

Tips and Reminders for the Kindergarten and First Grade Coaches

Why 3 v 3?

1. Able to provide children the opportunity to learn the game in a more hands-on, learning environment.
2. By utilizing the 3 v 3 format children will have greater interaction during the game, more touches on the ball, and an easier coaching / teaching scenario. It's much easier to teach teamwork. With fewer children on the field, it's much easier to offer instruction. Because coaches are acting as referees as well, they can use fouls as teachable moments.
3. You shouldn't see as much of a "herding" effect. If you do, it's easier to spread them out.
4. There is no pressure on the goalkeepers. You don't want that at this age.

Reminders for Coaches

1. **Primary purpose at this level is to have FUN and teach!**
2. **Practice should be held no more than 1-hour, 1 x per week.**
3. Do not allow the "all-stars" to take the ball, dribble all the way down to the goal without passing, and score!
4. **Do not post a player in front of the goal.** Keep them all moving with the flow of game and encouraging a triangle formation. (This may take some time.)
5. Allow the flow of the game but when a foul occurs, call it. (Common infractions at this age – grabbing at shirts, tripping, sliding to kick the ball (not permitted even when another player is NOT around) elbowing the opponent to get at the ball.
6. Coaches should divide the responsibility of timing and refereeing the game. (You may choose to ref your own players or decide that one coach will ref both teams for the first half and the other coach ref both teams during the second half, **but verbally communicate this with the other coach before starting the game.**)
7. You can stop the game if you feel you need to teach something. (ex. – spreading out)
8. Each game will consist of a 15-minute practice, followed by 4, six-minute quarters. You should allow one minute between quarters, and two minutes between halves. (So, if your game is listed to begin at 8:30 AM on your schedule, you have from 8:30-8:45 to practice. The game should begin promptly at 8:45. If things are running behind, cut your practice short in an attempt to bring games back in line. You can always practice off the field while the game is finishing if things are running behind) **(RUNNING CLOCK DURING GAMES. DO NOT STOP THE CLOCK UNLESS AN INJURY OCCURS.)**
9. Use your practice time as PRACTICE, not a warm-up session, but if you are running behind, reduce or eliminate this time and begin your game immediately.
10. Remember - you are the first impression of the game for many of these children. Let it be a positive and **FUN** experience!
11. Please be courteous to other teams and begin and end games promptly.
12. Stay out of the way. Run the sideline, not in the flow of the game.

What should you teach and / or call?

1. **Teach the basic fundamentals** of dribbling, passing, trapping, and shooting.
2. Encourage passing.
3. Teach the proper method for the throw-in: Both feet down, with the ball coming from directly overhead.
4. **Call goal kicks, and corner kicks.** FYI ... A **goal kick** occurs when the offensive team kicks the ball out of bound on the endline. A **corner kick** occurs when the defensive team kicks the ball out of bounds on the endline. In a **goal kick** scenario, the ball should be placed in front of the goal and kicked. In a **corner kick** scenario, the ball is placed on the nearest corner and kicked.

5. **After a goal is scored**, the team that just scored should give the ball to the opposing team and your team should move back behind the midfield line, closer to the goal than the midfield, and not attack the player dribbling the ball until after the ball crosses the midfield line. *Encourage your players to pass the ball as they are approaching midfield line. PLEASE BE CONSISTENT AND ADHERE TO THIS METHOD OF RESTARTING THE GAME.*
6. **Slide tackling/sliding** is not permitted. Give a warning the first time; 2nd and subsequent infractions should be penalized by awarding an indirect, free kick from the point of infraction.
7. **All kicks are indirect.**