



*THE PARADISE WAY*

Development Coaches Seminar Series 2017/18

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# Seminar 3 Overview

- Part 9: The Art of Attacking 2 Away from the Ball (25 mins)
  - Tactical Curriculum
  - Sample Drills
- Part 10: TEAM Management Best Practice (25 mins)
- Part 11: Rosters and Training (10 mins)



*THE PARADISE WAY*

## Part 9: THE ART OF ATTACKING 2

Away from the Ball

# ATTACKING

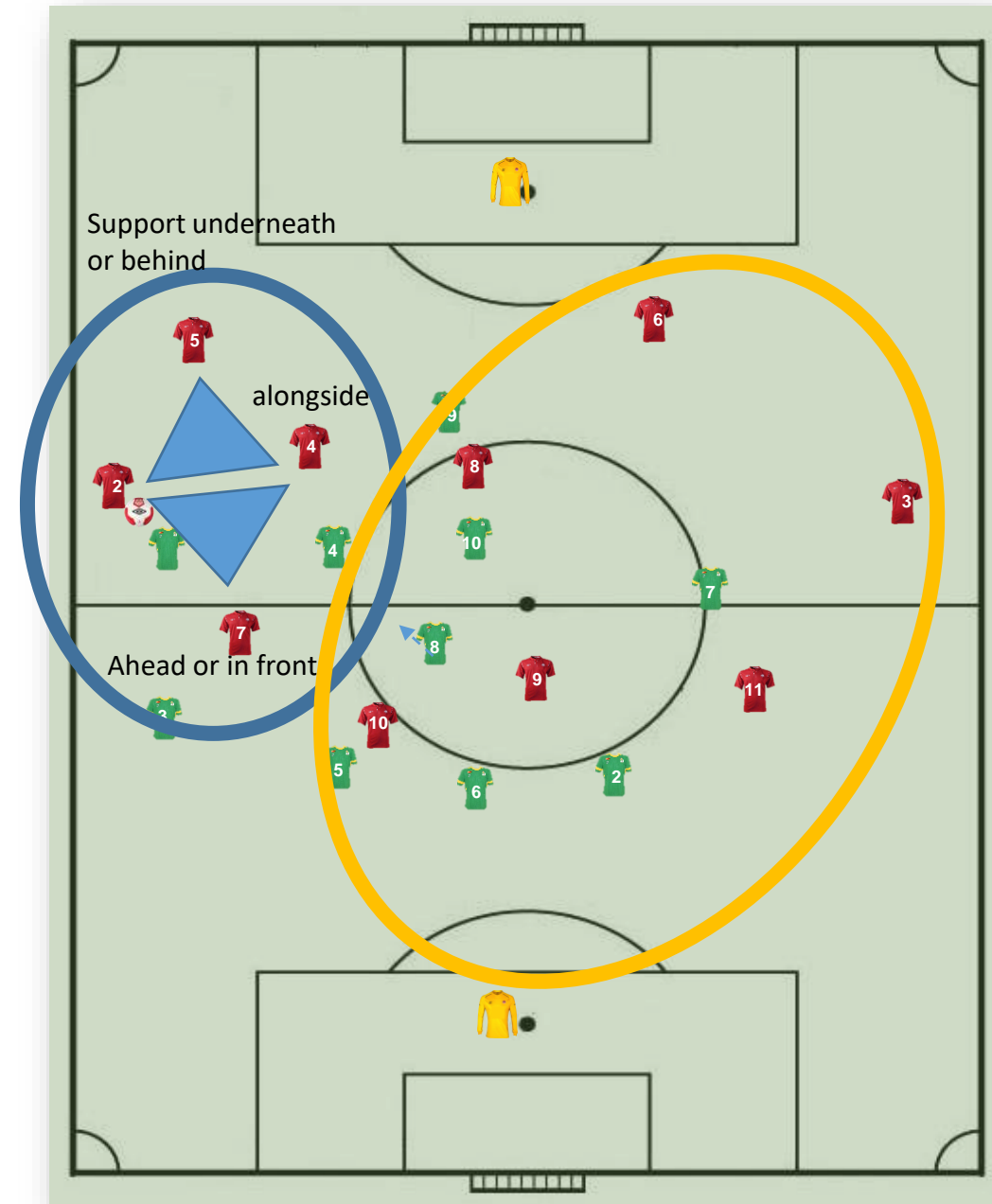
## How Do WE TACKLE IT!

### On & Around the Ball!

- Players immediately involved in the play supporting the ball carrier to keep possession

### Away From the Ball

- Players preparing to receive long balls or preparing for 2/3 pass sequence that can exploit the opposition



# ATTACKING

## How Do WE TACKLE IT!

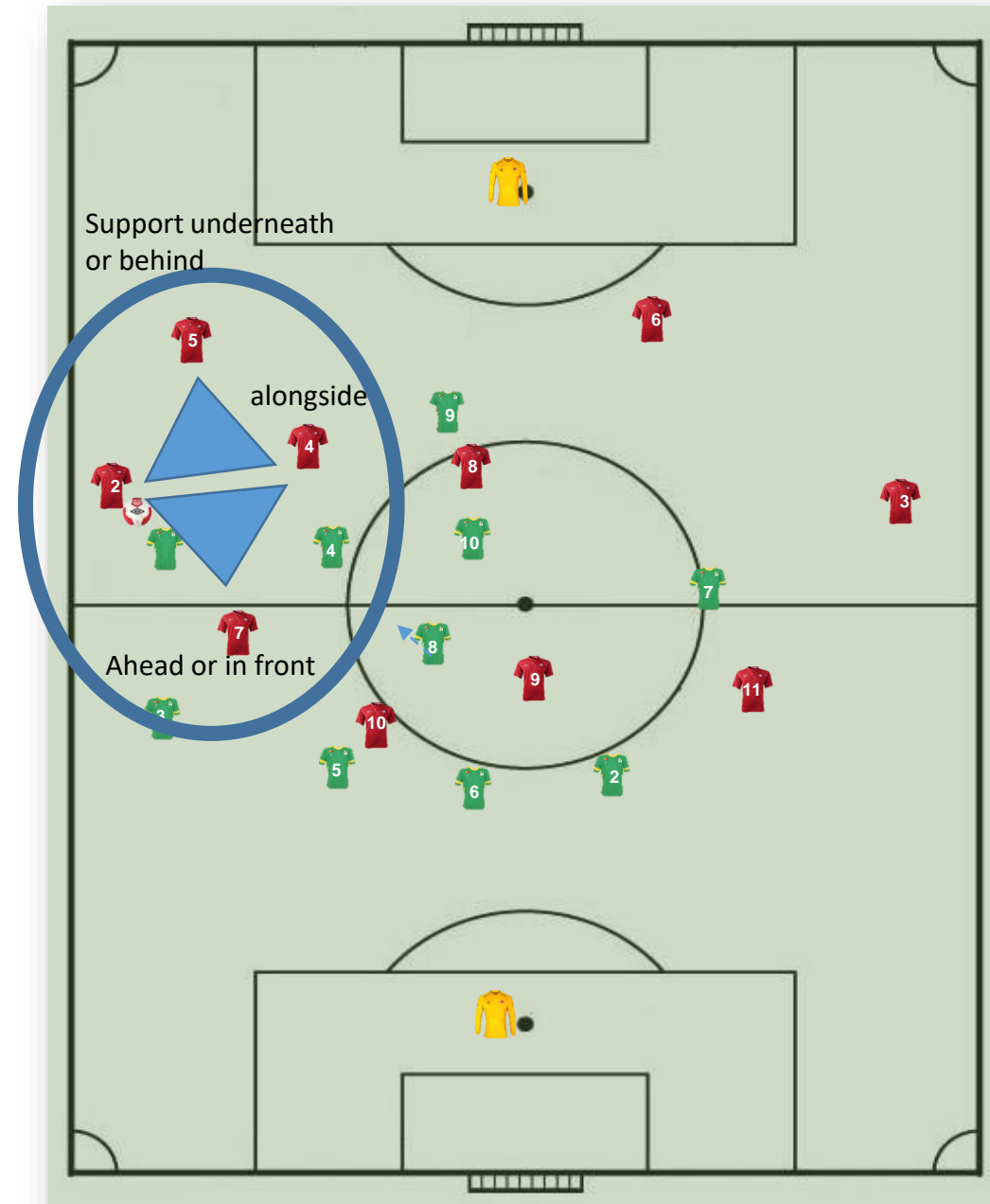
### Key Elements

#### On & Around the Ball!

- Combination Play
- Triangles / Support

#### Away From the Ball

- Creating space as a Team
- Using Space as a Team – Over, Around Through (eg Direct Forward Play or switching Play)



# Principles of Attacking

TASK: Discuss which are most important for your age group

## DISPERSAL

- A team spreading out from side to side and end to end within the passing range and abilities of the players. Creating space by stretching the distance and support relationships between defenders and the lines of defence

## SUPPORT/DEPTH

- Passing options provided through 360 degrees to the player on the ball.

## PENETRATION

- The ability to eliminate opponents from being goal-side of the ball.

## MOBILITY MOVEMENT

- Calculated movements of players & interchanging of positions to cause unbalance opponents and cause problems.

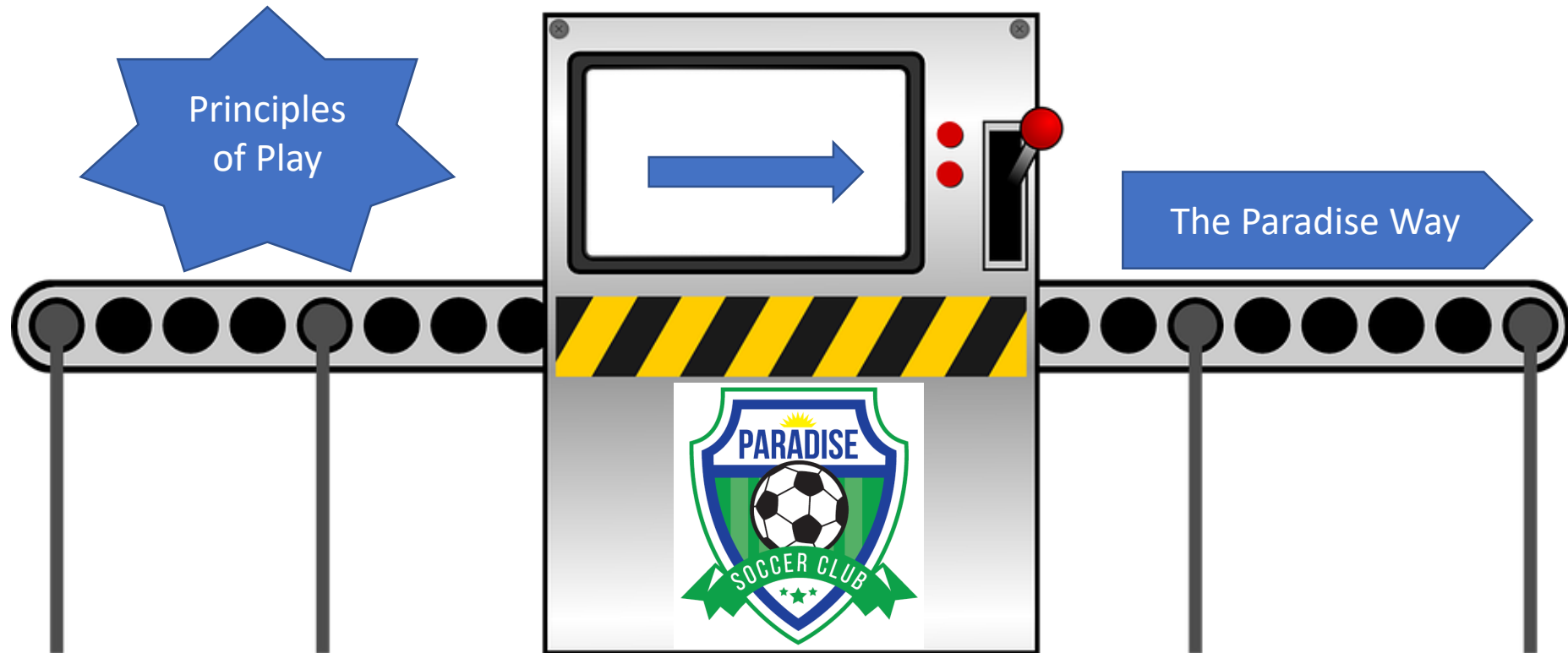
## SURPRISE

- The use of deception to hide a team's attacking intentions.

## INDIVIDUALISM

- The ability of an individual player to do the unexpected.

# The Simplifier





# The Matador Style

## Controlled Possession

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- The idea of staying one step ahead of the opponent and controlling / responding to their moves to stay in control.

THE PARADISE WAY - COMFORTABLE AND IN CONTROL ON THE BALL, COMMIT THE DEFENDER, TAKE YOUR SPACE!

This Matador concept we used for around the ball still applies when we think of the team and team tactics.....

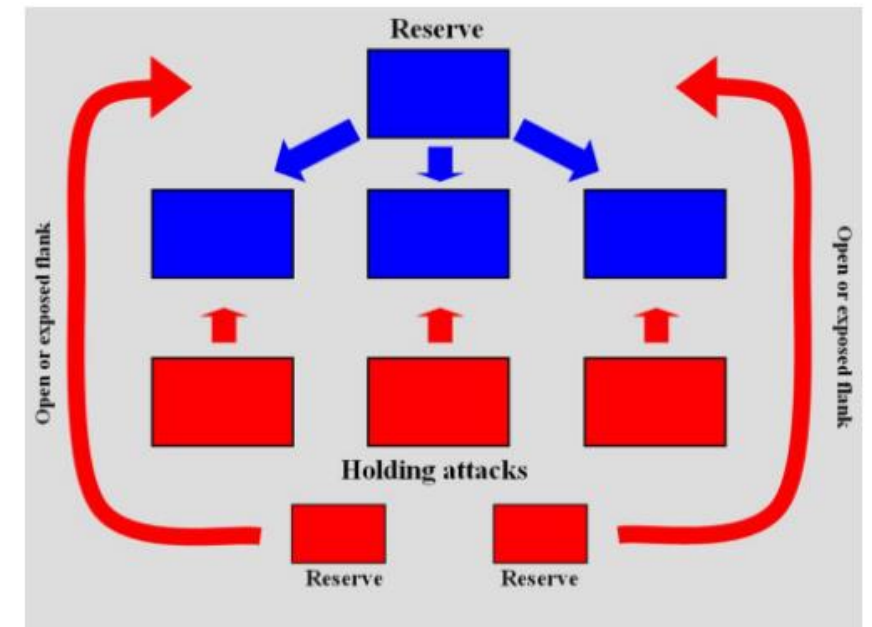


# ATTACKING – TEAM TACTICS

- Soccer is a battle, and team tactics are employed.
- Over, Around, Through – if we cannot go through then we will go around or over. Whatever defensive tactics they employ we have an answer!

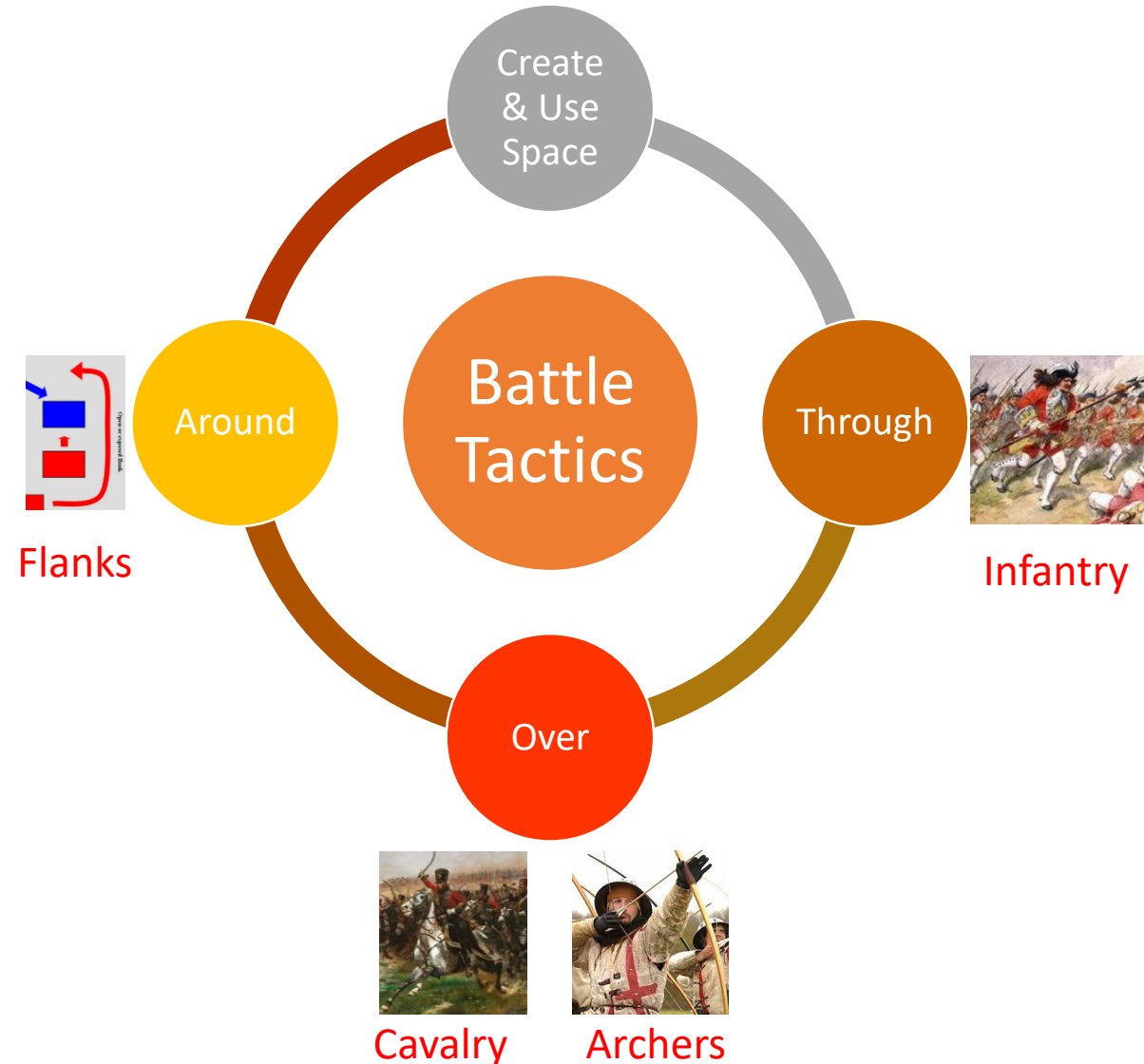
Key Concept – By U13 we can play as Matadors in a TEAM TACTICS sense.....

- We play long to push them back so we can then play short, we use width to open them up so we can play through them and so on. When they think they have solved the problem we can respond, adapt and overcome and maintain control.

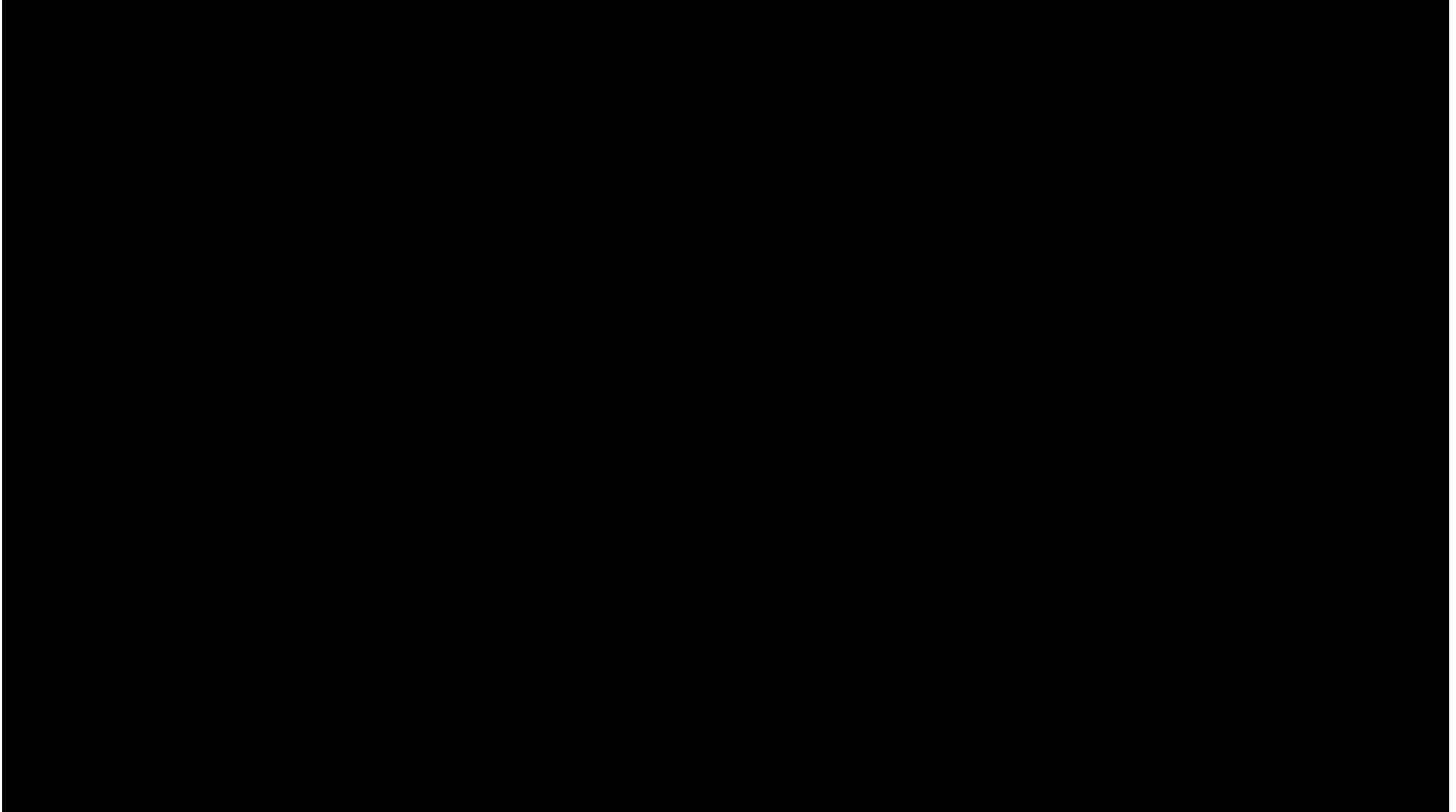


# Attacking Away from the ball

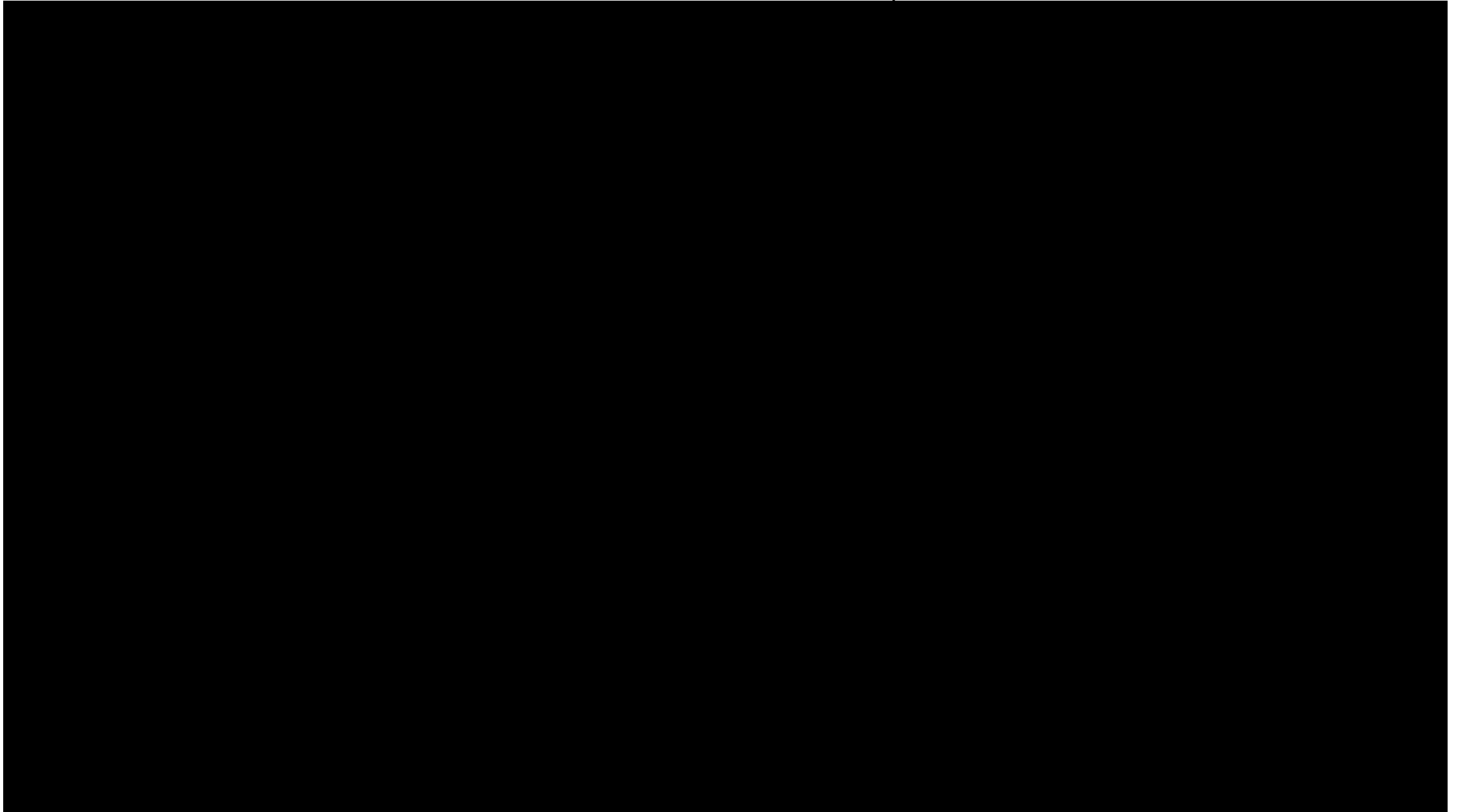
- The bigger picture of the game involving the whole team
- The tactical aspects of how **a team** sets up to exploit opportunities in different areas of the field **CREATE & USE SPACE**
- What should players do that are not immediately involved in the play but are anticipating 2<sup>nd</sup> or 3<sup>rd</sup> pass?



ATTACKING AWAY FROM THE BALL – CREATE WIDTH



ATTACKING AWAY FROM THE BALL – CREATE DEPTH/WIDTH & THE SWITCH



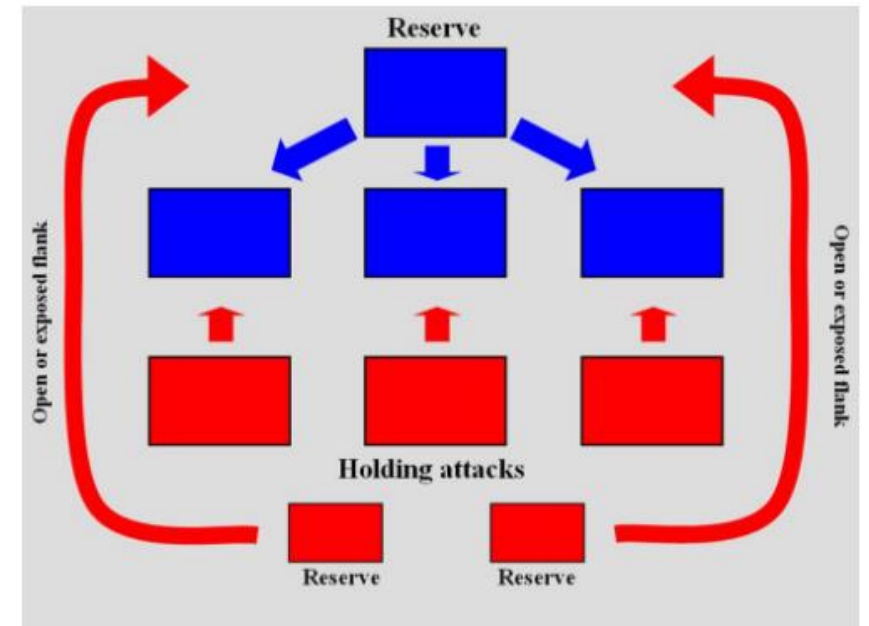
# AWAY FROM THE BALL – TEAM TACTICS

## Milestones – Stepped Approach to Curriculum

How do We Get There?

### Key Considerations;

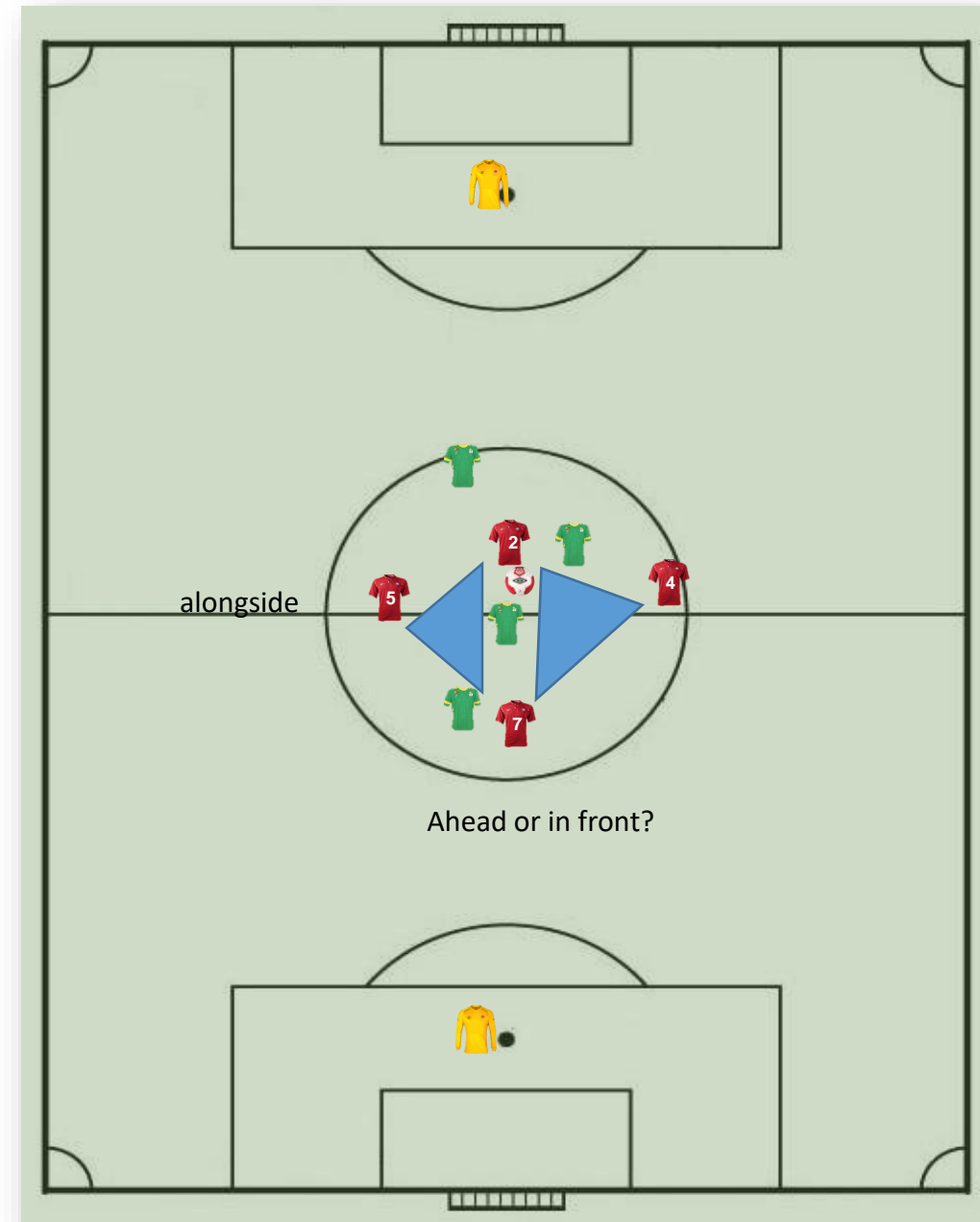
- How many players are on the field for the age group game format?
- What are the characteristics of the player at a given age....their mental capacity, depth of understanding and decision making?
- What are the technical capabilities/limitations of the player eg U8's cannot hit a 30 yard aerial pass so over the top is not a part of their game/understanding.



U8 – 5 a-side  
4v4 plus GK

There is no real Away  
from the ball!

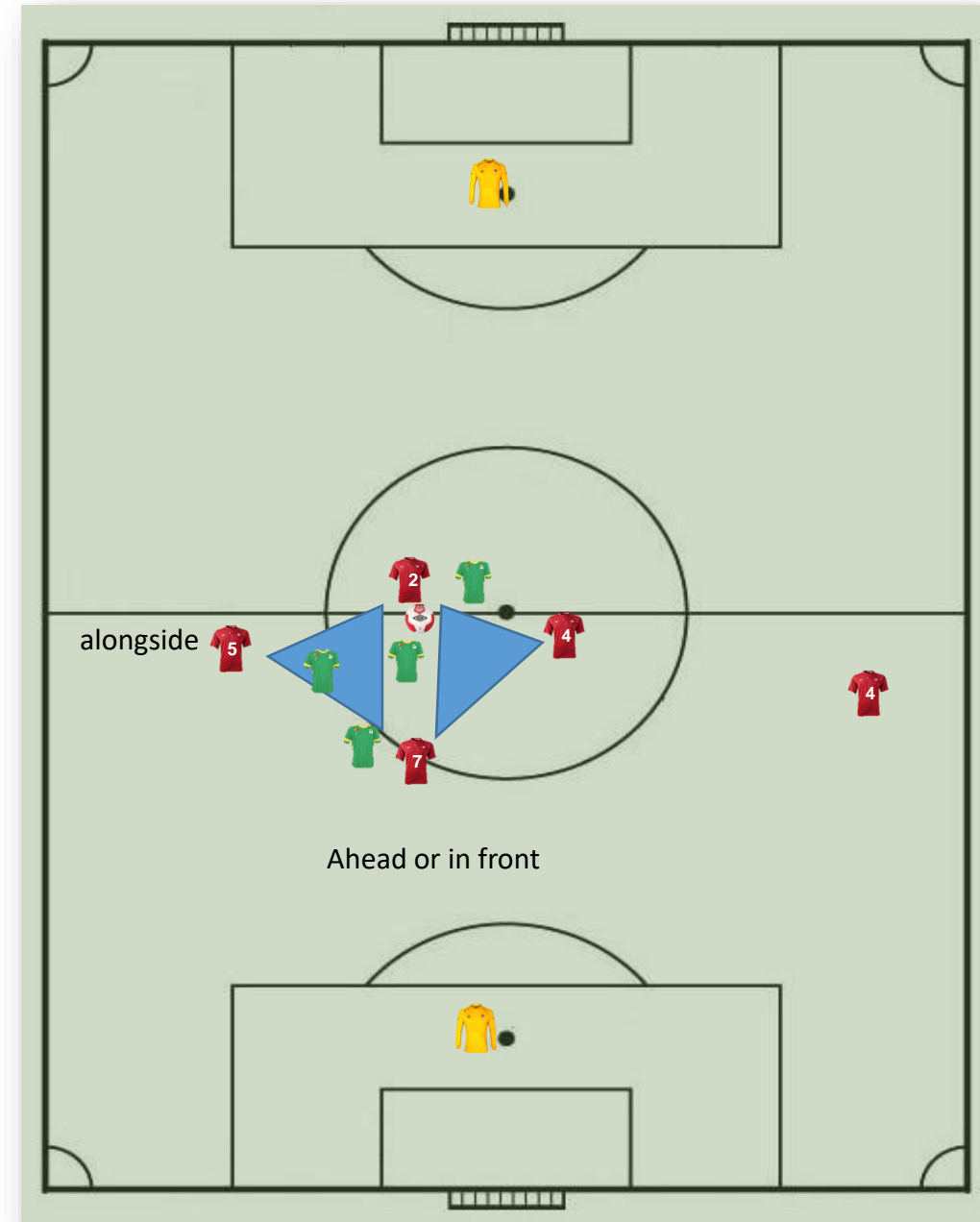
Everything is really  
about playing **through** –  
direct toward the target  
and somehow navigating  
past the pack/crowd!



U10 – 6 a-side  
5v5 plus GK

Now we have an  
additional player there is  
an element of width that  
can be added.

Can we go **around**?

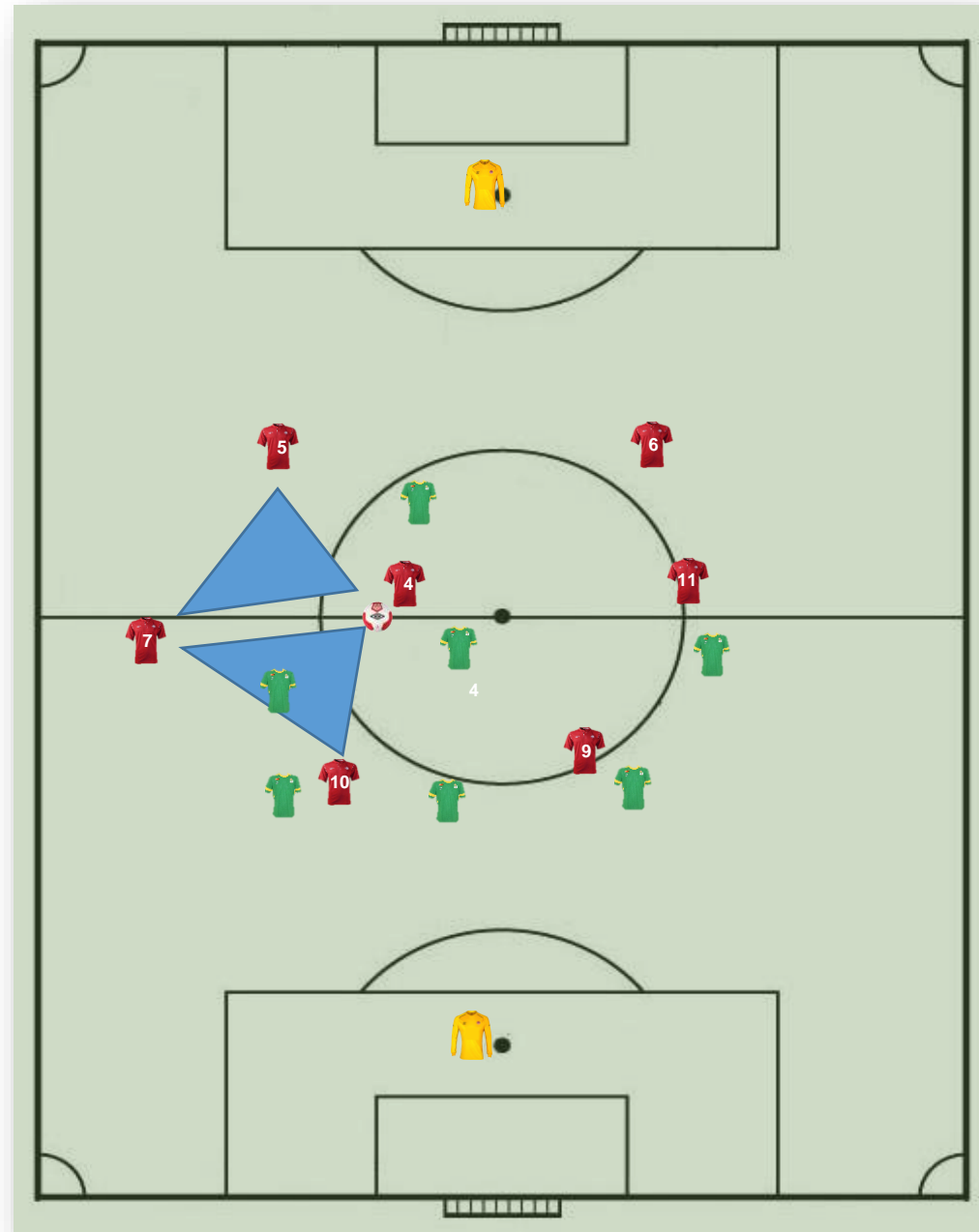


U12 – 8 a-side

7v7 plus GK

- Formation: 3 lines or units
- Defenders / Midfielders / Forwards
- By U12 the game is more complex and much of the 11 a-side game is observed within this format. Players also have the ability to play longer balls in the air - **Over**

Reds Direction of Play  
↓



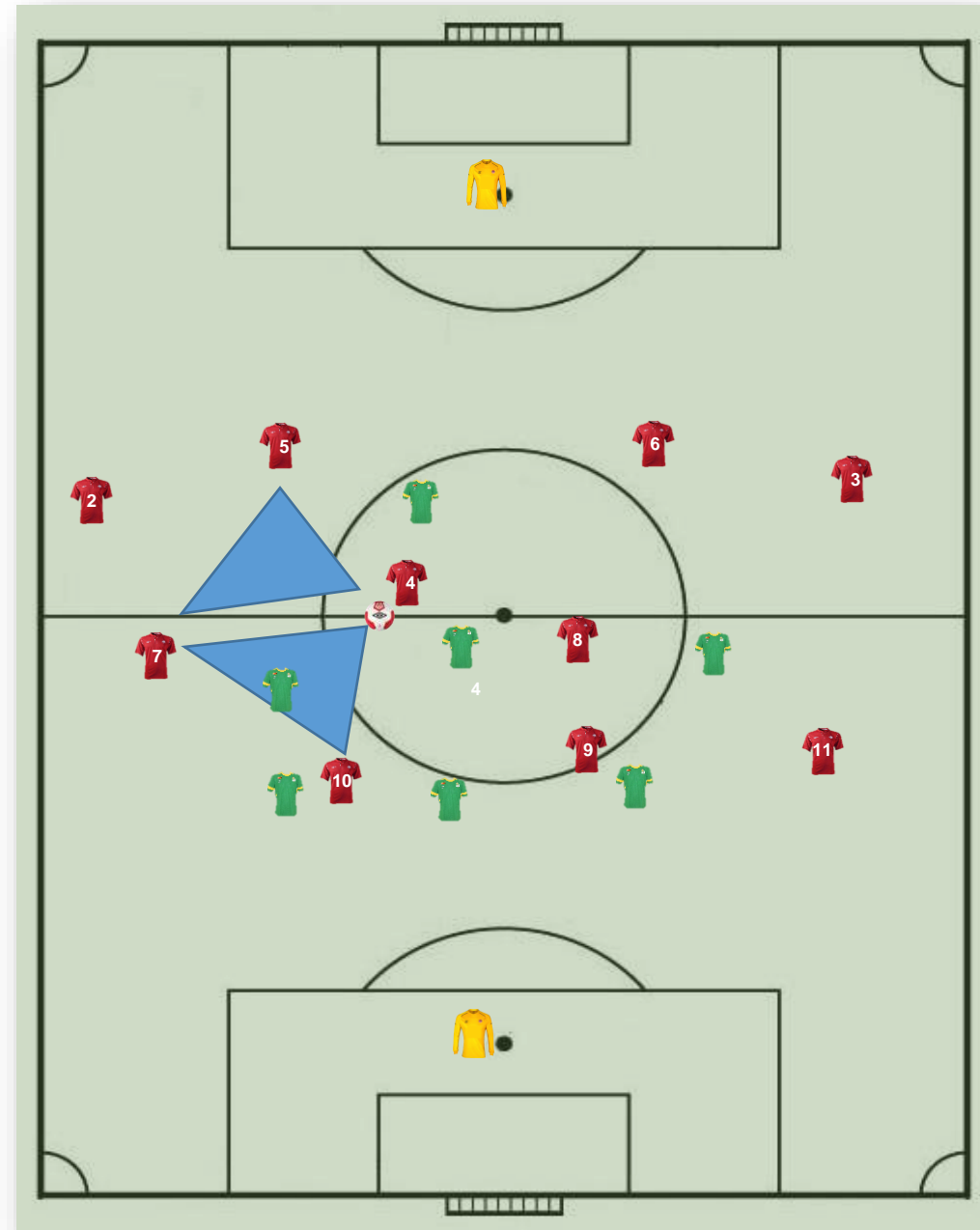


# U13+ – 11 a-side 10v10 plus GK

- Formation 3 lines or units
- Defenders / Midfielders / Forwards

Over / Around / Through  
(Matadors)

Reds Direction of Play  
↓



TACTIC	U8	U10	U12	U13
<b>TEAM ATT WIDTH</b> AWAY FROM THE BALL Creating Space - Width	Supporting alongside as a helper but not too close  When ball carrier is wide, one support alongside, and other spread out like butter	spreading out as a team - side to side - create space + passing opportunities, including the need for width immediately when possession is regained.	Moving wide to receive a pass, stretching the play wide  Moving wide to passes played down the line from full back position  Understand the need for width once possession regained	Use of width to provide passing opportunity to wide player and to stretch a def to create gaps for penetration  Width provided by different roles: winger, FB, Mf, F  Overlapping, underlapping, movement of wide players in field to provide space for other players to exploit
<b>TEAM ATT WIDTH</b> AWAY FROM THE BALL Using space - Around	Escape with a pass to a player alongside	Passes to feet and passes to space  Intro to Changing the direction of play, Make players aware of space and the movement of players	Patterns of linking play across the pitch  Individual technique, opening out, receiving on the front foot to turn and pass wide  Turns out of congested areas	Recognising the need to switch play quickly away from a compact def, 'ferrying' the ball across the field, wide receiver prepared to maximise forward play  Back players moving through into MF

TACTIC	U8	U10	U12	U13
<b>TEAM ATT DEPTH</b> AWAY FROM THE BALL Creating Space - Depth	Spread out – one player go ahead of the ball carrier to receive a pass (if the ball carrier is going backwards then player can still drop back and technically be ahead of the player)	Intro to dropping deep to stretch the play and to receive a pass away from def	Forward runs and dropping deep to stretch the play and to receive a pass away from def  Understand the need for depth once possession is regained eg central def dropping off deep to offer for a pass from FB  passing back to eventually go forward	Use of depth to draw out a compact def  Patience required, passing back to eventually go forward  Roles within the team, back players prepared to drop deep to provide link to then penetrate or switch
<b>TEAM ATT DEPTH</b> AWAY FROM THE BALL Using space Through  Using space Over / Through <i>Breaking the last line of defence</i>	Team – Spread Out Like Butter away from defenders Pair helping each other and another spreading opposite side and another spreading forwards (ahead of the player)	Encourage to pass forward when possible, patience in build up  Forward runs to receive a through pass  Receive and turn (in front of defensive line) 3rd man run	Can the player pass forward, or combine to pass to a player who can pass forward & SUPPORT THE FORWARD PASS  MF players making runs past F F dropping deep into MF or going wide	Set + play, 3 <sup>rd</sup> man running, other forward options using gaps between def  Playing in the stretch (in between space)  Movement ahead of the ball, forward runs, flat + timing to stay onside  Runs to create space for others, moving def out of good marking positions

# Attacking Tactics – Away from the Ball

## U8

**Intro** TEAM – Create Space  
SPREAD OUT FROM THE  
PACK (To sides and ahead of  
the player on ball)  
To escape

Infantry



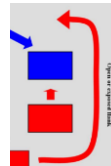
## U10

**Intro** TEAM-USING FLANKS  
Playing Around to Feet or  
Space

**Intro** TEAM – USING CENTRAL –  
Through  
Forward runs for thru balls

**Develop** TEAM –CREATE SPACE  
Width  
Wide to go forward

Flanks



## U12

**Develop** TEAM-USING FLANKS  
Switching play to opposite  
side

**Develop** TEAM – USING CENTRAL -  
Over  
Over in behind Who?, OVER  
to target and support

**Develop** TEAM –CREATE SPACE  
Depth  
Back to go forward

Cavalry and Archers



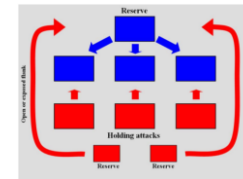
## U13+

**Refine** TEAM-USING FLANKS  
Switching play to penetrate  
stretching side to side

**Refine** TEAM –USING CENTRAL –  
Through<>Over  
Showing for feet, Stretching  
end to end

**Refine** TEAM – CREATE SPACE  
Over Around Through  
Earning the right

Matador TEAM Style



Thru, Around & Over!



# TEAM ATTACKING Away from the ball

Key GAMES you can use

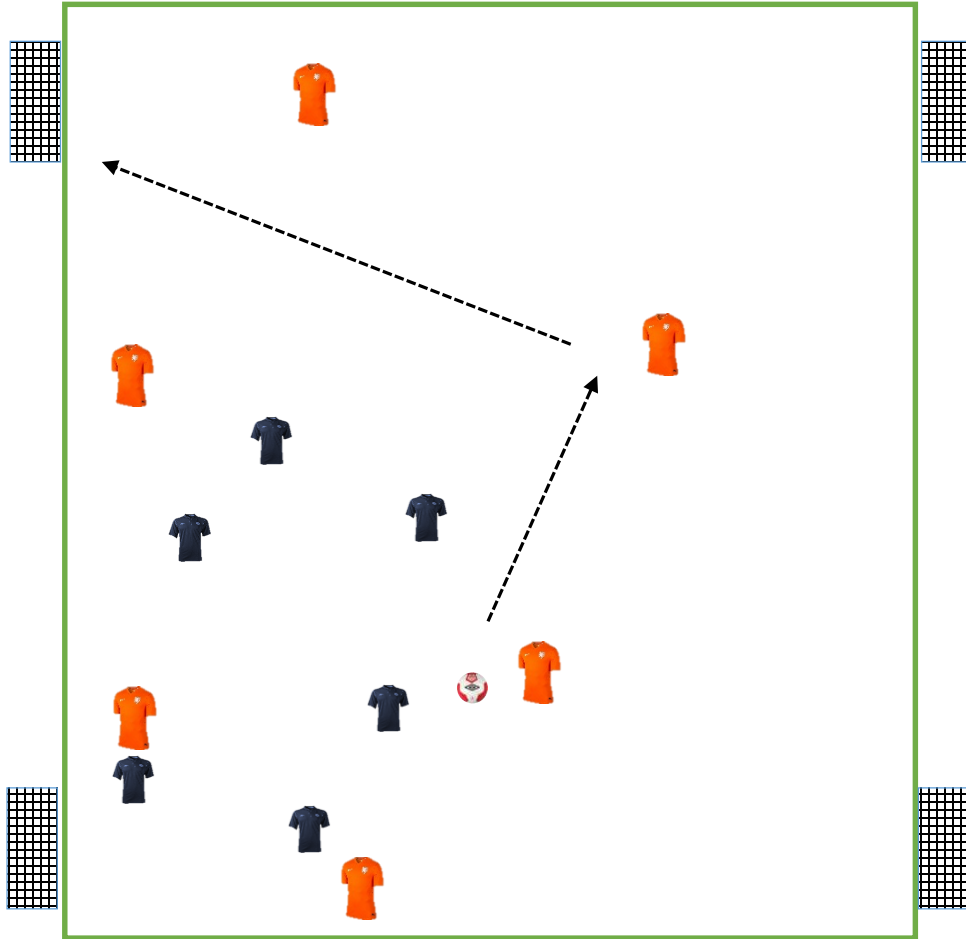


**ALWAYS REMEMBER AGE  
APPROPRIATE:**

**GAME FORMAT  
MENTAL CAPACITIES  
TECHNICAL CAPACITIES**

**USE APPROPRIATE TRIGGER  
WORDS**

# Multi Goal SSG – “4 or 6 goal game”



## **Set Up:**

Play sideways across the field so its wider than longer and place goals on the sides. Can play with or without GK's.

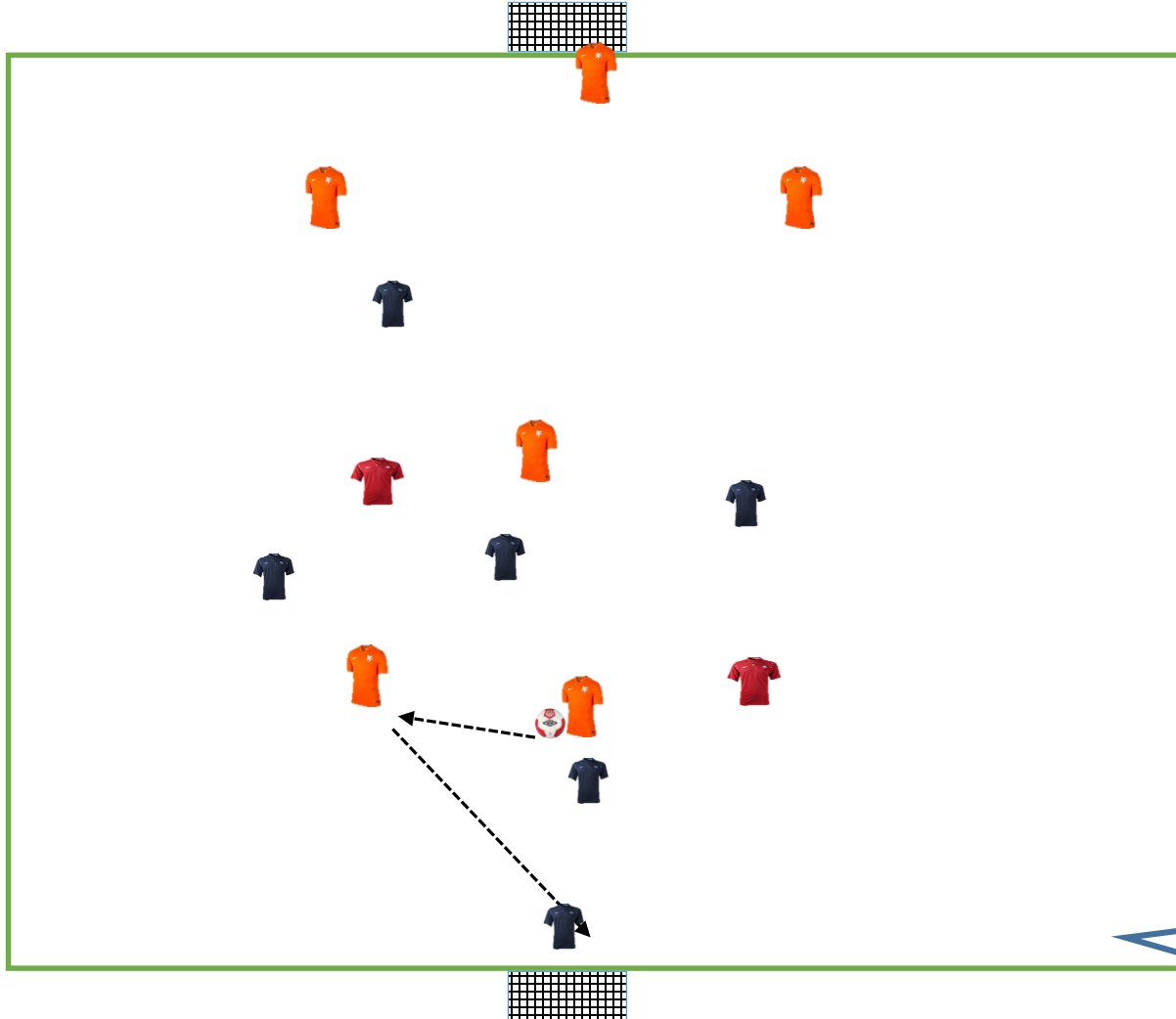
## **Instructions:**

“SUPPORT UNDERNEATH” “SUPPORT ALONGSIDE” to “SWITCH IT”. “GET WIDE”, “PASS to FEET or SPACE”

## **Options:**

Place another third goal for each team central.

# SSG – “Jokers” Wide



## **Set Up:**

Normal SSG – can be reduced or Full format .  
“JOKERS PLAY AS NEUTRALS ALWAYS HELPING THE TEAM IN POSSESSION” and shape of the field means space can be created by creating & using width

## **Instructions:**

“TIME THE PASS”. “GET WIDE”, “PASS to FEET or SPACE”

“PASS & MOVE” to “COMBINE”

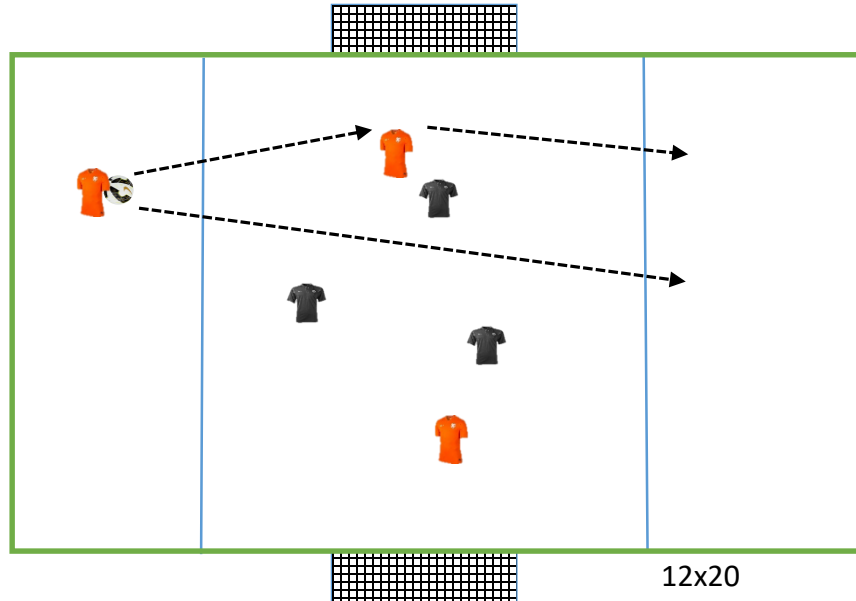
## **Options:**

Play with 1, 2 or 3 neutrals

Add a condition that neutrals play with limited touches (1 or two touch)

Do Not use for U8/U10  
Use this drill in Part 2 or 3 for U12 and for U13  
and older

# Endzone Games 3v3+



## Set Up:

Minimum 12 x 25 yds. team in possession trying to play the ball from 1 end to the other without defenders gaining possession to gain one point. If blacks win it then they can attack.

## Instructions:

“SPREAD OUT” “GET WIDE”, “PASS to FEET or SPACE”. “PLAY AROUND THEM” or “CAN YOU PLAY THROUGH THEM”

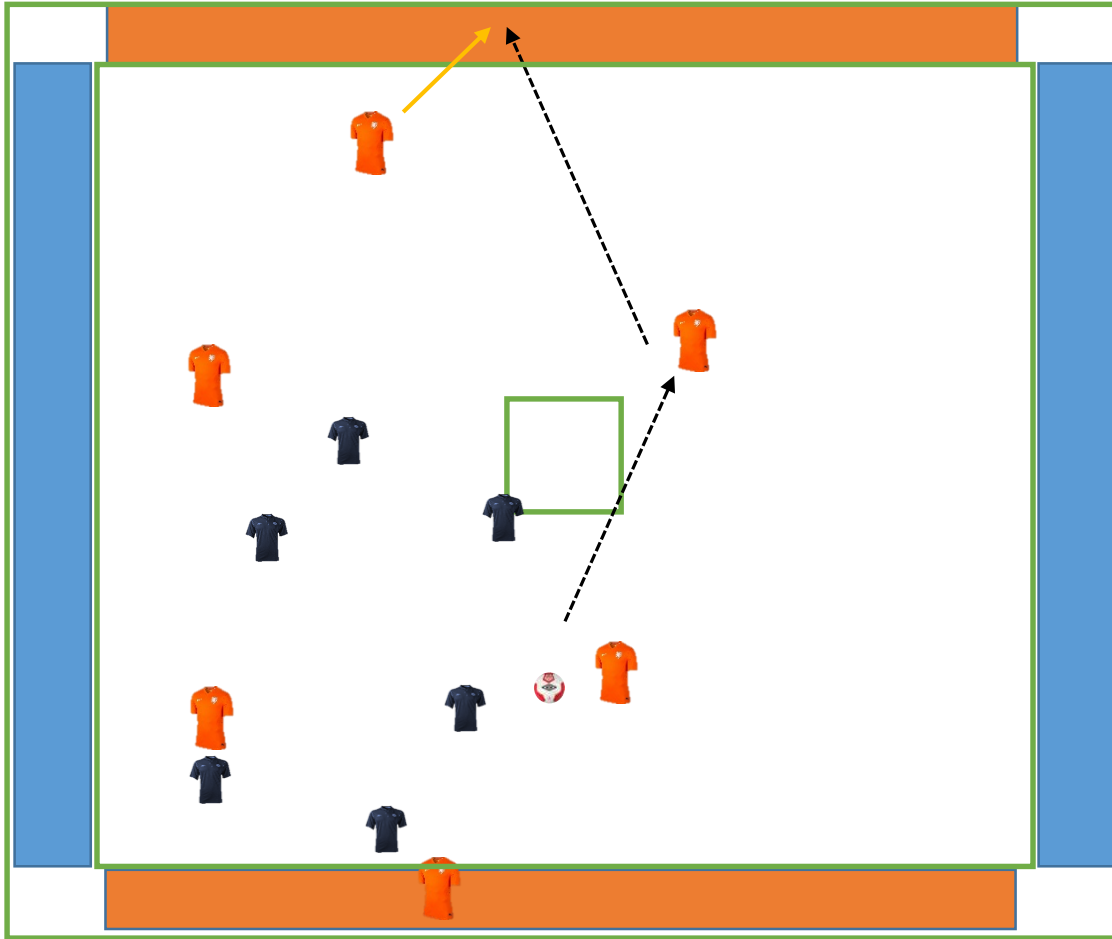
## Options:

After 3 points team in possession can go for goal.

Condition – Can allow balls over the top (endzones should be made shallower)



# SSG – “5 Zone Game”



## Set Up:

25 x 25 yrd playing area plus 5 yrd end zones on all sides and also 5x5 yrd neutral zone in the middle. Teams receive a pass in one of 3 zones to score (their end zones or central neutral zone) and then next goal must be scored in a different zone. Players cannot enter into opponents end zones.

## Instructions:

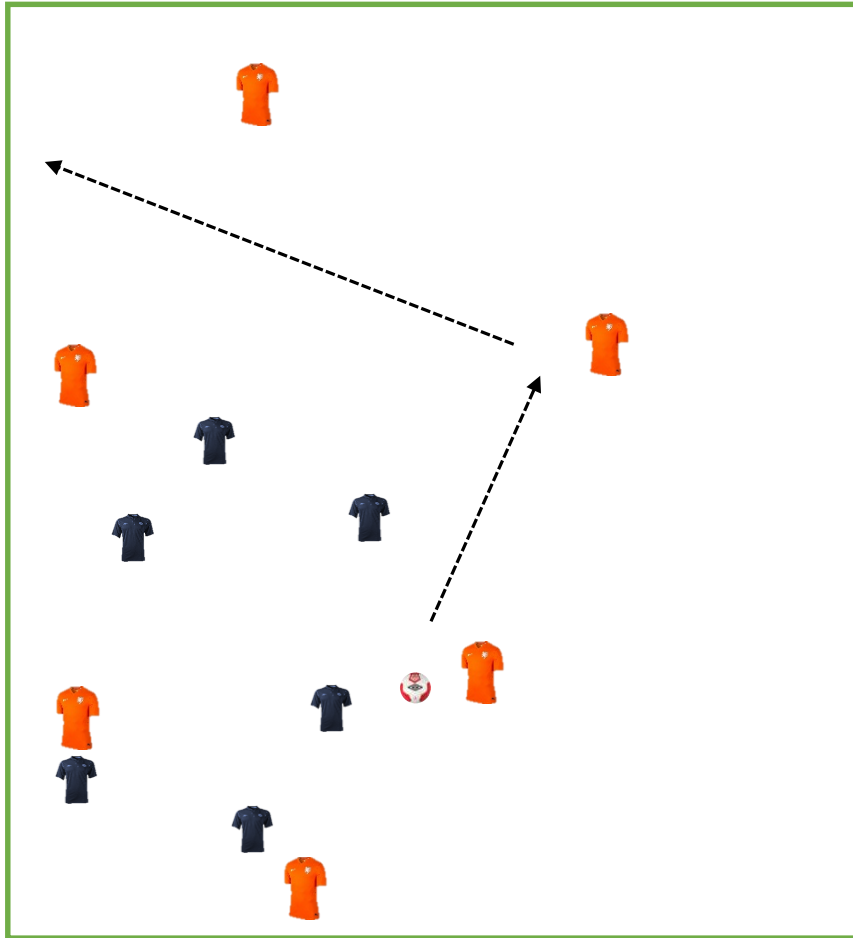
“CAN YOU SCORE” with direct play easy goals over the top or thru balls. If not then need “WIDTH” “PLAY WIDE”. “MOVE THE BALL” to “CHANGE THE PICTURE” with a pass “BOUNCE IT” or just carry it “DRAW A DEFENDER”.

## Options:

GK Integration Include a permanent GK in the central zone or one for each team in one of their end zones.

Do Not use for U8/U10  
Use this drill in Part 2 or 3 for U12 and for U13  
and older

# SSG – “WALL BALL”



## Set Up:

Play sideways across the field so its wider than longer. To score players must play a 1 touch pass against the wall.

## Instructions:

“SUPPORT UNDERNEATH” “SUPPORT ALONGSIDE” to “SWITCH IT”. “SET THE 1 TOUCH PLAY” with a softer pass backwards/sideways to set it up

## Options:

Progress to condition that in order for a goal to count then an attacker must be the first one to touch it when it bounces back off the wall.

Do Not use for U8/U10  
Use this drill in Part 2 or 3 for U12 and for U13  
and older

# SSG – “Jokers” Long



## Set Up:

Normal SSG – can be reduced or Full format .  
“JOKERS PLAY AS NEUTRALS ALWAYS HELPING THE TEAM IN POSSESSION” and shape of the field means space is limited so finding ways to play over or thru is critical

## Instructions:

“TIME THE PASS”.

“PASS & MOVE” to “COMBINE”. “SUPPORT THE FORWARD PASS”

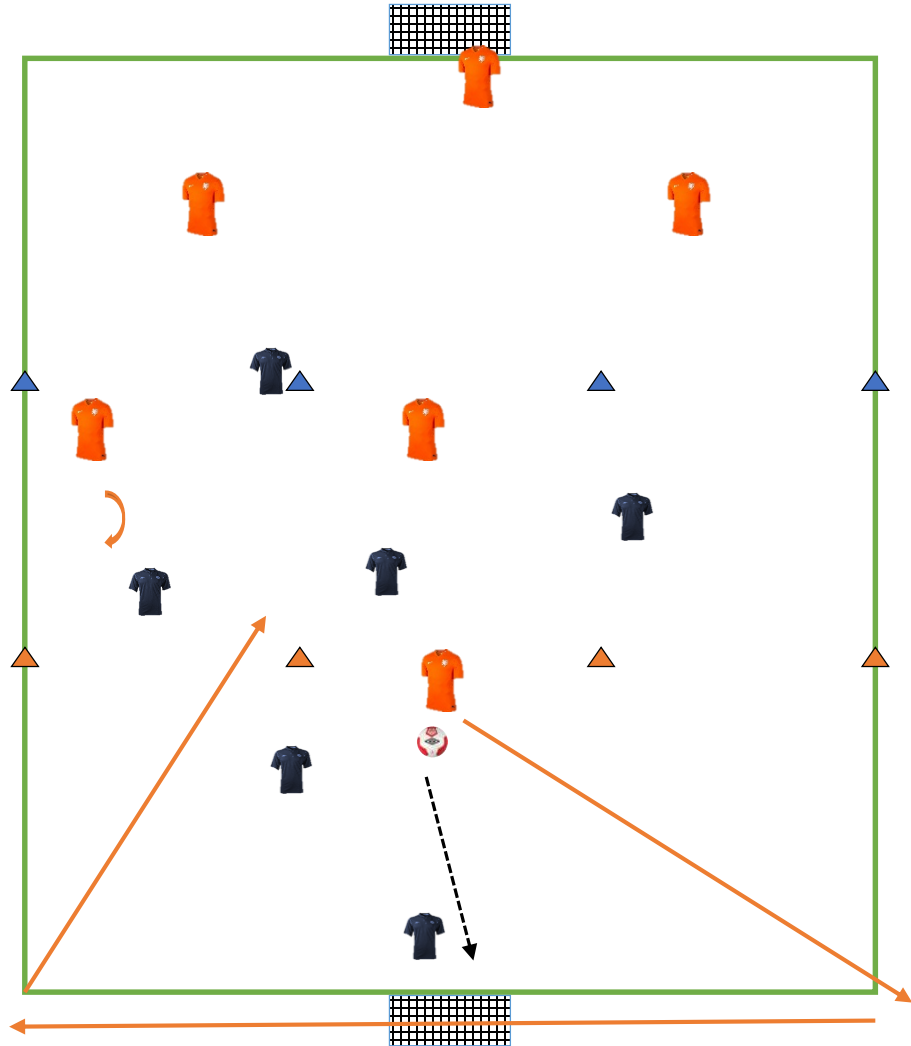
## Options:

Play with 1, 2 or 3 neutrals

Add a condition that neutrals play with limited touches (1 or two touch)

Do Not use for U8/U10  
Use this drill in Part 2 or 3 for U12 and for U13  
and older

# SSG – “GOAL TRANSITION GAME”



## Set Up:

Normal SSG – can be reduced or Full format .  
“AFTER A GOAL SCORER MUST TOUCH BOTH CORNERS”

## Instructions:

“PLAY QUICKLY” to use the overload before the defender recovers to help

## Options:

Have them touch just one corner.

Can also have balls on cones round perimeter of field so if a ball roles out then the attacking team can use the nearest cone ball to restart, while they do that the team that kicked it out must send a player to replace the ball that was taken off the cone

Do Not use for U8  
Use this drill in Part 3 for U10/U12 and for U13  
and older



*THE PARADISE WAY*

## Part 10: TEAM MANAGEMENT

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### Best Practices

# TEAM MANAGEMENT BEST PRACTICES

- Playing Time
- Roster sizes
- Call Ups

# DEVELOPMENT TEAMS - Playing Time Policies

## Equal Playing time – U8 & U10

Wherever possible playing time is balanced on gamedays regardless of ability, performance or attendance etc, The only condition/expectation is respect. Where players are not respectful even after warnings they may be released from the team or docked playing time.

RESPECT – players/parents are respectful in how they communicate with staff / team mates and opponents,

- Communication with coach (eg when absent emailing/phoning (where possible in advance) to notify the coaching staff)

## Fair Playing Time U12 – A Motivational Tool (Introduction to Conditional Playing Time)

A minimum playing time of 20 mins will be implemented where players show RESPECT. However additional Playing Time may be granted through;

**1. COMMITMENT - Attendance/Punctuality - Honouring the agreed upon commitment level (ie weekly training once or twice per week). (for U12)**

~~2. DEDICATION – Effort and work ethic in training & games. (for U13+)~~

~~3. PERFORMANCE – Quality in training & games (for U13+)~~

# PYL COMPETITIVE TEAMS - Playing Time Policies

## Conditional Fair Playing Time

Players must earn the right to dress by being RESPECTFUL team members however if they do dress then all players on the bench should be used in every game observing the minimum playing time. As for all levels of play RESPECT is a REQUIREMENT/EXPECTATION.

RESPECT – players/parents are respectful in how they communicate with staff / team mates and opponents,

- Communication with coach (eg when absent emailing/phoning (where possible in advance) to notify the coaching staff)

A player deserves a minimum playing time providing they show RESPECT, but where possible players showing commitment should receive more than the minimum. Dedication and performance become bigger influencers on game time for U15/17. More Playing Time is earned through all of the following conditions;

1. COMMITMENT - Attendance/Punctuality - Honouring the agreed upon commitment level (ie weekly training once or twice per week).
2. DEDICATION - Effort and work ethic in training & games
3. PERFORMANCE - Quality in training & games



# Attendance Policy

## DEVELOPMENT TEAMS U8 – U12 + METRO COMPETITIVE TEAMS U13 and older

For Grass roots attendance will not be measured during the winter. However attendance will be monitored during the outdoor season. When a player is AWOL (Absent without giving coach notice) the coach should remind the parents about the communication of absences expectations outlined in parent meetings.

- Equal Playing time – in extreme cases where players are absent repeatedly the coach can talk to the parents about the importance of attending but as long as they are observing the communication expectations they should not be docked playing time.
- Fair Playing Time for U12 – For Repeated absences/lateness or AWOL (Absent without giving coach notice) the coach can talk to the parents about the importance of attending and being on time, eventually the coach may give the player a final warning and if it happens again the player may be docked playing time.

# PYL TEAMS Attendance Policy

## PROVINCIAL LEAGUE – Conditional Playing Time

- INDOOR - For Provincial League Teams attendance will be monitored during the indoor season. Where the coach is concerned about a players attendance/commitment levels after the winter season they should address these concerns with the player/parent at the latest prior to the start of the league season.
- OUTDOOR - During the outdoor league season when a player is not communicating absences (AWOL) then the coach should immediately contact the player/parent to remind them of the expectation to communicate absences. This should be outlined in the spring team meeting. Once warned AWOL players can be rested the following game at the coaches discretion. Where players are absent but are communicating in advance then they should still be entitled to dress & receive the minimum playing time. However, If a player is absent repeatedly where coach is concerned then the coach should arrange a meeting with the player/parent to discuss concerns around commitment level and explain that commitment is a condition required to earn additional playing time beyond the minimum. Additional playing time above the minimum is earned through a positive attendance/punctuality as well as dedication and performance.
  - Where a Provincial League Team player is not able to commit to attending at least one one training session per week on a routine basis then this player will be classed as a part time player. This will then have implications where roster size exceeds gameday roster size and rotational resting is in effect.

# DEVELOPMENT– Management Considerations

LTPD Stages: Fundamentals, Learn 2 Train

Age Group	Metro Game Length	Playing time	Playing Time Policy	LTPD rec time	# of player - a-side	Min # to play	Ideal Game Roster Size	Rec. Team Roster (Soft Min/Max)	Subs	positions
U8	50' (5' shifts)	25 to 30'	Equal playing time	20'	5v5	4	8	8 (7/10)*	Unlimited at shift change	None, introduce concept of two backs that receive ball from GK.
U10	60' (10' shifts)	30 to 40'	Equal playing time	40'	6v6	5	10	10 (9/12)*	Unlimited at shift change	INTERCHANGE through all positions, not a rigid formation, players rotate during free play. Gradually Introduce positions and rotate players between front and back roles.
U12	60'	40 to 60'	Fair Playing Time (Condition 1)  Minimum 30 minutes	50'	8v8	6	10	12 (11/14)*	As Above  * 2018 tbc 1 sub on fly, unlimited two stoppages per half	GK specific, otherwise rotate assignments but players designated primary positions. During play players learning positional roles and structure. Rotate between front and back and/or within units.

\* Utilise Call Across/Over & Call Up options to reduce T1 while increasing T2 rosters proportionately

# U12 Teams – Fair Playing Time Explanation

Condition	# 1: Committment	# 2: Dedication	# 3: Performance	Fair Playing Time
Player X – not displaying RESPECT - AWOL	na	na	na	warning required No minimum after warning
Player A	☒	☒	☒	Player respectful Observe Minimum
Player B	☑	☒	☑	Minimum 30 minutes (half game) plus may earn more playing time for commitment.
Player C	☑	☑	☒	Minimum 30 minutes but player should earn more playing time for showing commitment and dedication.
Player D	☑	☑	☑	Same as Player C, performance not a deciding factor at this age

# Call Ups – Part of the Plan

- Why
  - Maximise playing time and performance levels through smaller gameday rosters
  - Necessity – to avoid fines when unable to field teams (short players). Unable to field a team with minimum specified number of substitutes (see table)
  - Individual Player Development - Pre planned in how we structure our teams to allow for development opportunities for multiple players from lower tier to experience higher tier if and when they are ready
- Who
  - Call Ups – “Over” from lower tier in same age group
  - Call Across – from another team in the same age group and same tier
  - Call Ups Under-ager – from younger age groups Explosion Team to play Tier 1 and/or Tier 2
  - House League Call Up
- How
  - What is the process that coaches should follow, timelines etc
  - When – eg below a designated number of subs available for a game

# When – requirements to call up.....

Age group	Mandatory Call Up Request	Call Up option & max recommended roster
U8	6 players	7 players – call up to 10 players.
U10	7 players	8 players – call up to 12 players.
U12	9 players	10 players – call up to 14 players.
U13/15/17 PYL	12 players	13 players – call up to 16 players.
U15/17 METRO	12 players	13 players – call up to 16 players.

Note: Where a call up/over/across player has games with their own team the same weekend they may play one game as a call up in addition to their own scheduled games. Every game after that requires they miss a game with their team. Recommend that for two or more games player should play exclusively for the other team.

# Call Up – who?

- Varies depending on age group, in order of sequence call up options as follows;
  - U8 – Call Across / House League Call Up
  - U10 – Call Up Designated Players / Call Across / Call Up Under-ager / Call Up General / House League Call Up
  - U12 - Call Up Designated Players / Call Across / Call Up Under-ager / Call Up General / House League Call Up
- Designated Players
  - For Call Ups from lower age groups Designated players will be allocated based on the assessment process. These designated players would be the ones offered the opportunity to play up.
  - For Call Ups - Over from a lower tier Designated players will be allocated based on the assessment process. These designated players would be the first ones offered the opportunity to play up. If they are not an option then call across and call up under-ager options explored. In the end if none of the above are options then a general call up (over) opportunity can be offered to all players. Finally House League would be last option.
- Should it be based on position? – NO, Not when calling up players from U12 and younger (ie U13 calling up U12). For U12 and younger players should be rotated through positions and the focus is on individual development so players should not be called up to fill specific positions as this places the needs of the team ahead of the individual (with the exception of GK for U12). For Provincial League call ups from U13 and U15 then specific positional requests are acceptable, if not then designated players in effect.

# Call Up/Over Process

- Requesting Coach if possible to put in the request no later than 1 week prior so must educate parents to notify of absences 1 week in advance.
- Request should be sent by email to the coach of the team stating the number of players required and which games. Manager of Soccer Operations and All Star Director are to be cc'd on the email.
- Recipient Coach to forward the initial request to all of the designated player/parents and again copy everyone (The Coach that made the request as well as the Manager of Soccer Operations and All Star Director.)
  - Direct parents to contact the Coach requesting call ups directly and cc all – first come first served. Players can be assigned for 1 game and multiple players utilised.



# PRE PLANNED CALL UPS OPTION

This can be exercised when managing oversized Tier 2 rosters in favour of lighter Tier 1 rosters

Tier 2 (13 players)	
Adam - des	Wk 1, 3, 5
Bob - des	Wk 2, 4, 6
Carl	
Dave	
Eddie	
Frank	
George	
Harry	
Ivan	
John	
Kris	
Larry	
Mike	



Tier 2  
Gameday Roster  
12 players

Tier 1  
Gameday Roster  
11 players

Tier 1 (10 players)	
Adam	
Bob	
Carl	
Dave	
Eddie	
Frank	
George	
Harry	
Ivan	
John	



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## Part 11: SPRING LOGISTICS

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# Gearing up for Metro League: Timelines

ACTION

**March 30th**  
Spring Reg Closes

Head Coaches preliminary assessments completed  
Email to New Registrants to welcome them to the group and start training after Easter  
New players to be assessed immediately after Easter

**April 15th**  
Teams Formed

- Teams announced
- Coaching staff Formalised (HC/AC/Manager)
- Coaches provided Mailing List Database for their ROSTER
- BREAK FROM TRAINING LAST WEEK OF APRIL. Last turf sessions April 22nd

**April 15<sup>th</sup> – May 1<sup>st</sup>**  
Coach introduction  
email

- Head Coach to email parents to outline expectations & objectives. Ideally, You may even wish to arrange a brief team meeting for this purpose. More information /supporting documents to follow
- Request Players blackout dates, Submit requests for schedule blackouts due to low availability of players/staff (June 1<sup>st</sup>)
- Request additional staff eg. Manager/Coaches

**End of May / Early June**  
PCSP Optional  
Weekends

- MPSA TURF Training May 1<sup>st</sup> to June 3rd
- Under 12 May 25 - 27
- Under 10 June 1 - 3
- Under 8 June 8 - 10

# IMPORTANT DATES

- Fundamentals (U8/U10): June 16/17@ PARADISE SOCCER CLUB
- First Aid: TBC – May 5<sup>th</sup> or May 25<sup>th</sup> tbc
  - 1 staff per team must have First aid
  - PSC Pays for course registration
- Metro League Coaches Meeting – APRIL Date tbc
  - 1 coach per team to attend
- Spring Seminar APRIL 29<sup>th</sup> or April 30<sup>th</sup> – To Be Confirmed
  - Game Day Coaching Workshop
  - Logistics
    - Fundraising
    - Team Uniforms
    - June and Summer training schedules

# GAMEDAY COACHING WORKSHOP – April 29th

- Gameday Coaching best practice
  - The Coaches Checklist
  - What, When and How?
- Formations and Positions
  - Explosion Playing Model
  - Substitutions
- Game Day Coaches Guide
  - Script
  - GDC Best Practice

# Parent Education – Proactive Approach

- When : After team roster selections and prior to Opening Weekend
- How : Send an email asap once rosters are formed and announced with the generic PSC parent information brochure (will be provided), and hold a meeting in June and hand out the brochure.
- PARADISE SOCCER CLUB PARENT INFO NIGHT
  - MAY – Date to be confirmed prior to Optional Weekends
  - Alex McNutt to deliver
- TEAM PLAYER/PARENT MEETING at Peter Barry Duff in June
  - JUNE – Prior to first weekend of Metro
  - TEAM Staff to arrange deliver

# Parent Education – prior to opening weekend

- LTPD
  - Playing Time
  - Positional Rotation
- Grass Roots Season - Goals and Objectives (Measures)
- Gameday – Subs when and starters
- Adult Behaviours
  - Coaches
  - Parents
- Dealing with Conflicts - eg players bullying
- Logistics
  - Schedules – training and games
  - Logistics – training and games arrival times etc

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Coaches Meeting  
Updates

BOOK TEAM ACCOM

Metro Soccer League  
About Us Weekend Schedule 2017 Divisions News Archives Leagues Venues Game Schedules  
Referee Information **Metro League Manual** Frequently Asked Questions Email Signup MSL Committee

Welcome to the Official Page of the Metro Soccer League - Welcome to the Official Page of the Metro Soccer L

**Coaches Meetings**  
Pre season Metro League coaches meetings will be held on Sunday April 23rd.  
[Read →](#)

**THE METRO LEAGUE**

Under 8 Boys Metro Leag... Under 8 Boys Metro Leag...  
Test Team Blue Test Team Blue  
Test Team Green Test Team Green  
Sat 01/28 7:00 pm Sat 01/28 8:15 pm

Revision of  
**2017 Changes To FIFA Laws Of The Game**  
The 2016-17 Laws of the Game have been completely re-written

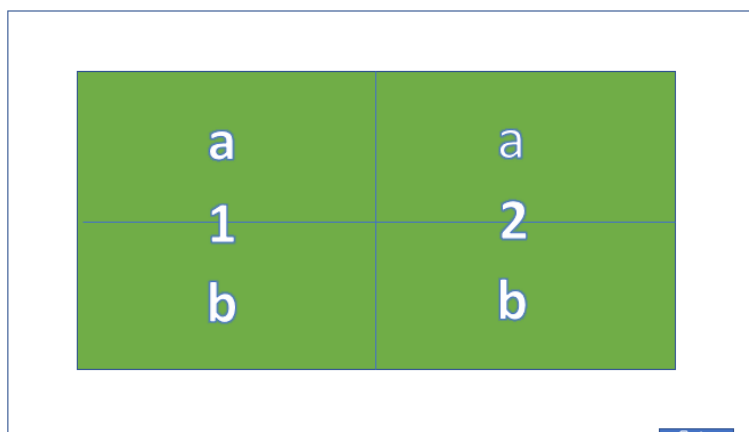
**Coaches Meetings**  
Pre season Metro League coaches meetings will be held on



# MPSA Boys Turf Schedule

## TENTATIVE DRAFT

(May 1nd to Jun 3rd - training at MPSA turf) – excluding May 20th Long weekend



MPSA Field Set Up

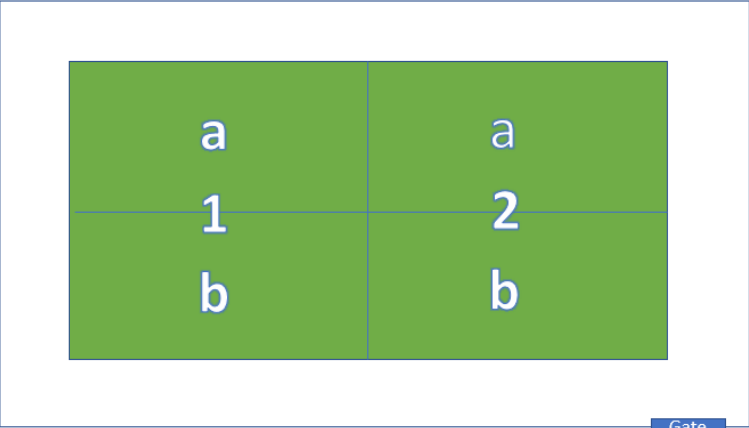
Clubhouse

BOYS				
Boys U8 (x5 Teams)	2010 & 2011	Sundays 3pm Thursday 6pm & 7pm	1a (1/4 Field) OPE	45 mins
Boys U10 (All) Boys U10 Select Boys U10	2008 & 2009	Sundays 3pm Tuesday 6pm Thursday 6pm	1b (1/4 Field) Holy Family Holy Family	60 mins
Boys U12 Select	2006 & 2007	Sundays 3pm  Tues May 1/15 6pm Tues May 8/22 6pm or 7pm	2 (1/2 Field) – except May 27 Optional weekend 1b (1/4 Field) OPE	60 mins
Boys U12	2006 & 2007	Sundays 3pm  Tues May 1/15 6pm Tues May 8/22 6pm & 7pm	2 (1/2 Field) – except May 27 Optional weekend OPE 1b (1/4 Field)	60 mins
Boys U13	2005	Sundays 4pm Wednesdays 6pm	1a or 2 (1/4 or 1/2 Fld) 1a (1/4 Field)	60 mins
Boys U14	2004 & 2005	Sundays 12-1:30 pm Wednesdays 6pm	OPE 1b (1/4 Field)	
Boys U15	2003 & 2004	Sundays 4pm Wed May 2/16/23 6pm Wed May 9 <sup>th</sup> 8pm	2 (1/2 Field) 2b (1/4 Field) *Full field Exhibit Game	60 mins
Boys U17 Select	2001 & 2002	Sundays 5pm Tuesdays May 8/22 6pm Tuesdays May 1/15 7pm	2 (1/2 Field) 2a (1/4 Field) *Full field Exhibit Game	60 mins
Boys U17		Sundays 5pm Tuesdays May 8/22 7pm Tuesdays May 1/15 6pm	1 (1/2 Field) *Full field Exhibit Game 2a (1/4 Field)	
C Cup		Sun May 27 / Jun 3 3pm Sun May 6/13/20 12pm Fridays 5:30 - 7 Tuesday 8 – 9pm Wed 6-8pm	2 (1/2 Fld) & 1/4 Fld RPYOC RPYOC MPSA Full Field (1/4 & 1/2 Fld)	

# MPSA Girls Turf Schedule

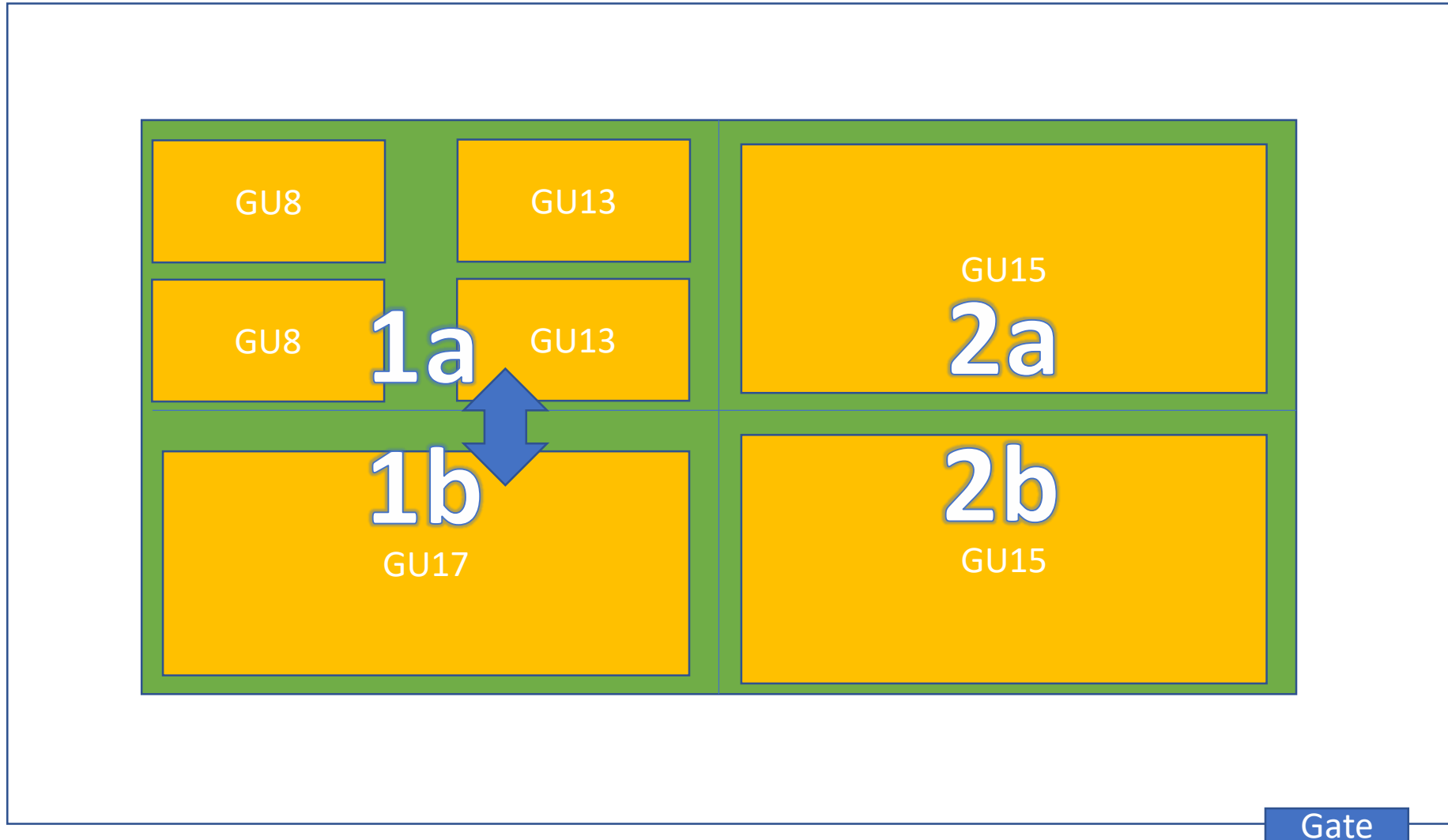
## TENTATIVE DRAFT

(May 1<sup>nd</sup> to Jun 3<sup>rd</sup> - training at MPSA turf) – excluding May 20<sup>th</sup> Long weekend



MPSA Field Set Up

EXPLOSION MAY SCHEDULE				
(May 1 <sup>st</sup> to Jun 3 <sup>rd</sup> - training at MPSA turf) – excluding May 20 <sup>th</sup> Long weekend				
Group	Birth Yr	Time	Location	Duration
GIRLS				
Girls U8 (x2 Teams)	2009 & 2010	Sundays 2pm Wednesday 5:30pm	1a (1/8 Field) Paradise Elem	45 mins
Girls U10 (x2 Teams)	2007 & 2008	Tuesday 6pm Sunday 11am	1b (<1/4 Field) RPYCC	60 mins
Girls U12 T1 & T2	2005 & 2006	Sundays 4pm Tuesday 6pm	1b (1/4 Field) 1a (1/4 Field)	60 mins
Girls U13/14	2004	Sundays 2pm Wednesday 7pm	1a or 1b (1/8 or 1/4 Fld) 1a (1/4 Field)	60 mins
Girls U15	2002 & 2003	Sundays 2pm Wed May 9/23 7pm Wed May 2/16 8pm	2 (1/2 Field) 2b (1/4 Field) *Full field <del>Exhib</del> Game	60 mins
Girls U17/U23	2003-05 Or U23	Sundays 2pm Wed May 2/9/16 7pm Wed May 30 <sup>th</sup> 8pm	1a or 1b (1/8 or 1/4 Fld) 1b (1/4 Field) *Full field <del>Exhib</del> Game	60 mins



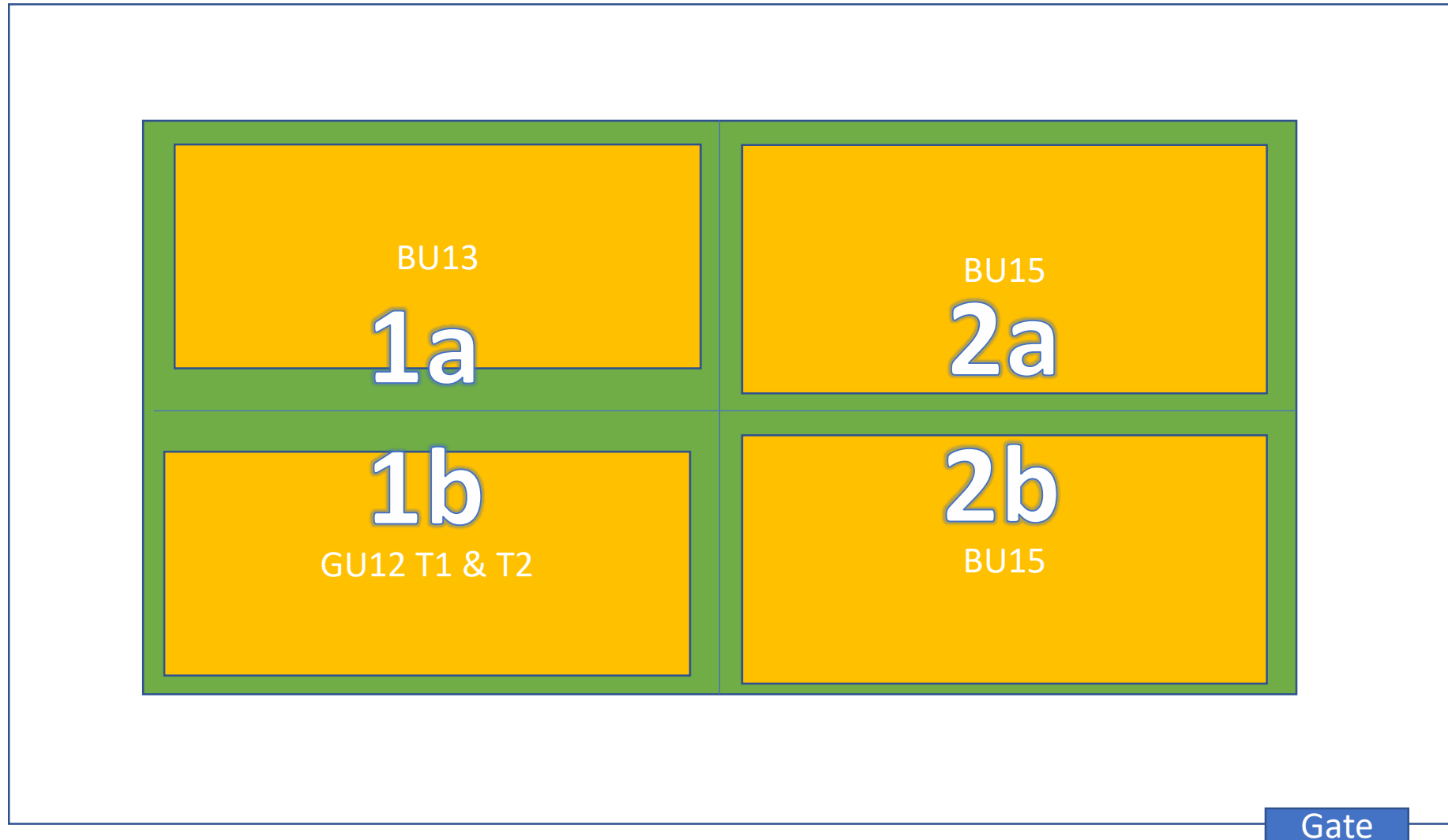
*MPSA Sun 2pm*

Clubhouse



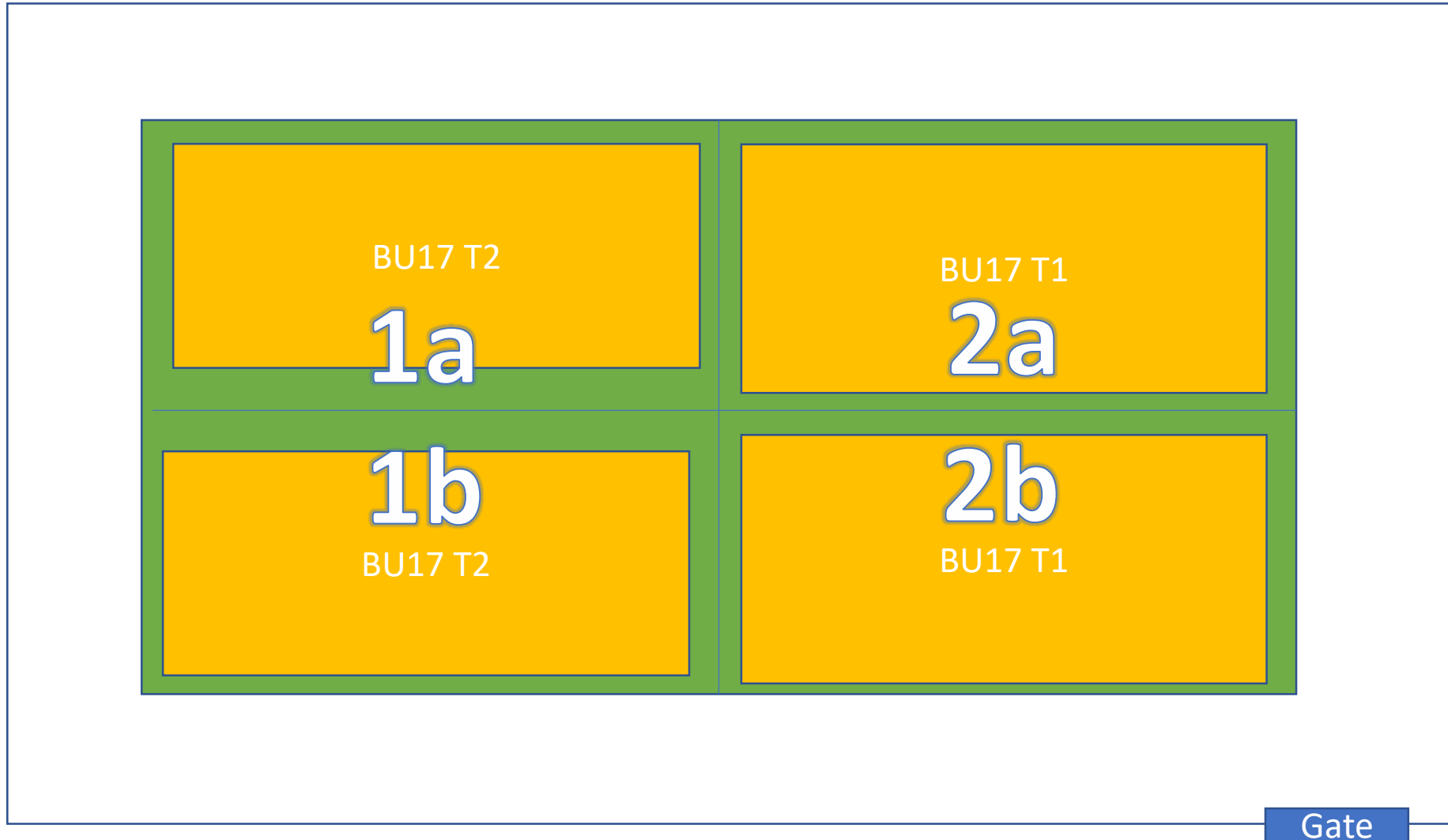
*MPSA Sun 3pm*

Clubhouse



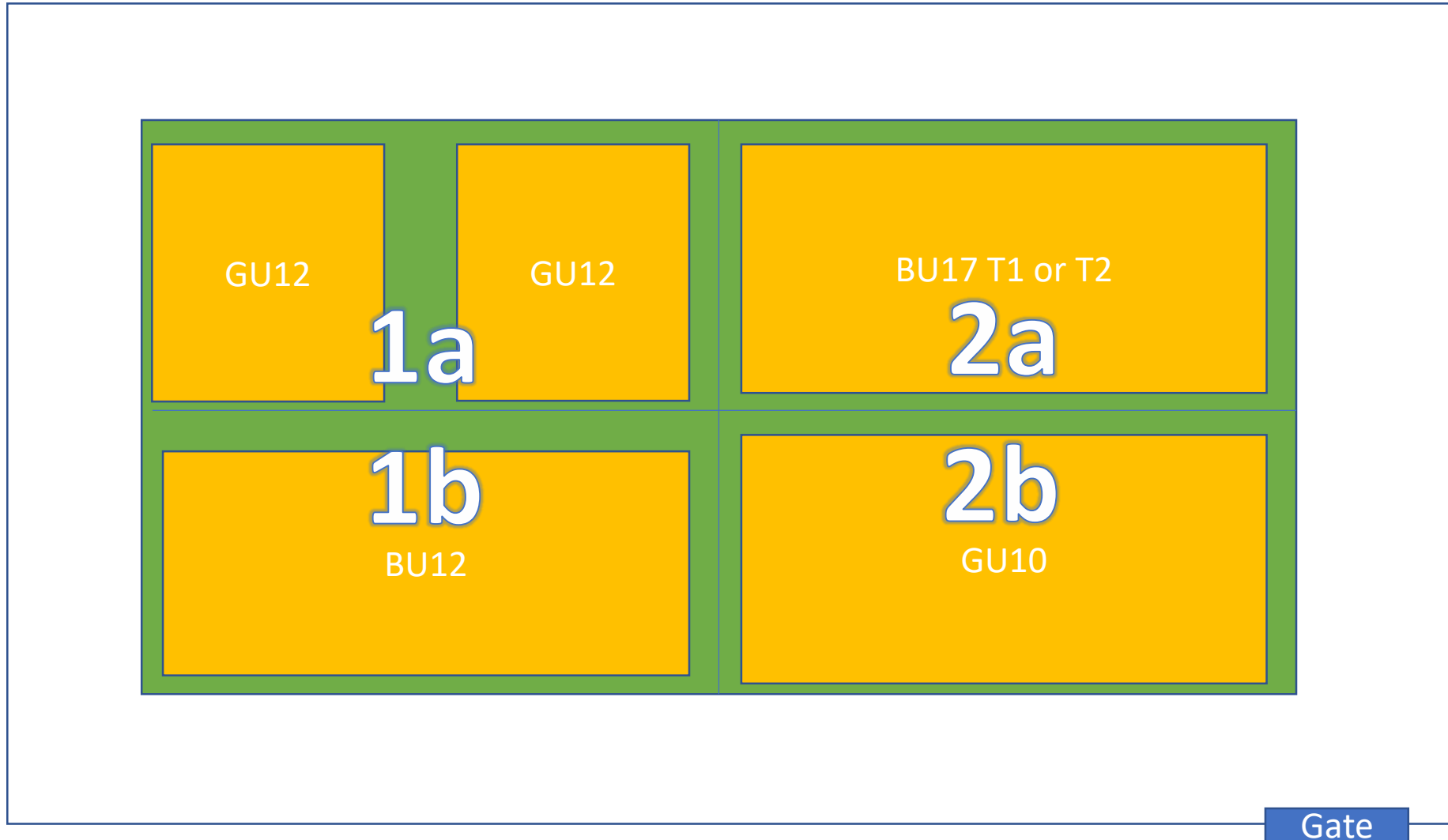
*MPSA Sun 4pm*

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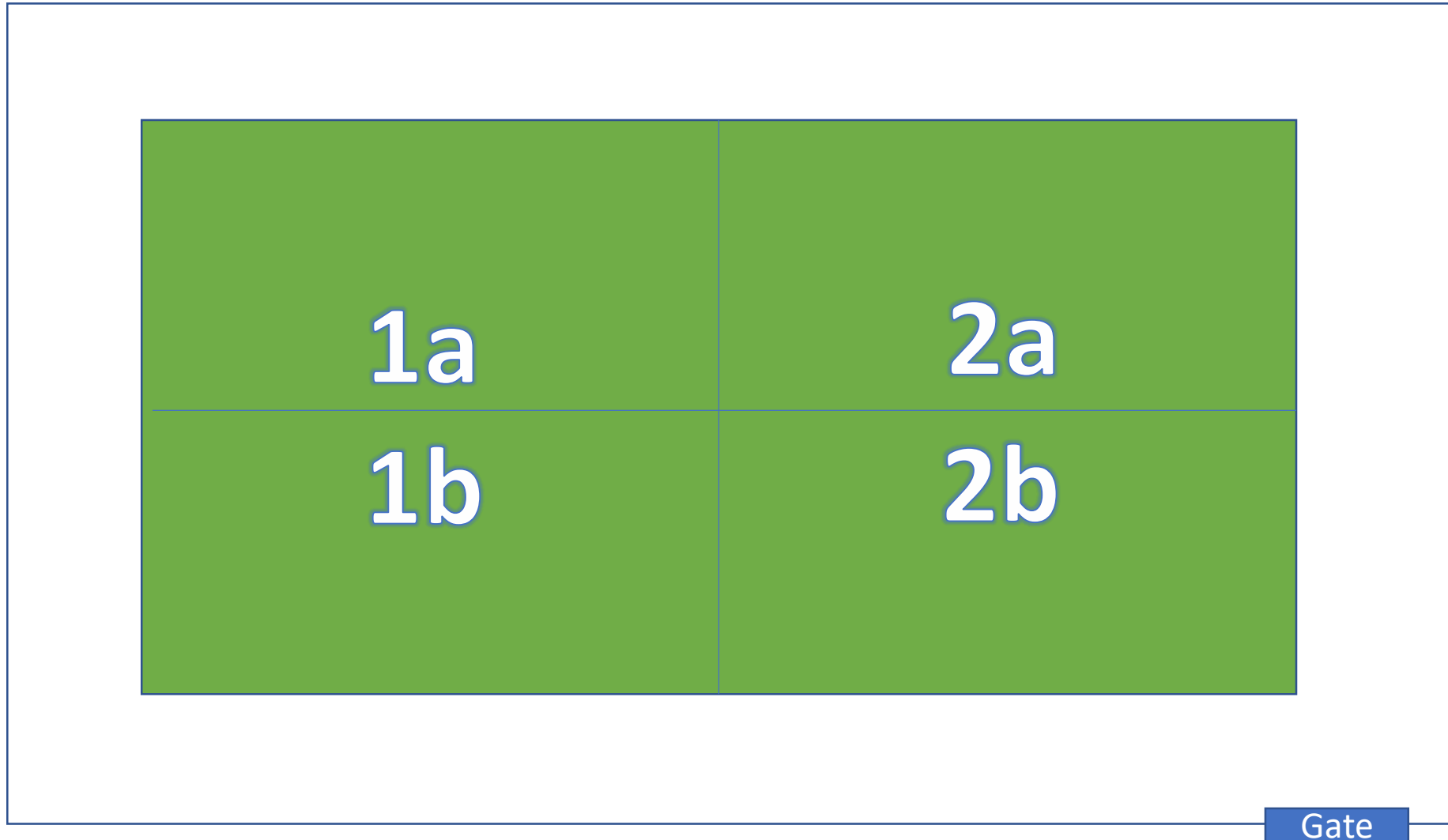
*MPSA Sun 5pm*

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*MPSA Tues 6pm*

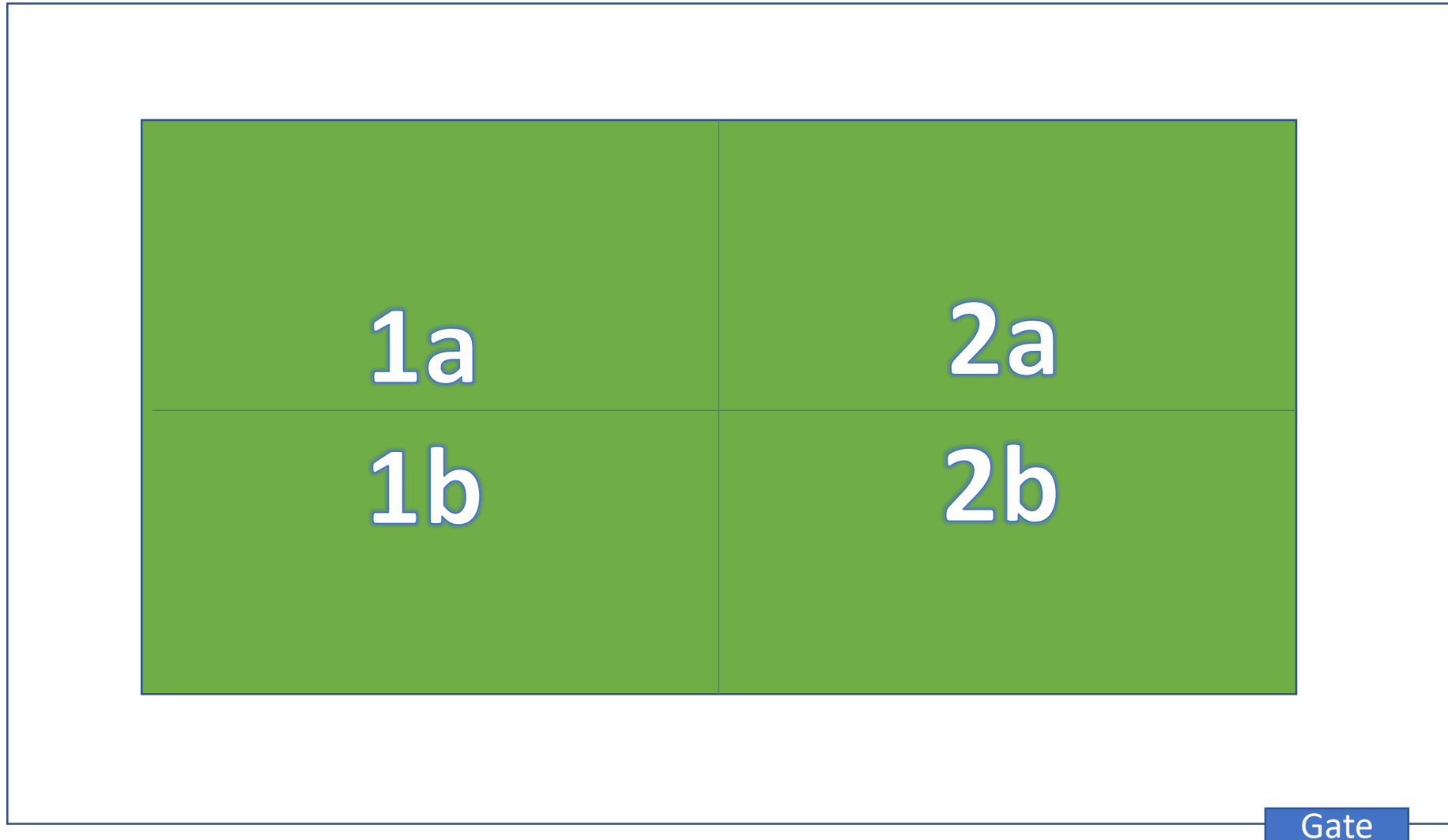
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*MPSA Tues 7pm - 11v11 EXHIBITON*

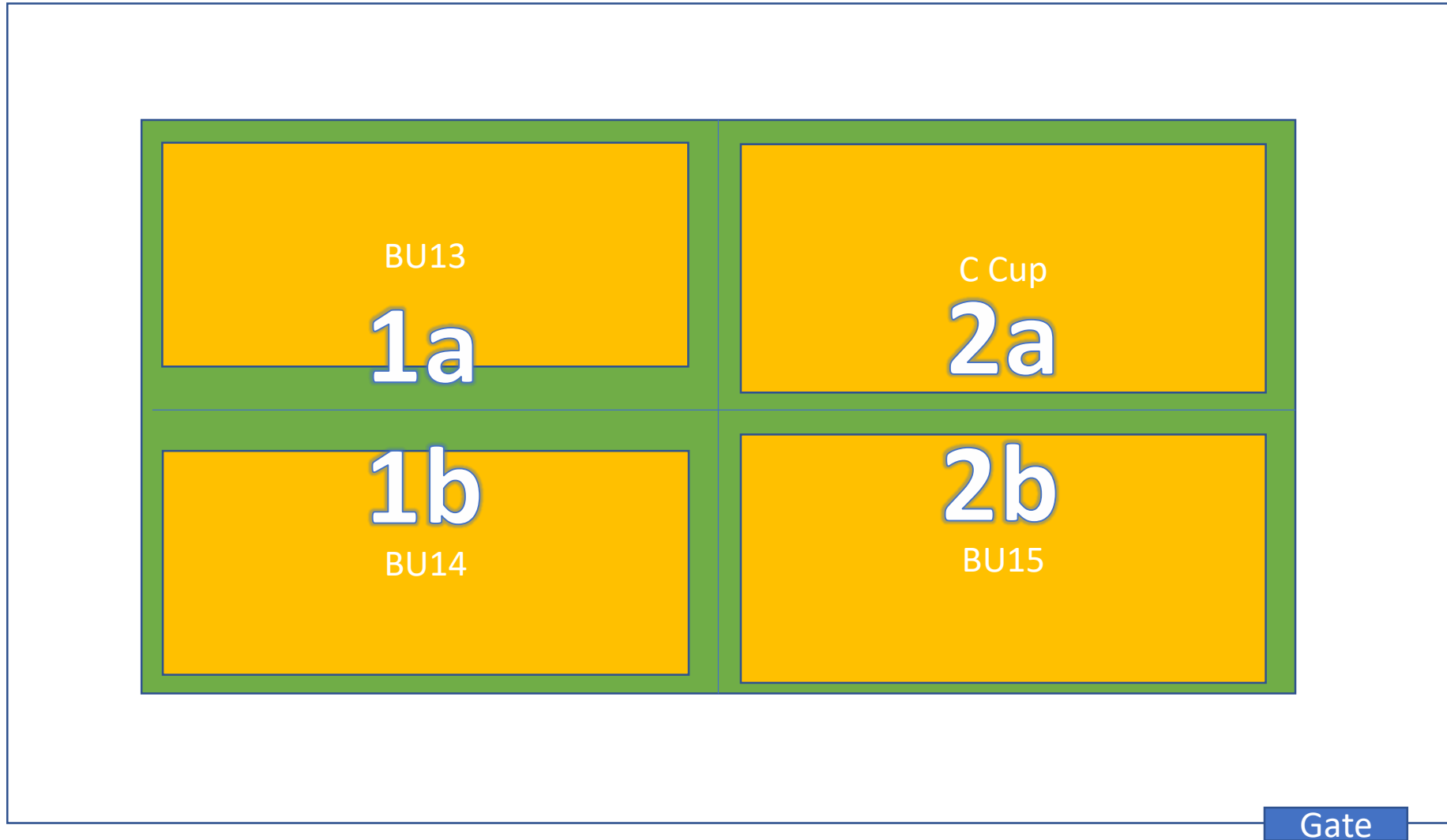
Clubhouse





*MPSA Tues 8pm - CHALLENGE CUP*

Clubhouse



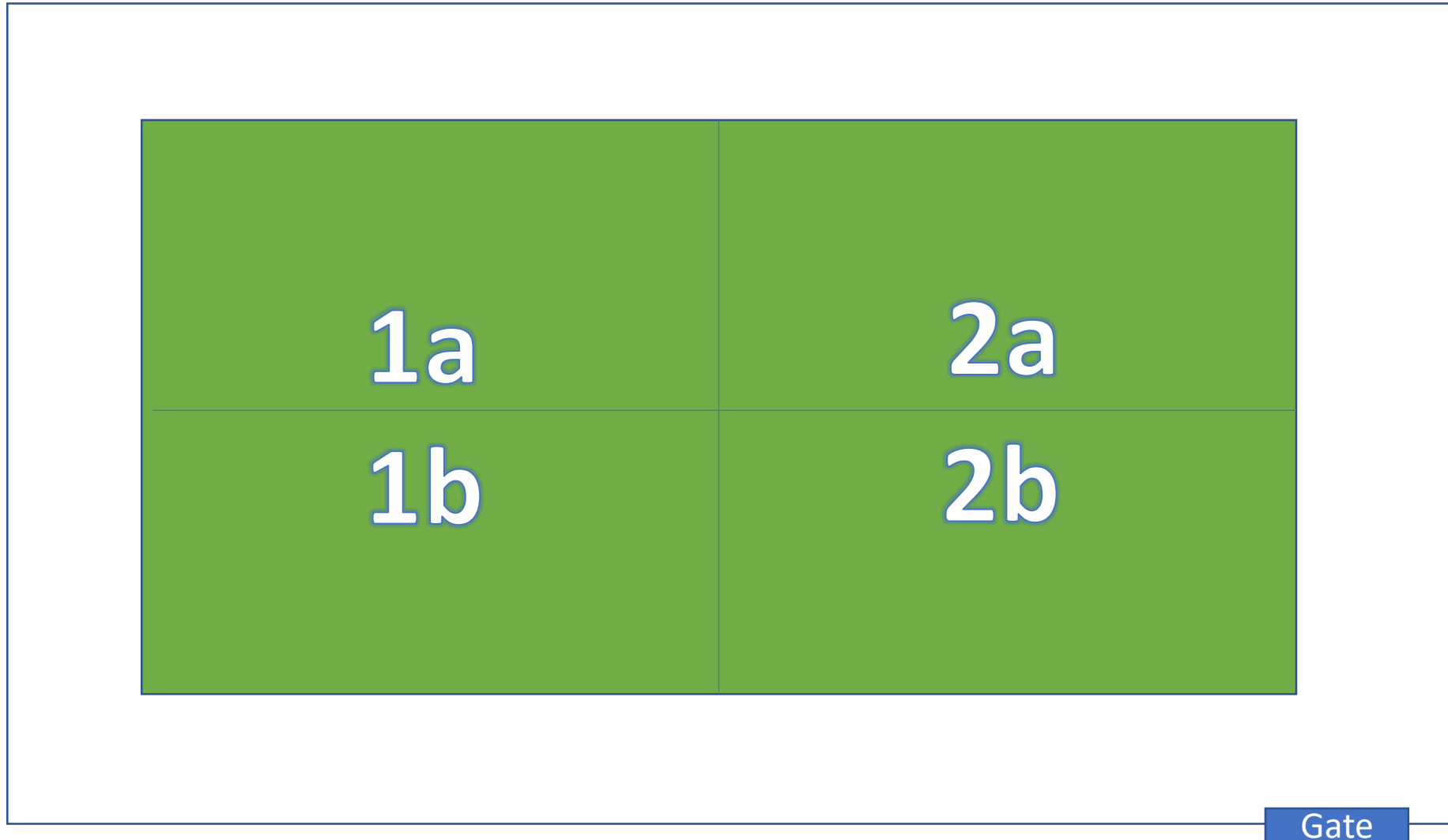
*MPSA Wed 6pm*

Clubhouse



*MPSA Wed 7pm*

Clubhouse



*MPSA Weds 8pm - 11v11 EXHIBITON*

Clubhouse