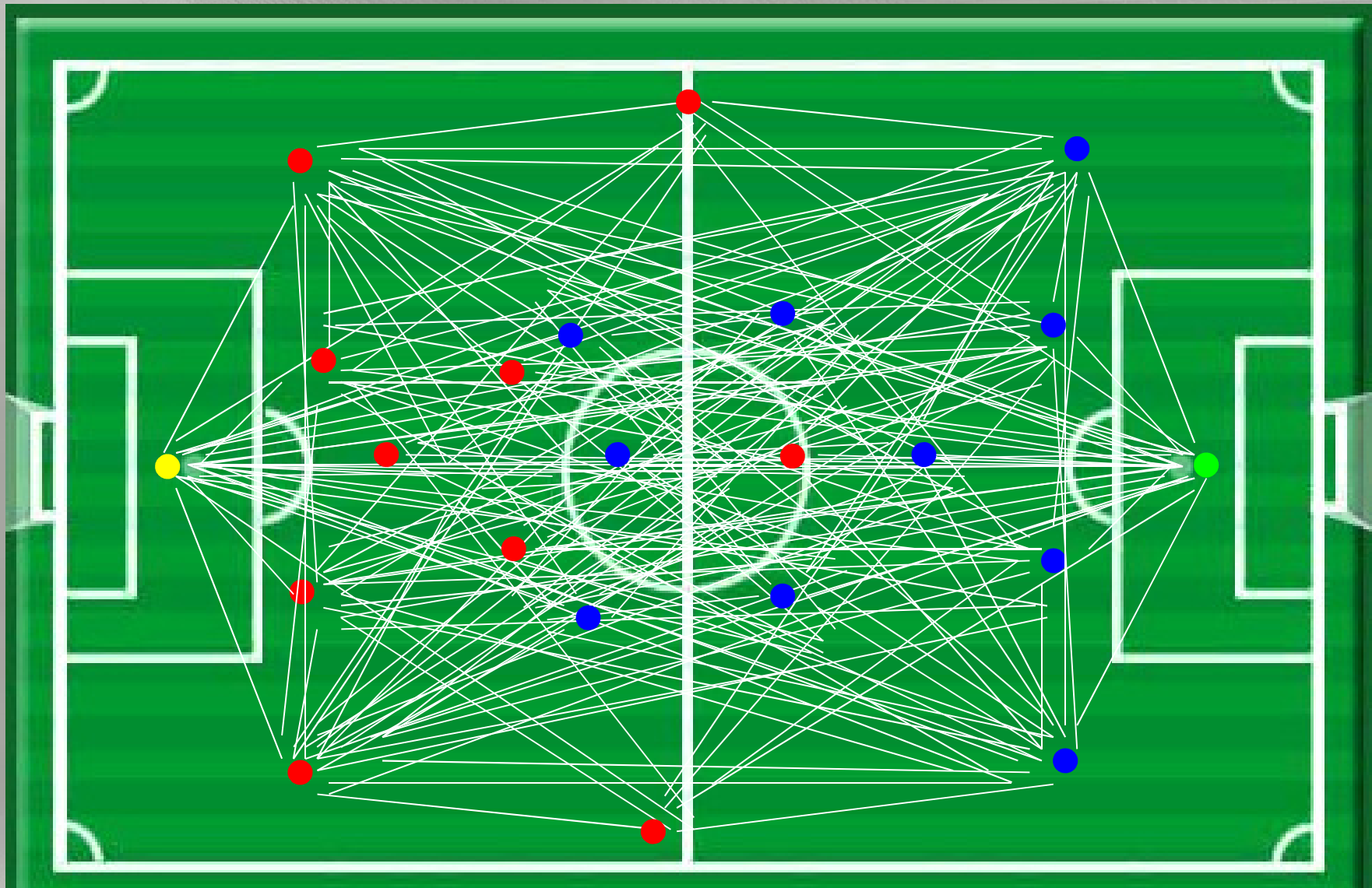
6 Lines of Interaction

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Lines of Interaction

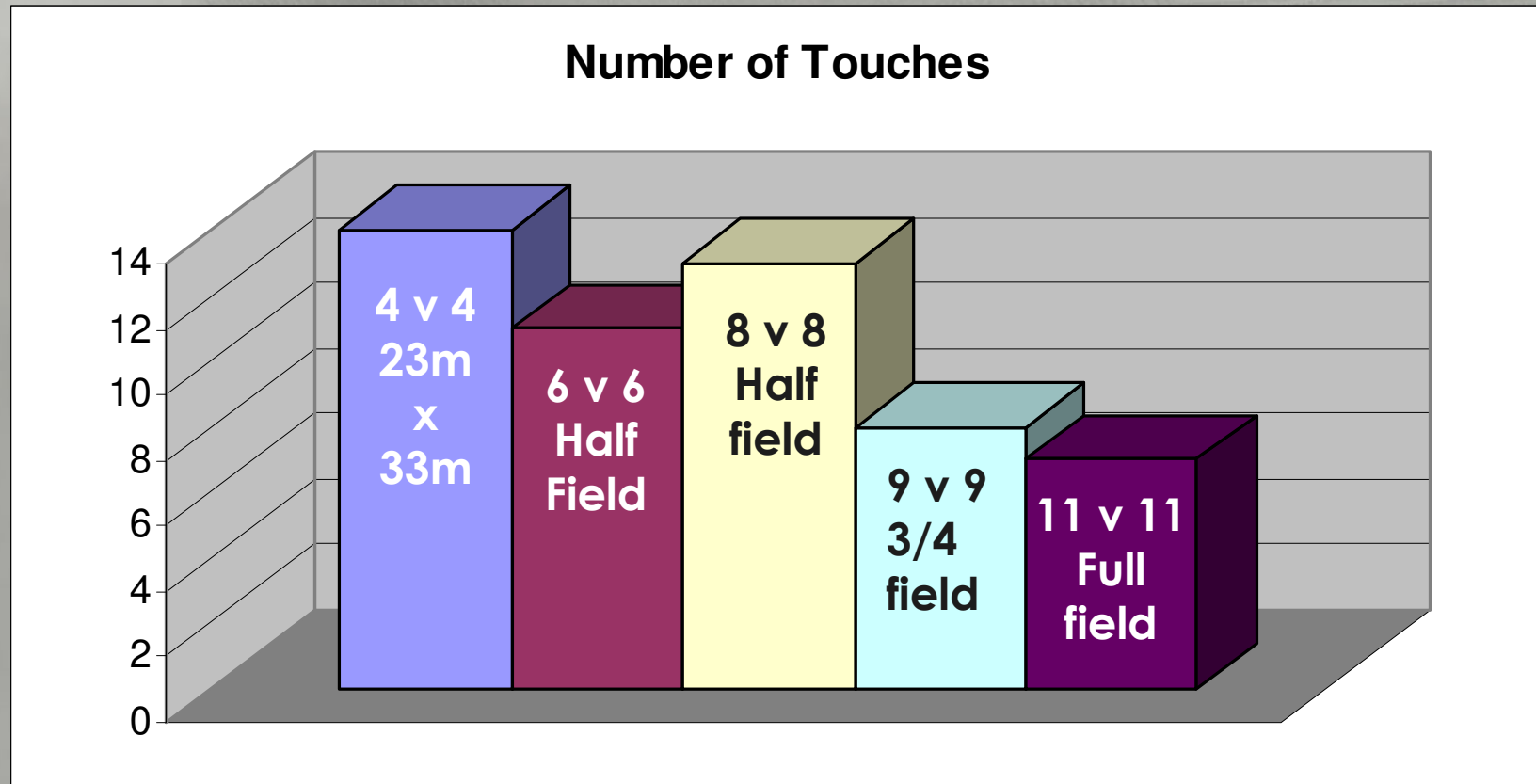
● 2-players	2	● 10-players	90
● 3-players	6	● 11-players	110
● 4-players	12	● 12-players	132
● 5-players	20	● 13-players	156
● 6-players	30	● 14-players	182
● 7-players	42	● 16-players	240
● 8-players	56	● 18-players	306
● 9-players	72	● 20-players	380
		● 22-players	462

462 Lines of Interaction



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Section of 10 minute periods



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Post September 2007

Field sizes

Age Group	Min Width	Max Width	Min Length	Max Length
Under 6	18 Meters	22 Meters	25 Meters	30 Meters
Under 7/8	20 Meters	25 Meters	30 Meters	36 Meters
Under 9/10	30 Meters	36 Meters	40 Meters	55 Meters
Under 11/12	42 Meters	55 Meters	60 Meters	75 Meters

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Field markings

It is permissible for the external and internal field markings to be coned with WOZ markers. Not triangles.

Goals

Age Group	Goal Length	Goal Height	Option
Under 6	8 feet / 2.438	5 feet / 1.524	Anything smaller
Under 7/8	8 feet / 2.438	5 feet / 1.524	Anything smaller
Under 9/10	12 feet / 3.657	6.5 feet / 1.981	None
Under 11/12	18 feet / 5.486	6.5 feet / 1.981	None

Option - goals can be in the form of portable goals, pug-goals, "witches hat cones" or woz markers. Both goal however must be the same size.

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The Ball

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Ball Size	3	3	3 or 4	4

Duration of the game

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Duration	2 x 15 Minutes	2 x 15 Minutes	2 x 25 Minutes	2 x 30 Minutes

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Number of players

Age Group	Under 6	Under 7/8	Under 9/10	Under 11/12
Game Format	3 v 3 No Goalkeeper	4 v 4 Including Goalkeeper	7 v 7 Including Goalkeeper	8 v 8 Including Goalkeeper

If the recommended goal size is used a goalkeeper must be added.

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Squad Sizes

Age Group Format	Under 6 3 v 3	Under 7/8 4 v 4	Under 9/10 7 v 7	Under 11/12 8 v 8
Minimum	8	8	11	12
Maximum	12	12	14	16

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Free kicks

All free are indirect

No offside Rule

Offside is introduced in the attacking third at 8 v 8

Throw in's

At Under 6 the indirect kick-in will replace the throw-in

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Winning vs. Player Development

Do they want to gradually introduce the players to the complexity of soccer, using age-specific methods and focusing on the player's long term goals?

If a club or coach is only interested in winning, player development suffers

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Objective – To Win

There is little to no room for the less skilled or underdeveloped players.

Objective – To Promote Development

Everyone has the right to play and develop, regardless of physique and ability.

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Objective – To Win

Tactics are overemphasized – starting at the age of 8 years old.

Objective – To Promote Development

Games highlight players' skills and allows them to gain tactical experience gradually as they develop and grow older.

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Objective – To Win

Players tend to rely on long passes
Play faster than their ability causing rush soccer.
The goalkeeper clears the ball by long kicking

Objective – To Promote Development

All players touch the ball, they tend to attempt short passes and dribbling runs.
The goalkeeper usually throws the ball in order to build up play from the back.

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Objective – To Win

Little thought is given to building from the attack.
Usually the ball goes directly to the forwards via long passes instead of passing through the defence and midfield.

Objective – To Promote Development

The ball generally advances from defenders through the midfield, with the game based on communication and cooperation.

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Objective – To Win

When attacking there are very few change of direction opportunities.

Objective – To Promote Development

The point of attack is changes frequently, quickly and with an eye towards creating space for penetration.

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Objective – To Win

Physical size and physical training are overemphasized, because these factors generate results (WINS) more quickly.

Objective – To Promote Development

Through exposure to a variety of activities during each training session, players develop coordination, balance and the ability to play under different conditions.



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