

October 10th Round Robin U6 Tournament

****Games are 12 minutes, 6 minute halves; starting at 12:00 p.m.****

Field #1

Game # 1 (12 p.m.)

Stoltzfus vs. Fallan

Field #2

Game # 1 (12 p.m.)

Boyer vs. Knepp

Field #3

Team Bacon Sharks and Minnows
(directions below)

Field #1

Game # 2 (about 12:20 p.m)

Bacon vs. Stoltzfus

Field #2

Game # 2 (about 12:20 p.m)

Knepp vs. Fallan

Field #3

Team Boyer Sharks and Minnows
(directions below)

Field #1

Game # 3 (about 12:40 p.m)

Fallan vs. Boyer

Field #2

Game # 3 (about 12:40 p.m)

Knepp vs. Bacon

Field #3

Game # 3 (about 12:40 p.m)

Team Stoltzfus--Penalty Shoot-out

****Fun Penalty Shoot-out****

At the end of Game # 3, line kids up facing one of the goals. They should stand about 3 yards from goal. Have 1 kid go from one team, than 1 kid from the other each taking turns taking a penalty shot. If they make it they are done--if not they can go back in line and try again. After they make the shot you can give them their medals. If one kid is struggling to make it, you can move the ball closer till they make it. We want each kid to have chance to score--especially if they didn't get to during the season :)

Sharks and Minnows Game:

Setup

Grid size: Make a field about 20x25 yards using cones. Adjust the size based on player age and skill.

Sharks: Choose 1 or 2 players (or the coach) to be sharks. They start in the middle without soccer balls and wear different colored pennies.

Minnows: All other players start on one end line with a soccer ball at their feet. [1, 2, 3, 4]

How to Play

The cross: On the coach's signal, the minnows try to dribble across the grid to the opposite end line.

The hunt: The sharks try to tackle or kick the minnows' balls out of the grid.

Changing roles: If a shark kicks a minnow's ball out, that minnow turns into a shark for the next round.

Winning: The last remaining minnow with a ball wins the game.