



JULY

STREET FOOTY PROGRAM

What is Street Footy?

Street Footy consists of four weeks (two times per week) of small-sided soccer games. **The game is the teacher.** It consistently challenges players to become better players. The recipe for being a successful player comes from a combination of personal drive and playing to improve your technical and tactical abilities.

Three main goals of Street Footy

- Encourage players to play more often.
- Increase technical abilities of players via small, sided games.
- Build a foundation, commitment, and passion to be a better soccer player.

All sessions include:

- Warm up
- Matches
- Cool Down

What is great about Street Footy?

- **Minimal coaching** – Adults are present in supervisory roles to protect the safety of the players. They do not interfere with the play.
- **No parents** – spectators only.
- **No referee**- Let players determine what is a foul and how to settle game disputes.
- **Players are responsible to organize the game.** Who plays who? How should we defend, who marks who, press or delay? Players need make elementary decisions about how they should play.
- **Players keep and report their own score (creates individual competition).**
- **Each week the field shape and game scenarios will change to challenge players.** (ex. score on two goals, three goals, dribble over end line, stop ball on end line, pass into an end zone)
- **No goalkeepers**
- **No offside**

Benefits of Street Footy:

- Kids play more
- The game is FUN!
- *The Game is on the player*- Players must make decisions and solve problems: rules, fouls, what is a goal, what is not a goal, winning, losing, up a goal, behind a goal
- Players must adjust to who they are playing with (strengths and weaknesses of teammates) and be better teammates
- Players play with different players (no stacking of teams)
- Will play 2V2, 3V3, or 4V4 depending on numbers
- The dynamic of the game changes each week to challenge players
- All pillars of soccer are utilized (technical, tactical, physical, psychological)
- Lots of touches on the ball
- Improve team communication
- Decision making improves via repetition

Set Up

- Games are 2v2, 3v3 or 4v4 depending on player numbers and need
- Street Footy is played weekly on a variety of different sized fields depending on the numbers and scenario of the game. Each game is for six to ten minutes in duration
- Each player keeps their individual and team scores and reports the scores to a coach at the end of each match
- Coaches record scores and tally the points at the end of each game and at the end of each session. These scores are recorded and rankings each week are calculated. All players will be able to see where they stand in relationship to other players in the group.

DAY 1: FREE PLAY (Random Selection)

- Before the first game, the coach or facilitator lines the players up in four lines and counts the first four as team one and indicates which field they should play and so forth.
- Players are asked not to play with those they have already been teamed with so that the players must learn to play with the strengths and weakness of the moment.
- Players make the rules before each game (ex. corners/no corners, kick in / throw in, direct / indirect free kicks, penalty kicks / no penalty kicks) and begin play immediately.
- Players are responsible for calling their own fouls and resolving any differences. They will play to a running clock, are no time stoppages.
- A good supply of soccer balls will be behind each goal to prevent time wasting.
- This score is recorded to the coach at the conclusion of each 6–10-minute game (running time).

Scoring:

- 3 Points for a win, one point for a tie, zero points for a loss.
- One additional point for every individual goal during each game.

DAY 2: 2V2 CARD GAME TOURNAMENT

A good supply of soccer balls will be behind each goal so time is not wasted.

Every goal scored and allowed, has influence!

- Each player draws a card before each game, and report to the field via the number on their card
- They will play with the player who has the same color and number (ex. #3 of hearts and #3 of diamonds) play together and against people with the same number and color (spades and clubs)
- Before each game begins, one coach collects all the cards. Repeat process before and after each game.

Rules/Information

- All games will be 5 minutes in length. Ten games)
- Field size will be approximately 20 x 15 yards.
- If the ball goes out of bounds (goal line and side lines), team in possession can dribble or pass the ball from the place it went out to restart the game.
- No corner kicks/goal kicks. if the ball goes over the goal line, play restarts with dribble, or pass the ball from the goal line. Defending players must retreat to the half line before ball is played. After every goal, the game restarts from that goal line.
- Goals must be below knee height. No goal if ball touches a cone.
- Players need to leave balls and pinnies at field played. Red team (diamonds and hearts) always wear pinnies
- Each player reports score after every game.

Scoring:

- Game score
- Did players win, lose or tie
- Individual goals scored
- Team goals against

DAY 3: INDIVIDUAL NUMBERS GAME

- Each player receives a number from the coach and plays with other players with that number
- Ten (6-minute games) will be played
- After each game, each player records scores
- Coach has a numbered list to use for teams each game
- Corner Kicks
- Kick ins

Scoring:

- Three points for a win
- One point for a tie
- Zero points for a loss
- One point for each goal scored
- Two points for a shutout.

DAY 4: TEAM GAMES

- Teams of three are selected by the coaches and rotate against other “**set**” teams.
- This game is 3v3/4v4 and uses a field 30x20 yards with no goalkeeper.
- The game uses throw ins and corner kicks
- Teams play five games of ten minutes each (running time), keep their own score
- Individuals record scores after every game

Scoring:

- 3 Points for a win, one point for a tie, zero points for a loss.
- One additional point for every team goal
- One point for a team shutout

DAY 5: 3V3 or 4v4 TO END LINES

- The coach lines the players up and counts the first four as team one and indicates which field they should play.
- This score is given at the conclusion of each 6–10-minute game (running time).
- Players are asked not to play with those they have already been teamed with so that the players must learn to play with the strengths and weakness of the moment.
- Team gets point for stopping ball on opponents end line
- Kick ins from sidelines and dribble or pass from end lines

Scoring:

- 3 Points for a win
- One point for a tie
- Zero points for a loss
- One additional point for every individual goal scored

DAY 6: 3V3 TO TWO GOALS

- 30x20 or 40x30 field

Scoring:

- 3 Points for a win
- One point for a tie

- Zero points for a loss.
- One additional point for each individual goal
- One point for a shutout

DAY 7: 3V3 TO THREE GOALS (Lateral field)

- 20x30 or 30x40 field with two goals on each side.
- Defend three goals, attack three goals
- Players are mixed each game

Scoring:

- 3 Points for a win, one point for a tie, zero points for a loss.
- One point for each individual goal scored
- Two points for individual dribbling thru a goal

DAY 8: CHAMPIONSHIP FIELD

- Coach helps form balanced teams that play for the duration of play
- 3v3 or 4v4 attempting to play and win at championship field
- Keep pinnies at same field. One team will wear pinnies each game
- 5-minute games. Record score with coach after game
- **If first game is tied**, rock paper scissor to see who move on to next grid
- **After the first game**, if score is tied, the team that has been there the longest moves on to grid towards the championship field. The other team stays on the same field.
- Team challenging on championship field must defeat the current champions on the championship field. If they tie or lose, that team starts back at the first field. The champions stay on championship field.

Scoring:

- Three Points for a win
- One point for a tie
- Zero points for a loss.
- One additional point for every goal your team scores during game
- One bonus point for every win on championship field