

Age Group	Format
U4	3v3 or 4v4 depending on numbers, target 8-10 per team, size 3 ball, 6 minute quarters, No Goalie
U5	3v3 or 4v4 depending on numbers, target 8-10 per team, size 3 ball, 8 minute quarters, No Goalie
U6	4v4, target 10 per team, size 3 ball, 8 minute quarters, No Goalie

Some general notes:

U4/U5

When the ball goes out of bounds, one of the coaches on the field should just throw a ball into open space. They should hang onto an extra ball or two to keep the game moving while the errant ball is retrieved. If the game is not quite even, the ball can be thrown in such a manner to help the weaker team. If a particular player is not getting many touches, consider occasionally starting the ball at his/her feet.

U-6

Kick-ins are introduced at this age to start the concept of what should happen when a ball is kicked out of play. (The other team gains possession) Have the kick happen where the ball went out. Keep extra balls on hand, so that the game can get restarted quickly. In a corner kick situation, have the kick happen at the nearest corner where the ball went out. In a goal kick situation have the kick happen somewhere in the vicinity of the goal. Try to keep the children from bunching near the kick.

Since there are no goalies, do your best to try to keep kids from standing right in front of the goal mouth.

The score will not be kept for any game.

Fouls – If a blatant foul occurs (pushing, kicking etc) one coach (preferably one the player is familiar with) should quietly speak to the player while other coaches keep the game moving. It is important to discuss the infraction with the player immediately after it occurs.

Offsides – No offsides.

Competitive balance - For the younger ages, U6 and less, the "teams" are a loose structural entity, defined only in a way to assign developmental responsibility to one (or two) individuals (the coaches). The score of the game is irrelevant, and the primary focus is for the kids (of all skill levels) to improve. If a game turns out not to be even, we strongly encourage that players be swapped between the teams or the split sided games to make the game even. Consider swapping players between teams even when the teams are even, so that the kids start to get comfortable with the concept. Another option to consider is to have differing number of players per side to even the sides.

For U6 and under, each team will have two simultaneous games happening at once. Each team should have an assistant coach or parent help out with the game with the game where the head coach is not present. For these games, one coach per team per game is allowed on the field.

Coach commitment – the CRUSA expectation for IM coaches is for him/her to try to have one weekly practice in addition to the weekend game.