



Jersey FA Round Robin Festival Template

This template is set up for a full sized football pitch which is split into x4 Quarters with x4 teams per quarter over a 3 hour period.

Time	Group 1 (Pitch 1)	Group 2 (Pitch 2)	Group 3 (Pitch 3)	Group 4 (Pitch 4)
9.00	A v B	A v B	A v B	A v B
9.15	C v D	C v D	C v D	C v D
9.30	A v C	A v C	A v C	A v C
9.45	B v D	B v D	B v D	B v D
10.00	A v D	A v D	A v D	A v D
10.15	B v C	B v C	B v C	B v C

Short Break & Split Groups for like for like matches

Time	Group 1 (Pitch 1)	Group 2 (Pitch 2)	Group 3 (Pitch 3)	Group 4 (Pitch 4)
10.45	A v B	A v B	A v B	A v B
11.00	C v D	C v D	C v D	C v D
Break				
11.20	A v D	A v D	A v D	A v D
11.35	C v B	C v B	C v B	C v B

- Cost for festival is £25 per team entered. This helps to cover pitch costs and admistration to deliver, also possible support coordinators on the day.
- Teams, Players and Coaches to arrive at 8.30 ready for first KO at 9.00am (Minimum 30 mins prior to KO of first game)
- Parking is open at Springfield Stadium or Springfield Gryatory for coaches however spectators to use Highlands college.
- Coaches and Children will have access to the changing rooms if required and waiting areas during the festival will be allocated on the pitch and use of dugouts.
- All Spectators will be in the stand or allocated standing areas, they are NOT allowed on the pitch throughout the morning. The pitch should be just coaches and children.
- This is not a Tournament for Winners & Losers (No Finals). The day is based on Fun and Enjoyment and an opportunity for games against different opposition on the day.
- Coaches will agree who is to Referee matches between clubs before KO. Ideally it is good for coaches who are not involved within the match to volunteer to referee other fixtures.
- Jersey FA will have Pitch Coordinators on the day to watch over the games and collect results to help organise like for like games after initial grouping.

Best Practice and Fair Play is expected from all involved.

- **Follow Jersey FA “Foundation Phase 5-11s” Guidelines, Rules and Formats**
 - (PDF available on Jersey FA Website <https://www.jerseyfa.com/players/youth/youth-and-minis-club-football>)
 - Optional rules to be discussed and agreed on by all if any changes to be confirmed.

- **Match Day ideas for creating a Positive Environment for all**
 - All players to get equal game time is a great way to create good team spirit and provide equal opportunities. You could plan your substitutions before the game or even get the players involved within the decisions.
 - Remember to give opportunities for players to give team or player to player feedback throughout, young people enjoy having a voice. You could have them pair up or put them into groups within their positions to come up with feedback.
 - The score line is only one way to measure development. You could set team and individual player targets.
 - Some coaches think they are not involved unless they continually offering instruction. But instead of doing a running commentary throughout the game, let players make decisions, allow them to make mistakes and learn from them.
 - Advance technical coaching terms can confuse young players. Try to use appropriate language for easier understanding.
 - Remember to respect all involved - match officials, opposition, team mates and spectators. Children will copy others behaviour.
 - Reward effort and good sportsmanship rather than just ability.

- **Frequently Asked Questions**
 - ***Who is keeping the timings for the matches?***
Answer: Main coordinator will use a central whistle for the start and finish to each game. Ensure all keep to timings, these will not change!
 - ***Do we need to update scores?***
Answer: Yes, A player or coach is to let the coordinator know the final score after each match.
 - ***What happens if teams are level on points in groups before split for like for like fixtures.***
Answer: At the coaches meeting to arrange remainder of the games. Team managers will Rock, Paper, Scissors. Other alternatives to consider is head to head result or penalty kicks sudden death from the start if time available to do so. Never done on goal difference!
 - ***Can younger year players play?***
- *Answer: We request in our festivals to give opportunities to the ages it is designed for. However if needed to help fill teams you can use a player that is in the year group below the allocated age. Example u10 festival, a u9 can be involved. We would discourage a full younger team being entered as they will get opportunities within their own allocated festivals. No problem to mix teams if it is ensuring children within the allocated age group are getting their opportunity to play.*
 - ***Can goalkeepers score?***
Answer: No, goalkeepers cannot score. It would only encourage long shots from keeper to keeper or players to crowd the box on every kick.
 - ***Is their offsides?***
Answer: No, these festivals are smaller sided formats meaning no offsides.
 - ***Throw ins or kick ins?***
Answer: This is to be decided on prior to the festival and communicated with all coaches at the morning briefing. Generally we keep to throw ins, encourage the children to try their best to do it the correct way but not punish them when it isn't done so. Common sense approach to learning.
 - ***Can the ball be played above head height?***
Answer: Yes, It is down to each team on how their team aim to play throughout the festival.