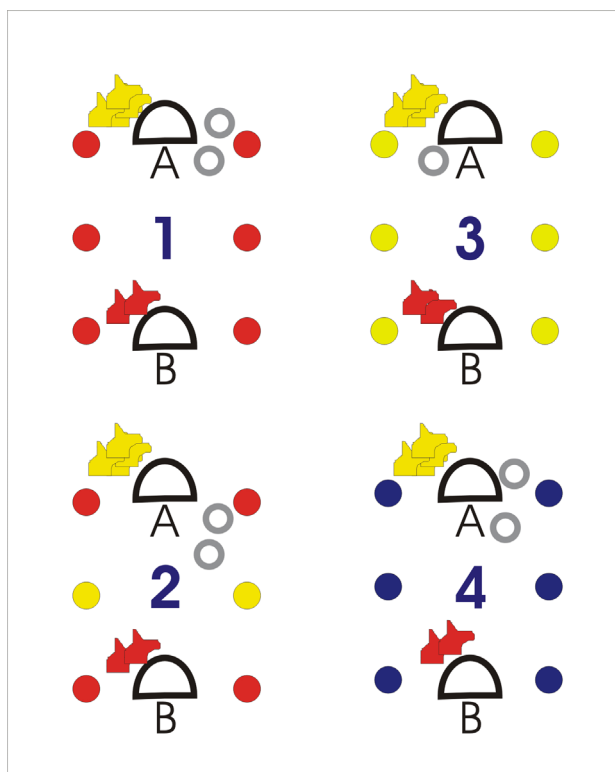




Setting up the fields.

1. Set up enough fields for the expected number.
 - a. Take the expected number and divide by the size of the game. Example, 32 players, at 4v4 needs four fields.
 - b. Be prepared to accommodate different numbers at one or more fields. An odd number of players may show up or players may arrive late, leave early. An extra field can be used to allow players a chance to warm-up with a game while waiting to get into the next round.
 - c. Lay the fields out in an organized manner.
 - d. For large Festivals use different colored discs to distinguish the fields. See diagram.
 - e. Best option; line the fields before the Festival. Use different colored paint and alternate directions or offset the goalmouths to reduce field wear.
 - f. Number the fields. For large Festivals label the fields. Bicycle flags with the number written on it work well.
 - g. Designate one goal as 'A' and the other as 'B' on each field.



- h. Leave a set of pinnies/vests at goal 'A'.
- i. Leave a different colored set at goal 'B' or just a few in case there's a conflict with the color at 'A'.
- j. You can avoid the goal area arc by moving the goals 1-2 yards back off of the fields.
- k. Dimensions for the basic game:
 - i. U10 and up. Five yards in width and ten yards in length for each player in one team. Example, 4v4 equals 20x40.
 - ii. U9 and down. Four yards in width and eight yards in length for each player in one team.
 - iii. Adjust according to the needs and abilities of the players.
 - iv. **See full field layout below.**

Organizing the players. The expedient way, counting off.

1. Festivals with players who are close in ability, talent and experience.
 - a. Consider everyone as one group.
 - b. Count off the players. Each player is assigned their own number that they keep, 1 through the last player.

- c. If necessary give each player something with their number. A wristband, a laminated pin-on tag, a numbered vest.
 - d. They are responsible for remembering their number. Unless you are entering the player's names or using the Players database the program recognizes a number.
2. Festivals with distinct differences in player's abilities.
 - a. Organize up to four different levels of players.
 - b. Count off the players. Each player is assigned his or her own number, 1 through the last player.
 - c. If necessary give each player something with their number. A wristband, a laminated pin on tag, a numbered vest.
 - d. They are responsible for remembering their number.
 - e. The numbering does not have to follow a strict sequence between the groups. Number 1 can be in level 1, 2 in level 3 and 3 can be back in level 1.
 - f. The grouping allows the *CNS Festival* to separate the players into ability levels, called Tiers. You can also separate the players into different groups on paper. List each group on its own page. Blank forms are in the forms folder.

Using the Database or the player's names.

3. In small Festivals or when working from a database counting off isn't necessary. Players can be organized and the Festival managed using their names. Either enter the names as 'New' or draw them from the Players Database.

Organizing the staff.

1. Preplan so that enough equipment is available. Discs – what sizes and colors are available, goals, pinnies/vests and power supply for the laptop. Commit the setup to paper.
2. Arrive early enough to set up the fields before the players arrive.
3. Place the command center in a central location.
4. Positions. These can be combined.
 1. Main Festival control. Someone should keep a view how the overall Festival is "Flowing." Watch for bottlenecks, confusion, delays, kids arriving late and leaving early. Float and mingle with the parents. Observe, listen, understand implications and watch for trends. This person will provide the after action, big picture report.
 2. System monitor. Dedicated to controlling the software or the paperwork. Creating rounds, scrambling teams, moving players and scoring. Needs information from other sets of eyes, stays with the laptop, table and central location.
 3. Field facilitators. One adult can monitor 2 – 8 fields depending on the physical layout and situation, i.e. substitutes, player's age and experience.
5. As the players become familiar with the process and take more responsibility for it fewer adults are needed. As few as three adults can run a Festival of 90+ players.

Introducing the concept of Festival play.

1. Start simple, start small.
 - a. Get several teams of the same level to play mini-festivals at their individual practices. 2v2's and 3v3's.
 - b. What the players need to learn.
 - i. The layout of the fields. How they are organized.
 - ii. The short duration of the games. 8-10 minutes.

- iii. One team needs to 'Dress' in pinnies.
 - iv. The equipment, pinnies and balls are left in their proper place at the end of each game.
 - v. Where to go between rounds. Where is the command center and who has the next set of teams.
 - vi. How the individual scoring system works.
 - vii. How the games begin.
 - viii. How to referee. Reaching compromise.
 - ix. How to organize their teams. Reaching consensus.
 - x. Taking their water breaks between Rounds. A well-organized Festival has no more than 3 minutes between Rounds.
 - xi. How to elect Captains to report the score to the scorekeeper. Each team is responsible for selecting it's own Captain.
 - xii. Shake hands with the opponents and teammates after each game.
- c. Taking different levels, Tiers, into account on paper. With small Festivals, up to 40 players, you can mix players from different levels by separating the levels onto different pages. Simply balance the teams by matching x number against x number from one level, page, along with y number against y number from another.
 - d. When they are familiar with the elements under b, above begin mixing different groups together.
 - i. Start by mixing the teams without the scoring system. Observe the dynamics between the players.
 - e. When the players are comfortable with each other introduce the scoring system on the larger level.
2. Introducing different levels, playing with Tiers.
- a. Follow the steps above for each level.
 - b. Introduce Rule Number One when different levels play together.
 - i. **Big kids don't hurt the little kids. Big kids help the little kids.** The older/bigger kids act as coach/mentors to the little ones. They can also practice some of their newer tricks on the younger kids.
 - c. Mix two different levels first. Observe the interaction. (It might be helpful to have the older kids play as neutral players or as field fixtures first. That is, they stay on a field and the younger kids do the rotating.)
 - d. Bring the third and fourth level in after the first two are use to each other.

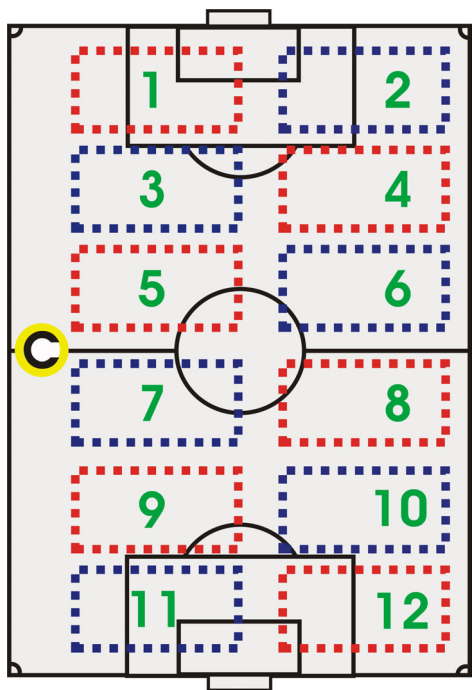
Additional equipment.

Since a laptop plays a critical part in the Festival scoring it needs to be protected and catered to, specifically the power supply.

1. Run off of a school or building. Use an inverter power supply from an automobile. Use a portable generator or a backup battery source.
2. A small table, chair and canopy.
3. Have an appropriate first aid kit, ice and zip lock Baggies.
4. Stopwatches for fields that have substitutes. If the lesson is 4v4 you can choose to play some fields as some other number. But if you want to stay with the lesson and use substitutes you'll need a way to keep track of time. This can be a job for a field facilitator or the players can do it themselves. It's recommended that each field track their own subs.

Maximizing resources. Field space and player use time.

The diagram below shows an 110x70 yard regulation sized field. It has been divided into 12, 15x30 yard fields. 96, 8-12 year olds can play a Festival in this arrangement. In a 90-minute session the children can spend 70-75 minutes actually playing soccer. This provides an efficient and effective return on the use of the clubs facilities.



1. The fields have been laid out with two different colored discs.
2. The color pattern alternates, like a checkerboard.
3. The odd numbered fields are in one row, the even numbered in the other.
4. The control center is centrally located so that all the fields are within 180-degree view and the players only have to walk $\frac{1}{2}$ of the field in between rounds to get their next field.
5. The field positions can be adjusted between Festivals to reduce overuse wear.
6. Using only half of the field for a Festival while a single team uses the other half, a club still gets a positive return on its field/player time investment. 48, 8-12 year olds can play a Festival while 18, 16-19 year

olds have a training session in the other half. 66 players are able to use the same space normally occupied by 36.