

FUNTEAM SOCCER TOURNAMENT

HOW TO SET UP A FUNTEAM SOCCER TOURNAMENT:

SECTION #1: TOURNAMENT PRINCIPLES

FunTeam endorses the **Dutch Style Jamboree Philosophy** and the **"Game Belongs to the Kids"** Campaign approach to sanctioning FunTeam soccer tournaments:

The "Game Belongs to the Kids" Campaign main objective is to create awareness and help bring back the fun in the sport of soccer. The core idea is to remind everyone involved with the game why we are there: to let the kids have fun. We want to encourage everyone to think foremost of the players and let them enjoy the game.

The game means a lot to them as it is; they will give it their best and have the most fun provided that they don't feel additional undue pressure to "win". Reports from other associations that have tried this idea have been very positive. The kids overwhelmingly said the game was more fun; they liked playing and not being yelled at. Coaches/parents admitted to having a difficult time initially remembering the silent part, but also reported being pleased with the results, particularly the happy kids. Kids surveyed were happier because they had fun. Most of them were happy to see a progress in their game and did not mention wins or losses.

Emphasis should be placed on PARTICIPATION rather than winning. This should be reflected in the organization and running of the tournament.

Event organizers that wish to run a sanctioned FunTeam Tournament will be required to complete a **Sanctioned FunTeam Soccer Tournament Application**. Applications that are approved will be provided with a \$500 grant to assist with the costs of hosting a tournament (event windup, food/drink, prizes, entertainment, etc.) and gifts of recognition for participants.

FunTeam principles (low cost, less competitive, family orientated, manageable time commitment, fair, safe & fun) must be adhered to in order to receive sanctioning and grant money.

SECTION #2: REQUIREMENTS FOR SANCTIONING

PLANNING & ORGANIZING YOUR EVENT

- ❑ Complete Sanctioned FunTeam Soccer Tournament Application and forward to the FunTeam office. Try to submit your application at least 2 months prior to your event.
- ❑ Create event schedule formats: game schedule, other activities/events associated with the tournament, etc.
- ❑ Recruit Volunteers: Volunteers are a great resource to help get the word out about your tournament and are necessary for things to run smoothly on the actual day of the event. Some examples of volunteer roles are: distribution of promotional materials; registration and sign in; setting up & ensuring the safety of the field; distribution of water & refreshments; monitoring games; taking pictures; event windup; and clean up.
- ❑ Contact the FunTeam office if you require soccer equipment (soccer balls, pylons, discs, etc.) and help promoting your tournament (FunTeam website/newsletter/Facebook Page/connecting with other FunTeam groups).
- ❑ Request FunTeam Gift of Recognition for every participant.

DAY OF YOUR EVENT

- ❑ Establish a Tournament Headquarters Site with a First Aid Station and a Master Schedule Of Events.
- ❑ Ensure fields are safe, clearly marked and away from permanent structures.
- ❑ Provide schedules for each team coach/manager.
- ❑ Put up notice of special events (photo location(s), entertainment, water/nutrition station, tournament wind-up).
- ❑ Remind participants, spectators and volunteers that this is a fun tournament. Refer to Dutch Style Jamboree Philosophy & FunTeam principles. Reinforce this throughout the event.

AFTER YOUR EVENT

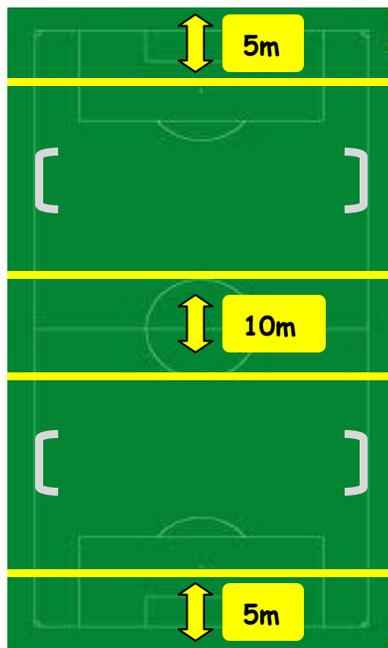
- ❑ Provide a written report to the FunTeam office describing the POSITIVE and NEGATIVE aspects of your event. This information will be used to improve future events and be included in FunTeam promotional materials (i.e. newsletter, website, etc.). If possible, include visual highlights of the event.

SECTION #3: SUGGESTIONS FOR RUNNING YOUR FUNTEAM SOCCER TOURNAMENT

Suggestion for Tournament Structure/Schedule:

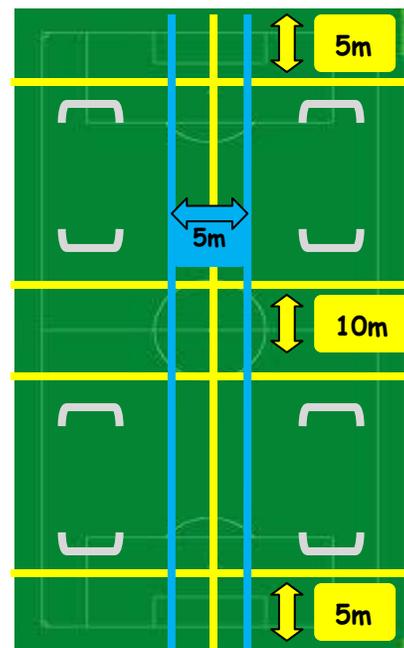
Ball size:	Game Length:	Age:	#'s on Teams:	Size of Field:
3	15 mins	5-6	3 vs. 3	20-25m by 30-35m
4	20 mins	7-8	4 vs. 4	30-35m by 40-45m
4	25 mins	9-10	6 vs. 6	$\frac{1}{2}$ field
4	30 mins	11-12	7 vs. 7	$\frac{1}{2}$ field
5	35 mins	13+	7 vs. 7 or 11 vs. 11	$\frac{1}{2}$ field Full field

- If using a field with permanent goal posts sideline should be at least 5 meters from the goal posts.
- If playing games on $\frac{1}{2}$ fields should be a 10 meter separation between the sidelines of the two fields.



Field Suggestion for U10/U12:

- Cut field in half and run 2 games across the large field



Field Suggestion for U6/U8:

- Divide field into quarters and run 4 games length-wise
- Leave a 5m Buffer between sidelines of fields
- Use pylons/discs to mark sidelines

Equipment/Field Suggestions:

- Use pylons instead of goals
- Use more than one ball (two balls are active at the same time)
- For U12's & under use $\frac{1}{2}$ fields (running two games simultaneously)
- For U13's and up use full fields (possibly half fields, depending on numbers of players)

Composition of the Team:

For U 12's teams are made of 6, 7, or 8 players/team (to allow for subs)

For U12 and under, play with smaller numbers (5 vs. 5 / 6 vs. 6 rather than 11 vs. 11). U6's & U 8's could even play 3 vs. 3 or 4 vs. 4.

- For U12's and under, Goal Keepers are optional, consider using a single pylon for a goal instead of a Goal Keeper

Use of Referees:

- For U12 and younger, don't use referees. Just let the kids play and have an adult monitor the game. Substitute freely as players tire, but try to ensure all children get equal playing time.

Evenly matched teams:

- If teams are unequal in talent/ability or if a team is up 5 goals, consider introducing a handicap for the stronger team:
 - must score with the opposite foot
 - must make X number of passes before scoring
 - make the weaker team's goal smaller
 - award a penalty kick for team that gets scored on
 - add a player to a weaker team (i.e. 7 vs. 6, etc.)
 - Use your imagination - try to make the games competitive but still fun.

Adult/Kids Game:

- Consider including an Adult/Kids game - adults vs. kids or a mixed game where adults and kids play together on the same teams. This could be a great opportunity for positive role modeling and re-enforce the principles of fun, participation and fair play.
- Don't keep score. Just play the game.

WINDUP

- A tournament wind-up is a great way to bring all participants and parents together over food & refreshments. It is an opportunity to give thanks, emphasize tournament principles and recognize sportsmanship that was displayed by parents and players.
- Hand out prizes and FunTeam gifts of recognition.
- Encourage parents to supply pictures and videos to FunTeam.