



## **PUKEKOHE FUN FOOTBALL**

### **PLAYER PROGRAMME FOR 8-9 YR OLDS**

### **PUKEKOHE AND TUAKAU FOOTBALL CLUSTER 2018**

All games will be played at the A & P Showgrounds and will run from 9.00am – 10.00am every Saturday.

Upon very wet weather the A & P Showgrounds may be closed. Please check the club website: [www.pukekoheafc.com](http://www.pukekoheafc.com) frequently to provide information as to whether trainings are permitted on the A & P Showgrounds for that week or whether play will happen on a Saturday.

To check if play will continue on any given Saturday morning please phone our

**Club Wet Weather Line and listen to the message: 027 483 4078.** Please do not leave a message on this phone as it is not checked regularly.

## **FUN FOOTBALL TEAMS:**

### **Teams**

Once a player is registered and paid, they are placed into a school based team which is organised by the club. These teams are usually coached by a parent and teams train at their specific school. This assists the club by allowing other youth teams to train at Bledisloe Park on our already congested training pitches. Often teams train straight after school but this is dependent on the coach.

### **Mini Football**

The sports research behind the programme has identified the key principles that underpin the Junior Player Development. The Framework ensures the training provided is correct in the following,

- Accumulation of hours and number of touches
- Early engagement
- Recognition of development age
- Training time allocation
- Four corner approach – Technical & Tactical, Physical, Mental, Social/Emotional
- Age appropriate games

### **Organisation for the Football Season**

Coaches/Parents are asked to be prompt in arriving at the A & P Showgrounds each Saturday (8.30am is suggested). Fields need to be set up, goals dragged out to fields, nets attached to goals and then packed up after the games have been played. Coaches can request the assistance of parents to do this each week.

The competition format will be 5 v 5 to accelerate the technical development of players by increasing the frequency of touches, decision making and player involvement.

The competition philosophy is to **ensure continuous football with minimal stoppages.**

Although there is a competition format the coaching focus must be on player development. A coach should measure their success on how well players improve, not where the team finishes in the league.

Training of PAFC Fun Football teams is available at A & P Showgrounds but must be finished by 6.00pm to allow room for senior teams. Trainings must take place on the most southern end of the grassed horse arena (no lights).

Games will be played between 9.00am – 10.00am on Saturdays.

## Format

- Teams will play 5 v 5 including a player with a Goalkeeper role. Outfield players should play in a diamond formation.



- This gives depth, width and height as in a full sided game.
- Field size will be 35 x 25 metres.
- Goal size will be 4 x 2 metres. Ball Size: 4

## Rules

### Substitutions:

- Unlimited substitutions are allowed but play will continue while substitutions are made. The Referees approval is not required for a substitution to be made.
- Substitutions must be made from the half way. The substituted player must leave the field before the substitute player can come onto the field.

### Retreat Line/No GK Tackle Zone:

- The fields will be marked with a 'retreat line'. In this area the GK can pass the ball and no player can enter the area behind the retreat line to challenge/tackle the GK. Players who are already in the area when the GK takes possession of the ball must retreat outside the line. The purpose of this rule is to encourage passing and playing from the back and reduce long balls down the field. (The effectiveness of this rule will be reviewed as the season progresses).

### Offside:

- The off-side rule will not be applied but no goal will be allowed that is scored by a player waiting offside in the retreating line area. Referees should encourage players to stay onside and not wait in an off side position.

### Game Time/Training/Warm Up:

- Teams will complete a 15 minute training exercise to replicate a warm up, then play two 20 minute games against different teams.
- There will be a 5 minute break between games to allow a short rest period and movement between fields.

### Restarts:

- When the ball is out of play across the sideline, restarts will be by a throw in (ball must go behind the head). This will increase speed of play and touches.
- When the ball is out of play across the end line, Corners and Goal Kicks will apply. Goal kicks may be taken on the ground or from the Goalkeepers hands.

### Free Kicks & Penalties:

- Free kicks outside the retreat zone can be awarded and goals may be scored from any free kick. Penalties can be awarded for offences behind the retreat line and are to be taken on the retreat line directly opposite the goal. Penalties should only be awarded in the most obvious cases, such as deliberately tripping, deliberately pushing, or deliberately holding back of a player by grabbing their t shirt.

Team Playing Structure:

- Recommended GK – 1 - 2 - 1.

Referee:

One parent from each team will referee one half respectively unless otherwise agreed. If they are available Club Based Referees will control the whole game. Referees must promote continuous play.