

FOOTBALL – MINI SOCCER



Quick introduction

Mini-Soccer offers an introduction to the game of football at a size and scale that meets the needs of the young people playing – with smaller goals and pitches and less players per team.

Getting started

- Select teams and set up the playing area inline with the guidance provided in the table.
- Use flat markers to highlight the goal area to help the goalkeepers if no lines are in place.
- Move the portable goals to the right place.
- Maybe look at using a 3G pitch or commercial provider as a venue.
- Put up the Respect barrier for the parents/spectators to stand behind (if applicable).
- Mark out a small technical area for the coaches and subs near the halfway line to stand within.
- Each school will determine its own playing time within the maximum time permitted, however the maximum duration will be:
 - Year 2 and Year 3 - 2 x 20 minutes
 - Year 4 and Year 5 - 2 x 25 minutes
 - Year 6 - 2 x 30 minutes.
- It is permitted during friendly matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes.

Hints and tips

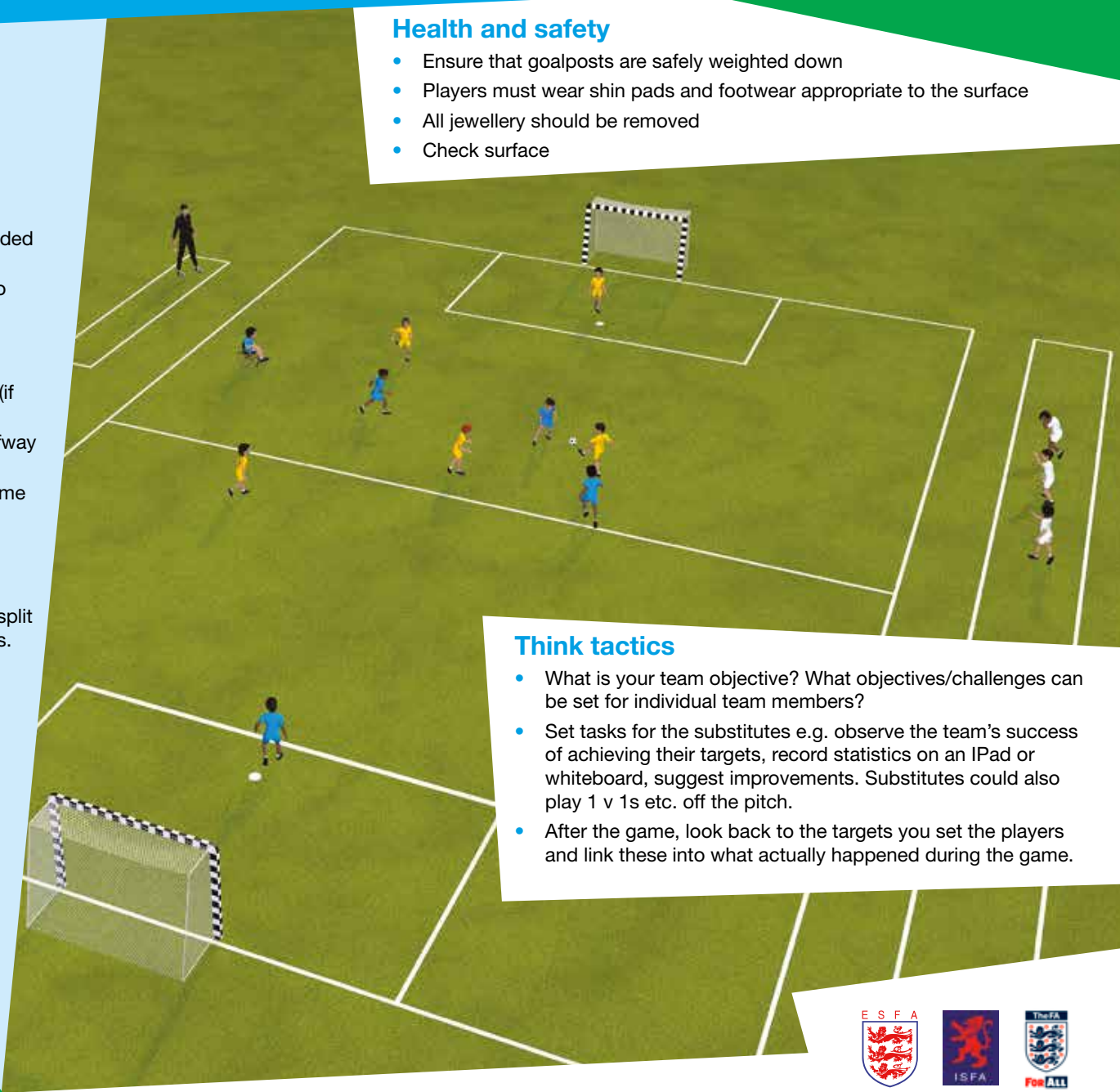
- Keep it simple.
- Be positive at all times.
- Focus on the most important aspects.
- Give clear instructions to your players.
- Always finish with a positive.
- Don't forget they are just children, not professional footballers.

Equipment

- Suitable playing area – either marked out with line markings or cone/flat markers
- Appropriate size football
- Bibs
- Goals

Health and safety

- Ensure that goalposts are safely weighted down
- Players must wear shin pads and footwear appropriate to the surface
- All jewellery should be removed
- Check surface



Think tactics

- What is your team objective? What objectives/challenges can be set for individual team members?
- Set tasks for the substitutes e.g. observe the team's success of achieving their targets, record statistics on an iPad or whiteboard, suggest improvements. Substitutes could also play 1 v 1s etc. off the pitch.
- After the game, look back to the targets you set the players and link these into what actually happened during the game.



Quick rules

- Rules of Association Football apply apart from the following variations:
 - no offside
 - rolling substitutes during a stoppage of play. All players should receive equal playing time where possible
 - goal kicks can be taken from anywhere within the penalty area
 - all free-kicks are DIRECT
 - all opposing players must be AT LEAST 5 yards from the ball at the taking of freekicks, corner kicks and kick-offs.

Leading and volunteering

- Give players the opportunity to be coaches and managers for their team.
- Give tasks to substitutes while they are waiting to play, such as observing what the team is doing well.
- Involve players in health and safety pitch checks.

Officiating

- Allow young referees the chance to officiate in these games, with support from a more experienced adult.

Think inclusively STEP

- Space:**
- Reduce the size of the playing area for young people who have mobility impairments or enable them to play in a smaller zone within the space.
- Task:**
- Modify the rules where needed to ensure all children can play the game; for example, play with no tackling, only interceptions; or include safe 'tacklefree' zones where some players have time to control and pass the ball.
- Equipment:**
- Change the equipment to meet specific needs; for example, use a colour-contrast ball or sound ball to help with visual tracking.
- People:**
- Adjust team numbers to balance the game, or consider using a higher or lower ability player as a 'floating player' who plays for whichever team passes to them.

Age	Format (maximum format but can play smaller numbers)	Ball size	Pitch size (yards)	Maximum goal size (feet)
Year 3	5v5	3	30 x 20 to 40 x 30	12 x 6
Year 4	7v7	4	50 x 30 to 60 x 40	12 x 6
Year 5 and 6	7v7	4	50 x 30 to 60 x 40	12 x 6



Sporting ME: Spirit of the Games

Excellence through competition

Self-belief: We will play the game in the right way and respect our opponents and the referee.

