

# WCSC DUTCH TOURNAMENT

## How to Run

In this format a number of players rotate through different teams in a series of short games. Each player is awarded points based on the result of his team's game. These points are added together so that at the end of the tournament there will be an overall ranking of all participants.

This system keeps the games competitive. The children are playing to win and one or two losses are not catastrophic. If needed the coach can monitor the scores and adjust the teams so that players can't easily run away with the tournament or get buried. If you have a large group of players (50+) it is recommended that they be split up according to ability. For example, an A and a B pool and so on if needed.

## Rules

- Games should be approx. 8 minutes in length
- 3v3, (use 2v2 or 4v4 if numbers don't allow for 3v3)
- Small goal, no Goalkeeper's
- Restarts are to be dribbled in from the point where the ball went out. This includes after a goal has been scored.

## Scoring

- Each player on a winning team gets 10 points and 1 point for each goal scored by their team. The losing players each get 1 point for every goal scored by their team. In a tie every player gets 5 points plus 1 point for each goal scored by their team.

## Example Scoring

Game I		Game II		Game III		Game IV		Game V	
AvsB	CvsD	AvsB	CvsD	AvsB	CvsD	AvsB	CvsD	AvsB	CvsD
3-2	1-1	3-0	2-2	1-2	1-2	0-2	2-3	1-3	0-2

- In game 1 all of the players on team A get 13 points, team B 2, teams C and D 6 each. After the second game the points are charted and added together. Initially you may want to keep the players in the dark as to where they stand. The lead coach can rotate players using a pattern that allows players to play with as many different players as possible or watch the cumulative points and make up teams based on that.

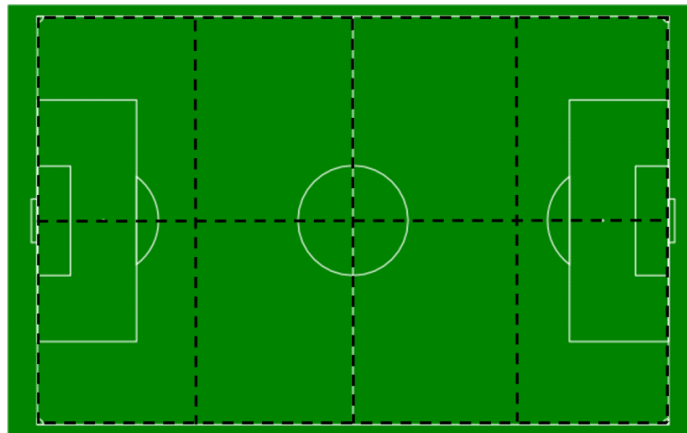
## Organization

- Set out enough fields for the number of players. Label each goal 1, 2, 3, 4...
- Before each game the lead coach tells each player which goal to report to. With the help of a parent volunteer the teams organize themselves there.

- Scrimmage vests and balls are available at the fields. Players should leave their vest at the end of each game.
- Volunteers oversee the games, 1 per field
- On a signal from the volunteer the game begins. The games end by a signal (whistle) from the lead coach. The lead coach's job is to be the time and record keeper.
- The volunteer reports the result to the lead coach who records them, and the lead coach tells the players which goal to report to next. The sequence repeats until all of the games are done and the winner is determined.

## Coaching

- The coach should refrain from offering too much advice. It's up to the children to deal with the soccer problems they encounter. The children will begin to assume responsibility for their own teams and performance.
- Do your best not to penalize players with vast differences in ability. Combine them with like players. That may mean running a 12 player tournament.



You can have 4 fields on one regular sized mini field or 8 fields on one full size field.

- Mini Field capacity = 24
- Full Field capacity = 48