



Cashmere Technical In House Game Days

7th, 8th and 9th Grade

Vision: A Fun, safe environment where players fall in love with the game! A place where everyone is welcoming, encouraging and supportive.

Core Belief – We put the interest of the kids first – The interest of the child will be the priority and in all our decisions we will put the players wellbeing at the centre. Our number one goal is to help kids fall in love with the game.

Players need to maximise their game time – By playing small sided games at this age players maximise their touches on the ball and develop the core skills of playing the Cashmere Technical Way – Dribbling, Attacking 1v1, Defending 1v1, passing and receiving, combination play. On game days if one team is short of players then we will share players to ensure even matches and that players are not unnecessarily waiting on the sidelines as a substitute.

All players at this age will **evenly share playing time** and all players will be given an opportunity. Players will **rotate playing positions** so that they have the opportunity to learn and practice various skills required in different positions.

Although we believe that a desire to win is an innate human characteristic and it is something we want our players to work towards we will emphasize positive characteristics such as putting in maximum effort, positivity, communication, encouragement and having fun over results.

We will encourage players to dribble or pass to teammates rather than aimless long kicks up the field.

We accept that making mistakes is part of the learning process and we will create an environment that allows players to take risks and try new things without being concerned about criticism from the side lines.

Rules for all Grades Small Sided Games (9th grade and below):

- No pushing, kicking, pulling of shirts, tackling from behind or handling of the ball by outfield players. Any infringement of this will be a free kick to the opposition.
- No throw ins – if the ball goes out over any side line on the pitch, the ball should be retrieved as quickly as possible, placed on the side line within 2 metres of where it went out and either passed or dribbled in to play. You can not score directly from an end line restart e.g. you can not shoot directly and score, you need to pass, and you can not dribble in to the field and score, if you choose to dribble in you will need to pass before your team can score. Every time the ball goes out the opposition is to retreat 5 metres to allow the ball back in to play. The purpose of this rule is to get the ball back in play as quickly as possible, so as coaches encourage getting the ball back in the game as quick as possible. ball in play more = more touches of the ball for the players which = more fun and better player development.
- Mercy Rule – in the interest of all players having a great experience and living up to our core belief of putting the interest of the kids first if the score ever gets to +5 for example 5-0 or 7-2 or 9-4 coaches should adjust and rotate 1 or 2 players from each team in an effort to create an even match up for the remainder of the game time. It is in the best interest of all players to be playing relatively even games, no one benefits from either winning or losing by large margins.

7th AND 8th GRADES –

7th grade ready to play at 10:30 am

Upon arrival 7th grade players will have a 30 minute session with their coach – this session will be pre-planned by the Director of Football and Centennial Park Game Day leader and will involve playing 2 activities before moving to their games. They will play 2 x 15 minute halves against the same team

7th grade are to return the goals back to the pavilion after their games.

8th grade ready to play at 9:40 am

Upon arrival 8th grade players will have a 20 minute session with their coach – this session will be pre-planned by the Director of Football and Centennial Park Game Day leader and will involve playing 1 activity before moving to their games. They will play 2 x 20 Minute Games

The games are 5 a-side with rolling subs and played using a size 3 ball across ½ a junior pitch (approx. 30 x 40mtrs) over 20 minutes with a 5 minute break between games.

8th Grade are to collect goals from the pavilion at the start of games.

RULES:

No Goal keepers. (Small target goals or cones 2 metres apart). Discourage defenders from “Goal Guarding”

Corners are to be taken from next to the corner of the pitch as per a pass in.

Goal kicks are to be taken from the goal line to the side of the goal. (The opposition players must retreat to their own half whilst a Goal kick is taken).

Goals can only be scored from within the attacking half.

Goals cannot be scored direct from a Pass in, Corner, Free kick or Restart.

After a goal the game re-starts at halfway with the conceding side kicking off.

There is no off side rule. (Players must be encouraged by their coach to recover with the run of play and not to goal hang or poach).

Each coach shall share the refereeing by standing in their own defensive half for the full length of the game and refereeing and making decisions when the ball is in their half. This will also allow you to guide and encourage your players and manage goal hanging etc.

9th Grade

9:00 Kick off

The game is 7 a-side with rolling subs and played using a size 3 ball on a Junior Pitch (approx. 60 x 40 metres.)

2 times 25 minute halves with a 5 minute break.

A goalkeeper shall be utilised in these grades.

Goal kicks taken from the edge of marked area.

All corners to be taken from midway between goal area and corner.

The Off side rule shall be explained to players by coaches and referees but not strictly applied. Try to stop goal hanging and blatant offsides by explaining to players the offside rule, if it continues to occur feel free to give a free kick after a couple of warnings. Remember that whenever possible we want to keep the game moving.

A five metre defensive perimeter from all set plays including pass ins from the side shall be maintained.

The retreating line will be used - <http://www.mainlandfootball.co.nz/COACHES-1/Retreating-Line> - essentially cones marking 30% of the length of the field. Whenever the goalkeeper has the ball the opposition is to retreat to that point on the field and are not to advance to defend until the goalkeeper has passed the ball out and his/her teammate has touched the ball.

Direct Free kicks and Penalties shall be applied if an offence occurs.

Each coach shall share the refereeing by standing in their own defensive half for the full length of the game and refereeing and making decisions when the ball is in their half. This will also allow you to guide and encourage your players and manage goal hanging etc.

**Again our vision is for - A Fun, safe environment where players fall in love with the game!
A place where everyone is welcoming, encouraging and supportive.**

**And our core belief is that we put the interest of the kids first – The interest of the child will be the priority and in all our decisions we will put the players wellbeing at the centre.
Our number one goal is to help kids fall in love with the game.**

As a coach or parent you have a leading role in setting the example and creating the fun positive environment that we want to see.