



GAME DAY (4v4)



KEYS = FUN + POSITIVE + ENERGY

Regardless of the experience of the coach, the one most vital aspect of coaching at this age is to **remain positive** at all times. Coaches observe, observation is a silent activity. This doesn't mean you shouldn't encourage and cheer on your players. How you deal with the players, the referee and the game on the sideline is tremendously important. **You set the tone for your players** and indirectly the parents watching the game. The coach who tries to introduce new skills, tactics and strategies during a game at this age is doing more harm than good. Do your coaching during the week! **Sit back, relax and enjoy the game.** There is a good chance that your son or daughter is playing - enjoy watching them play. **Support** the players and **encourage** them.

GOALS FOR THE GAME

1. All players have a positive soccer experience. "Soccer is fun" is our motto.
2. Sportsmanship is shown to all coaches, players, referees, and parents.
3. Players rotate positions/areas and experience different aspects of the game.
4. Encourage your players to dribble, dribble, dribble.

RULES: PRE-K - KINDERGARTEN

1. Field Dimensions = 20 x 30 yards
2. 4 v 4, NO Goalkeepers
3. The Ball: Size three (3)
4. 4 x 10 minute quarters
5. No throw-ins, No corner kicks,
No penalty kicks
6. No Referees. Each team should have
1 coach on the field to help players.
7. Out of bounds from sidelines will re-
start with a kick-in or dribble-in from
the nearest point where it went out.
8. A goal kick will be awarded when
the ball crosses over the goal line (no matter whom the ball touches last). All players from the
opposing team will be asked to "fall back" behind the half line until the goal kick is taken.
9. Intentional hand balls and inappropriate conduct (pushing, tripping, elbowing) will be a free kick.
10. Coaches will be asked to pull players off for a "teaching moment" if persistent fouls occur.
11. Kick off's are used from center line after each goal, and to start each half and/or quarter.
12. Game Flow™ is a method used to keep players moving and engaged. If a team is having
difficulty or taking too much time to get the ball in play, either coach can start the game by
rolling a ball out into the field of play, without giving either team a clear advantage to score.

