



Saskatchewan Soccer Jamboree Guide



INTRODUCTION

This program was originally created for the Under 12 age division in 2012, when the Long Term Player Development model was first introduced. It was successful in many communities across the province and the guide was created to offer Member Organizations a detailed plan so they could run their own jamborees. Although SSA hasn't promoted the guide in several years, jamborees are still a great format for encouraging competition and teamwork, and allowing athletes to express their individual abilities without the fear or failure in a "win-to-advance" setting.

Please note, this guide has not been updated with new Long Term Development or age category information since its 2012 release. Adaptations may be made to align with the best practices of 2020, and you may contact SSA if you have any questions or need support in doing so.

The jamboree program is designed to provide an opportunity for young athletes to participate in a self-organized, guided discovery-based competition. Originally established in the Netherlands, the jamboree format is designed to emphasize the enjoyment of the players and limit adult involvement. Players participate in a series of mini-games in each of two, 2-hour sessions. Players are randomly assigned to a field where they meet four-to-five other players to create a team. The players themselves are responsible for organizing their positions, formations and substitutions and receive an individual score based on the result of the match. All players are then re-assigned to a new team, with the competition continuing.

"The best players in the world come out of unorganized events"

~ Soccer Great, Jurgen Klinsmann

SET-UP

In order to run a successful Jamboree, organization is essential. Set-up should be complete in advance of the arrival of participants in order to ensure the event can begin in a timely manner, thus maximizing the time spent playing. While sign-in must take place on the day of the event, an estimated number of participants will facilitate set-up.

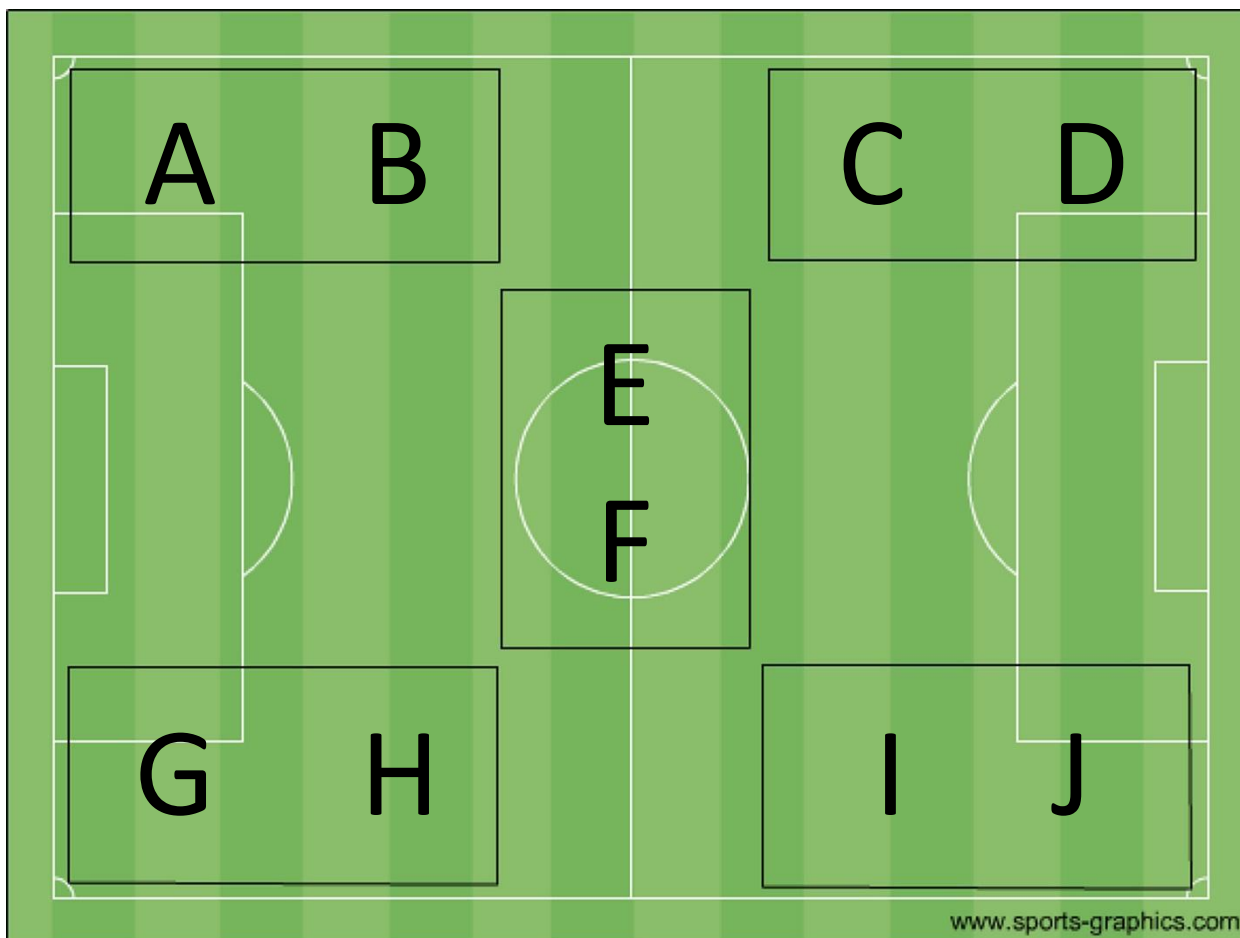
Ideally, the Jamboree is run on a lined soccer field; however, as fields are of a reduced size, any open space would be suitable. In order to run an effective Jamboree, a minimum of 20 participants are required. While there is no maximum number of participants, up to 50 players can be facilitated on a single regulation sized playing field. More than 50 players can also be easily facilitated, provided adequate facilities are available. The set-up described below is based on using a single lined field, but can easily be adjusted to the open space available or adapted to multiple fields in the event that there are more than 50 participants.

Equipment:

While some members may wish to invest in equipment for the Jamboree, this is not necessary, as standard soccer equipment is equally suitable. Ideally, the following equipment will be available; however, alternate ideas are also provided:

- Disk-style markers (i.e. flat cones, typically used for drills) – enough to mark the field perimeter
- Corner Flags (larger traffic-cone style pylons would also be suitable) – 4 per field
- Pop-up Goals (corner flags or traffic-cone style pylons would also be suitable) – 2 per field
- Coloured pinnies (minimum of two colours) – 6 of each colour per field
- Size 4 Soccer Balls – 2-3 per field
- Larger erasable white board and markers
- Smaller board or flip chart

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Once the fields are set-up, 5-6 coloured pinnies should be placed in front of each goal and a ball placed on each field. Secondary balls may also be placed at fields, should they be available.

In addition to the field set-up, an administrative area should also be set-up. This area will serve as the “home base” for the event, with players gathering in this area at the start and end of the competition as well as between matches. It should be close to the fields and allow both the large white board and smaller board/flip chart to be visible to the participants. Administrators may wish to set up a canopy or tent in this area in the event of inclement weather.

On the smaller board/flip chart should be posted the Rules of Play and a diagram of the location of the lettered fields. You will want to ensure that orientation of the fields in the diagram is easily understood and may wish to include landmarks for clarification.

The large white board will serve as the Team Assignment Board and is an essential aspect of the event. This board will dictate the field assignments for each game and should be set-up in advance as follows:

Player Name	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8

ADMINISTRATION

While the Jamboree program is player-centred, it is administratively involved in order to facilitate an enjoyable experience for the participants. Unfortunately, as an accurate list of participants is required, little of this administration can be done in advance. In order for the jamboree to run smoothly it is recommended that a minimum of four facilitators be involved, with two dedicated to the administration and two involved in supervising play. Upon arrival, all participants should sign-in. Once signed in, the player's name is added to the individual score sheet and to the team assignment board as demonstrated on the next page.

Individual Score Sheet

[illegible][illegible]

Team Assignment Board

Player Name	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
Steven G.								
Dirk K.								
Daniel A.								
Martin S.								
Lucas L.								
Luis S.								

Once all participants are signed in, the number of fields and players per field is confirmed. In general, an even number of participants should be assigned to fields as either 5 versus 5 or 4 versus 4. In the event that there are uneven numbers, teams can play 5 versus 4 or 6 versus 5 by rotating a substitute through the team with the numerical advantage. The following table provides the field breakdowns based on the number of participants:

Number of Participants	A v B	C v D	E v F	G v H	I v J	K v L	M v N	O v P	Q v R	S v T
20	5 v 5	5 v 5								
21	6 v 5	5 v 5								
22	6 v 5	5 v 5								
23	6 v 6	6 v 5								
24	4 v 4	4 v 4	4 v 4							
25	5 v 4	4 v 4	4 v 4							
26	5 v 5	4 v 4	4 v 4							
27	5 v 5	5 v 4	4 v 4							
28	5 v 5	5 v 5	4 v 4							
29	5 v 5	5 v 5	5 v 4							
30	5 v 5	5 v 5	5 v 5							
31	6 v 5	5 v 5	5 v 5							
32	4 v 4	4 v 4	4 v 4	4 v 4						
33	5 v 4	4 v 4	4 v 4	4 v 4						
34	5 v 5	4 v 4	4 v 4	4 v 4						
35	5 v 5	5 v 4	4 v 4	4 v 4						
36	5 v 5	5 v 5	4 v 4	4 v 4						
37	5 v 5	5 v 5	5 v 4	4 v 4						
38	5 v 5	5 v 5	5 v 5	4 v 4						
39	5 v 5	5 v 5	5 v 5	5 v 4						
40	5 v 5	5 v 5	5 v 5	5 v 5						
41	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4					
42	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4					
43	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4					
44	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4					
45	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4					
46	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4					
47	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4					
48	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4					
49	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4					
50	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5					
51	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4				
52	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4				
53	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4				
54	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4				
55	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4				
56	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4				
57	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4				
58	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4				
59	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4				
60	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5				
61	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4			
62	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4			
63	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4			
64	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4			
65	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4			
66	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4			
67	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4			
68	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4			
69	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4			
70	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5			
71	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4		
72	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4		
73	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4		
74	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4		
75	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4		
76	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4		
77	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4		
78	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4		
79	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4		
80	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5		
81	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4	
82	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4	
83	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	
84	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	
85	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	
86	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	
87	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	
88	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	
89	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	
90	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	
91	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4	4 v 4
92	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4	4 v 4
93	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4	4 v 4
94	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4	4 v 4
95	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4	4 v 4
96	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4	4 v 4
97	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4	4 v 4
98	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	4 v 4
99	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 4
100	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5	5 v 5

While the administrators confirm the set-up of the fields, it is recommended that the field supervisors lead the group in a warm-up so that the players will be properly prepared for the competition. Upon completion of the warm-up, an introduction of the format and rules of the competition should be given. This should be kept brief, as one of the goals of the program is to keep the participants active as much as possible.

The number of fields used will provide confirmation of the letters to be assigned when dividing teams. Once these confirmations are complete, a letter is placed next to each participants name on the Team Assignment Board. The letters should be assigned at random, as patterned assignments will lead to groups of players remaining together on the same team for multiple games. Ensure each player has a letter assignment and that the accurate number of letter assignments has been given based on the number of players that will be participating at each field.

Team Assignment Board

Player Name	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
Steven G.	A							
Dirk K.	D							
Daniel A.	F							
Martin S.	C							
Lucas L.	E							
Luis S.	B							

Once this is complete, the Team Assignment Board should be displayed to the participants. Each participant should check their field assignment and move to the appropriate field. Once at the field, the players should put on the coloured pinnies provided. The field supervisors should conduct a brief review to ensure the proper number of players have arrived at each field. In the event that there are an incorrect number of players on a team, that team should return to the administrative area to confirm their team assignment prior to beginning the games. Once the appropriate number of players is present at each field, you are ready to begin play.

If the Jamboree will be conducted as two playing periods, as recommended, the same administrative process is necessary at the start of the second playing period, as the field assignments require an accurate list of participants and some players may participate in only one of the playing periods. Administrators should ensure that the list on the Team Assignment Board is accurate for both playing periods.

PLAYING THE GAMES

Prior to commencing play, the players should be given a brief period to introduce themselves, set their positions and system of play and determine substitutes, if necessary. Once the players appear ready to commence play, the game should be started by a whistle or call.

Once play has begun, adult intervention should be limited. Players are responsible for making their own substitutions (it should be stressed during the introduction that substitutes should be assertive in entering the game and that all participants should take a turn as a substitute so that all participate equally over the course of the game), calling their own fouls, calling the ball out of play and determining which team will restart play, determining goals and keeping score. A full list of the Rules of Play is included below; however, the rules should not become overly cumbersome, as the focus of the event is on free-play and problem solving.

During play, the field supervisors should be moving between fields, but should not be involved in decision making on the field, but rather ensuring play is continuing in a timely manner and remaining attentive in case of injury or issue on the field. During the game, the administrators should once again randomly assign a letter to each player to create teams for the second round of matches as indicated in the diagram below.

Team Assignment Board

Player Name	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8
Steven G.	A	F						
Dirk K.	D	E						
Daniel A.	F	A						
Martin S.	C	D						
Lucas L.	E	B						
Luis S.	B	C						

Games continue for 10 minutes under the Rules of Play and are halted by a whistle or call. After the game, the players leave their pinnies neatly in front of the goal that they were defending, place the ball at the centre of the field and return to the administrative area. One representative from each field should provide the administrator with the score of the game, which is recorded on the Team Score Sheet. The Jamboree scoring process is explained fully in the “Scorekeeping” section. Players then check the Team Assignment Board for their next field assignment and move to the appropriate field for the second round of games following the same process as the first.

This process continues over the course of the two hour playing period. Depending on the number of participants and how quickly they are able to organize themselves between games, typically between five and eight rotations are possible during the playing period. Administrators should ensure adequate time is provided between games for water breaks and may wish to provide a longer rest period mid-way through the playing period.

RULES OF PLAY

- 10 minute games
- 4 versus 4 or 5 versus 5 (no goalkeepers*)
- In the event that there are uneven teams (e.g. 5 versus 4) players are responsible for substitutions. Players should be rotated so that all play approximately the same amount of time.
- No referees or coaches
- Players call their own fouls, ball out of play and possession using the honor system
Free kicks are always indirect. Distance from the opponent to ball must be at least 3 yds.
- Corner kicks are as normal
- Kick-off from center of field
- Ball out of play = "Player's Choice" (Player can pass or dribble the ball back in to play from where it went out within 3 seconds; applies to goal kicks, after a goal, and ball out of play on the sideline)**
- No off-side
- Penalties from the kick-off spot without a goalkeeper
- Can score from any position on the field
- Players keep track of the scores themselves
- Each player receives 10 points for a win, 5 for a tie, 1 point for each goal scored (regardless of winning or losing team)

*As small goals are used and players randomly assigned to fields, making the assurance that there is a goalkeeper per team more difficult, it is not recommended that goalkeepers are used during the Jamboree. In the event that there are adequate goalkeepers for all teams, it is recommended that larger goals are used and that the dedicated goalkeepers are pre-assigned to fields in order to ensure each team has a goalkeeper for every match (you may wish to assign a goalkeeper to a set field for the duration of the competition to facilitate this process). In the event that there are not enough dedicated goalkeepers for each field, players may take turns serving as goalkeepers.

**"Player's Choice" encourages confidence with the ball and quicker restarts. With throw-ins or traditional kick-ins, young players tend to "freeze" on the restart and/or other players position themselves right in front of the ball. The ability to dribble the ball in to play or pass, dependent the situation, encourages the players to maintain possession from restarts.

SCOREKEEPING

Each participating player receives an individual score for each game. Each member of a team receives 10 points for a win, 5 points for a tie and 0 points for a loss plus 1 point for each goal scored (regardless of result). After each game, the score should be recorded on the Team Score Sheet, with the total points for that game transcribed in the space provided as demonstrated in the following diagram:

Team Score Sheet

GAME 1						
	Score		Points			
A v B	2-1		A	12	F	17
C v D	4-2		B	1	G	14
E v F	1-7		C	14	H	0
G v H	4-0		D	2	I	6
I v J	1-1		E	1	J	6

The points for that game should then be transcribed for each individual participant in the space provided on the Individual Score Sheet and added to the running total for that individual in the space provided as demonstrated in the diagram below:

Individual Score Sheet

#	Surname	First Name	Game 1		
			Field	Points	Total
1	G.	Steven	A	12	12
2	K.	Dirk	D	2	2
3	A.	Daniel	F	17	17
4	S.	Martin	C	14	14
5	L.	Lucas	E	1	1
6	S.	Luis	B	1	1
7					

Following the completion of the playing period, a total score for each participant should be tallied, with the overall score of each individual being the combined total of both playing periods as demonstrated in the diagram below:

Individual Score Sheet

#	Surname	First Name	Total Points		Final Total
			Session #1	Session #2	
1	G.	Steven	47	63	110
2	K.	Dirk	38	42	80
3	A.	Daniel	97	34	131
4	S.	Martin	56	77	133
5	L.	Lucas	14	65	79
6	S.	Luis	43	27	70
7					

WRAP UP

Following the completion of the final game of the round, the field supervisors should conduct a group cool down with the participants. Not only is this a good habit for the players, it will allow the opportunity for the administrators to complete tallying the final scores from the event. Following the cool down, the group should assemble for the wrap up.

As the Jamboree is designed primarily as a fun event, the wrap up should be focused on the experience rather than the result. First and foremost, the participants should be asked if they had fun and offered the opportunity to express the most enjoyable aspects of the event. Depending on the philosophy of the member organization, this may conclude the event. In the event that outstanding performances during the event are to be recognized, prizes for the top point earners are also possible. Depending on the composition of the participants, you may wish to provide recognition or prizes for the top point earners amongst boys and girls or divided by age-group or division. If the focus is on the enjoyment of the event itself, individual recognition is not necessary at all.

SAMPLES

Samples of the Individual Score Sheet, Team Score Sheet, Rules of Play and Field Letters are available with this guide.