

# GRASSROOTS CENTER SETUP

5 OBJECTIVES



#### **SAFE ENVIRONMENT**

PROVIDE A PHYSICAL ENVIRONMENT THAT MINIMIZES RISK



# **ORGANIZED SET UP**

CREATE AN ORGANIZED, PROFESSIONAL AND EFFICIENT LAYOUT FOR PLAYERS AND EDUCATORS



# PLAYER MOVEMENT

ENSURE & SUPPORT AGE AND STAGE APPROPRIATE PHYSICAL LITERACY



# **PLAYER LEARNING**

PROVIDE AN ENVIRONMENT THAT PROMOTES ACQUISITION OF LEARNING - PROBLEM SOLVING, DECISION MAKING AND POSITIVE CHOICES



# **PLAYER ENJOYMENT**

PROVIDE AN ENVIRONMENT THAT PROMOTES SOCIAL-EMOTIONAL FUN VIA SOCCER TRAINING



#### SAFE ENVIRONMENT

PROVIDE A PHYSICAL ENVIRONMENT THAT MINIMIZES RISK



FIELD SURVEY, PROPER STATION DISTANCE, ATHLETE EQUIPMENT AND ATTIRE



EMERGENCY SITUATIONS, EAP PROCESS, ACCESS TO PLAYER INFORMATION, FIRST AID KIT 1 MIN. OR LESS



EMERGENCY WEATHER PROTOCOL WITH PRE ESTABLISHED CANCELLATION PROCESSES FOR HUMIDITY, STORMS & LIGHTNING



PARENT AND PLAYER ARRIVAL AND DEPARTURE PROCESS
WITH CLEARLY DEFINED PROCEDURE



# **ORGANIZED SET UP**

CREATE AN ORGANIZED, PROFESSIONAL AND EFFICIENT LAYOUT FOR PLAYERS AND EDUCATORS



PLAYERS AND COACHES WEAR UNIFIED CLUB COLOURS
CLIMATE APPROPRIATE CLOTHING



TECHNICAL LEAD HOLDS PRE-SESSION WITH COACHING STAFF TO REVIEW SESSION EXPECTATIONS, THEME, STATION ROTATIONS. MANAGING PLAYER LOADS UP OR DOWN



ARRIVAL ACTIVITY, ORGANIZED EQUIPMENT SET UP (BIBS ET AL. EFFICIENT DIVISION OF PLAYERS -5 MIN OR LESS



TECHNICAL LEAD ASSIGNS TASKS AND STATIONS TO SUPPORT STAFF FOR BEFORE, DURING AND AFTER. WELCOME PLAYERS, STATION SET UP, CLEAN UP



#### COACH / PLAYER RATIO IS RESPECTED U8/U9 - 10:1 MAX. U10/U11 12:1 MAX



EFFICIENT ROTATIONS - PLAYERS SEE ALL STATIONS. STATION INTERVALS

ARE PRE-PLANNED WITH EQUAL TIME. STATION ROTATIONS ARE NO LONGER

THAN 3 MINUTES



TECHNICAL LEAD SUPERVISES ONLY AND PROVIDES FEEDBACK AND SUPPORT. LEADS ARE NOT ASSIGNED TO STATION AND ARE POSITIONED STRATEGICALLY TO OBSERVE



PARENTAL MANAGEMENT- CLEAR GUIDELINES ARE PROVIDED ABOUT PARENT WAITING AREAS, DROPOFF AND PICKUP AREAS



#### PLAYER MOVEMENT

ENSURE THAT TRAINING SESSIONS MAINTAIN CONSISTANTLY HIGH WORK RATE



RECEPTION AT STATION IS MAXIUM 1 MIN TECHNICAL LEAD INTERVENES IF IT EXCEEDS LIMIT



TRAINING SESSION STATION START TIME IS EFFICIENT AND STARTS
WITHIN 2 MIN MAX



SESSIONS ARE DESIGNED SO PLAYERS ARE MOVING ( ROTATIONS, DIFFICULTY, PURPOSE, NUMBER OF BALLS) AND TECHNICAL LEAD MAKES ADJUSTMENTS IF THIS IS NOT THE CASE .



NUMBER OF INTERVENTIONS AND TIME MUST PROMOTE MOTOR ENGAGEMENT, TL INTERVENES WITH THE EDUCATORS IF THE MOTOR ENGAGEMENT TIME IS TOO LOW



#### PLAYER LEARNING

PROVIDE AN ENVIRONMENT THAT PROMOTES AQUISITION OF LEARNING



LEAD ENSURES THAT THERE IS A SINGLE THEME IDENTIFIED FOR THE SESSION AND INTERVENES WITH THE EDUCATORS IF THIS IS NOT THE CASE.



LEAD ENSURES THAT THERE ARE 1 TO 3 KEY POINTS IDENTIFIED FOR THE SESSION AND INTERVENES WITH THE EDUCATORS IF THIS IS NOT THE CASE.



LEAD ENSURES THAT SESSIONS ARE CONSISTENT WITH CHILDREN'S ABILITIES (ROTATION, DIFFICULTY, AND PURPOSE. MAKE ADJUSTMENTS AS NECESSARY



LEAD ENSURES SESSIONS ARE DESIGNED SO PLAYERS MAXIMIZE THE REPETITION OF THEME (ROTATION, DIFFICULTY, LINK WITH THE THEME)

AND MAKES ADJUSTMENTS IF NECESSARY.



LEAD ENSURES THAT THE INTERVENTIONS OF THE EDUCATORS EXPLAIN
AND DEMONSTRATE KEY POINTS AND INTERVENES WITH EDUCATORS
IF THIS IS NOT THE CASE



### **PLAYER ENJOYMENT**

PROVIDE AN ENVIRONMENT THAT PROMOTES SOCIAL-EMOTIONAL FUN VIA SOCCER TRAINING



LEAD ENSURES EDUCATORS LEAD THE SESSIONS(E.G. GIVE CHALLENGES, COUNT POINTS, ASK QUESTIONS, ENCOURAGE THE CHILDREN, ETC.) AND INTERVENES WITH THE EDUCATORS IF THIS IS NOT THE CASE.



EDUCATORS MAINTAIN THE RHYTHM OF THEIR SESSIONS BY QUICKLY
PUTTING BALLS BACK INTO INTO PLAY



LEAD ENSURES THAT THE SESSION CONTAINS GAMES(MATCH, MATCH WITH REDUCED NUMBERS, THEMED MATCH).