



U7 BOYS (2017)

CENTRAL/SOUTH

Flames Community Arena – 2390 47th Ave SW

***Meet your Club Technical Staff prior to kick off time for Field Number # ***

GAMES DAYS - May 4, May 11, May 25, June 1, June 8, June 15, June 22

| TEAM NAME | KICK OFF TIME |
|----------------------------|---------------|
| CalGlen Cyclones | 9:00 AM |
| CalGlen Ice 16 | 9:00 AM |
| CalGlen Inferno | 9:00 AM |
| CalGlen Kryptonite | 9:00 AM |
| CalGlen Titans | 9:00 AM |
| Chinooks FC Bayern 17 | 9:00 AM |
| Chinooks FC Dortmund 17 | 9:00 AM |
| Chinooks FC Leipzig 17 | 9:00 AM |
| Chinooks FC Stuttgart 2017 | 9:00 AM |
| Chinooks FC Wolfsburg 2017 | 9:00 AM |
| RANGERS FC17 TEAM 1 | 9:00 AM |
| RANGERS FC17 TEAM 2 | 9:00 AM |
| RANGERS FC17 TEAM 3 | 9:00 AM |
| RANGERS FC17 TEAM 4 | 9:00 AM |
| RANGERS FC17 TEAM 5 | 9:00 AM |
| SWU Inter U7B DEV | 9:00 AM |
| SWU Milan U7B Dev | 9:00 AM |
| SouthFour Mavericks 17 | 9:00 AM |
| Villains City 17 | 9:00 AM |
| Villains Fusion 17 | 9:00 AM |
| Villains Raiders 17 | 9:00 AM |
| Villains Rapids 17 | 9:00 AM |
| Villains Rush 17 | 9:00 AM |
| Villains Suns 17 | 9:00 AM |
| Villains Titans 17 | 9:00 AM |
| Villains Typhoons 17 | 9:00 AM |
| Villains Warriors 17 | 9:00 AM |
| WHU Blue 17 | 9:00 AM |
| WHU Red 17 | 9:00 AM |
| WHU White 17 | 9:00 AM |

1. Players Arrive and Meet at Designated Club Meeting Area

- Each club will have their own designated meeting space where all players and coaches will get together prior to the beginning of the Match Day. This designated space will be identified by a sign or flag in the group and will serve as an area for the club to get organized for the Match Day.
- Club's will have the full Match Day schedule with the field locations for their groups to begin playing on.



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2. Club Technical Lead and Coaches Organize Pre-Determined Groups

- The club should have organized the groups of players in alignment with the recommended group sizes for the Match Day PRIOR to arrival. The criteria below outlines how groups will be made for the match-days

| Match Day Date | Locations | Player Groupings |
|--------------------------|-----------|----------------------|
| Spring Grassroots League | | |
| May 4 | ALL | Social Relationships |
| May 11 | ALL | Social Relationships |
| May 25 | ALL | Ability |
| June 1 | ALL | Ability |
| June 8 | ALL | Social Relationships |
| June 15 | ALL | Social Relationships |
| June 22* | ALL | Ability |

Social Relationships are defined as having friends play with friends. Who the players normally associate with before, during, and after training should be considered for how these Match Day groups are made. Please consider grouping those who go to school together, live on the same street, go to the same church, etc. together for the applicable Match Day dates.

Ability is defined by having “like-with-like” groups made in an effort for “like-with-like” matches. These groups are made by subjective (or objective) assessments of where a child’s soccer development is currently in relation to their peer group.

3. Club Technical Leads Disperse Groups to Appropriate Starting Field

- According to the schedule provided by CMSA, please send the groups of players off with their coaches to their starting fields and begin light activity as we prepare for the Kick-Off.
- Clubs must have a parent volunteer or club staff at their designated meeting area directing any late players to their Match Day group. That volunteer must have a list of the rosters and can direct players and parents to where they need to be.

4. CMSA Staff On-Site to Assist with Groups Arriving at Proper Starting Field

- CMSA staff will be present at every field and a central location denoted on the field maps in this package (see pages 22/23) to assist in ensuring all players, coaches, and parents get to their correct field.

5. Match 1 Kick-Off

- A “2-minute warning” will sound to prepare players and coaches for the beginning of the matches. Please take this time to round up any stray equipment and to get players on the field and ready for kick-off.
- A centralized timer will then sound a buzzer or airhorn to begin the first matches.



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- Matches will be 15-minute games (no half-time) with the sound of a buzzer or airhorn to signify full-time.
- 6. Club Technical Leads Monitor Games and Move Players as Needed**
 - During the matches, club technical leads are expected to monitor games and oversee their coaches. They are to look for players or groups who may not be having meaningful competitions or a positive match-day experience. Should these players need to be moved to a different group (within their club) or a different field (to join another of their club's groups) then they are free to do so at any moment. It is HIGHLY recommended that you wait until the match has finished to move the player or group. You may want to communicate this change with the parent/guardian of the player prior to moving them so they can be prepared to move as well.
 - CMSA will do their best to arrange match-day schedules to alleviate the need to be moving players or groups constantly.
 - 7. Rotate Around Field for Match 2**
 - Upon conclusion of the first match, please grab all your equipment and have the players grab their water bottle and rotate to the next field for your next match. Listen for the sound of the buzzer or airhorn for the next Kick-Off.
 - 8. Rotate Around Field for Next Match or Off for Rest**
 - Groups will play back-to-back-to-back matches and then their Match Day will be done for the day. Total time including rotation time is one (1) hour.
 - U7/U8 Groups will play three (3) matches each Match Day.
 - U9 Groups will play two (2) matches each Match Day.
 - U10 Groups will play one (1) match each Match Day.
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 - 9. Enjoy the Rest of Your Saturday**