

Grade 1 & 2 Game Information



Game format: 4v4 with goalkeepers

Recommended formation: 1-2-1 (sweeper-keeper, two midfielders, one striker)



Building on the sweeper position introduced in Pre-K/K, the sweeper-keeper plays as a goalkeeper in the box (using hands) and a defender outside the box. The sweeper-keeper should be moving up the field with the ball and functioning as a defender when the ball is in the attacking third. When possession is lost, the sweeper-keeper should backpedal toward their own goal and play as a goalkeeper. The sweeper-keeper should wear goalkeeper gloves and a bib/pinney to differentiate them from other players.

Game duration: 40 minutes (two 20-minute halves or four 10-minute quarters -- coaches decide together before the game)

Kickoffs: All players should be in their own half on a kickoff. The player kicking off should pass the ball to a nearby teammate in the center circle. The away side gets first-half kickoff, and the home side second-half kickoff.

Restarts: Corners and goal kicks (with the defensive team retreating to their own half) when the ball goes out over the end line. Legal throw-ins (two hands, overhead, with both feet on the ground) should be used to bring the ball back into play when it goes out of touch over the sideline.

Sideline: The team sideline and parent sideline should be on opposite sides. Set up cones on the team sideline for players.

Refereeing: If an In-Town Referee is assigned to the game, the coaches stay on the sideline and coach. If a referee is not assigned, the coaches will be responsible for refereeing the game.

Substitutions: Ideally a second coach would be on the sideline, managing substitutes. Substitutions should happen during stoppages in play, after getting the attention of the coaches on the field. Aim for equal playing time for all players.

Recommended coaching prompts to use during games:

DRIVE - Dribble toward the goal when you get it.

RECOVER - Get back goal-side of the ball when possession is lost and try to win back the ball.

AWAY - Get the ball out of dangerous areas in front of your own goal with urgency -- by dribbling out or clearing it to safety.