

ONTARIO SOCCER
7601 Martin Grove Road, Vaughan ON, L4L 9E4
905.264.9390 ontariosoccer.net

Proud Member of



Play.
Inspire.
Unite.

Ontario Soccer Grassroots Festival Formats Guide

April 2026

Table of Contents

Table of Contents	1
Grassroots Festival Formats.....	3
Background	3
Standard Festival Format	4
Overview	4
Key Features:	4
Ideal For	4
Rotating Pods Festival	4
Overview	4
Key Features	5
Ideal For	5
Additional Notes	5
Skill Stations & Matches Festival.....	5
Overview	5
Key Features:	5
Additional Notes	6
Progressive Tier Festival.....	6
Overview	6
Key Features	6
Ideal For	6
Mystery Match Festival	6
Overview	6
Key Features	7
Creative Design for Skill Development	7
Ideal For	8
Additional Notes	8
Total Team Scores Festival	8
Overview	8
Key Features	8
Ideal For	8
Omega Ball.....	8
Overview	8
Key Features	8
Ideal For	9
Free Play Festival	9
Overview	9
Key Features	9
Ideal For	9
Hosting Guide: Key Elements for a Successful Festival	10
Planning & Logistics:	10

Player Check-In & Grouping.....	10
Coach & Facilitator Roles	10
Festival Goals & Evaluation.....	10
Communication.....	10
Player Check-In & Grouping Tools	11
Festival Attendance List.....	11
Randomization Tools	11
Grouping by Ability (Post-Observation).....	11
On-Site Communication Tips for Parents & Guardians	11
Appendix	12
Appendix 1: ‘Rotating Pods Festival’ field organization	12
Appendix 1.1:	12
Appendix 1.2:	13
Appendix 1.3:	14
Appendix 1.4:	15
Appendix 2: ‘Skill Stations & Match Festival’ activities and match organization examples.....	16
Appendix 2.1:	16
Appendix 2.1.1: 3v3 Skill Station 3v3 Field 1 Setup	17
Appendix 2.1.2:	18
Appendix 2.1.3:	19
Appendix 2.1.4:	21
Appendix 3: ‘Mystery Matches’ festival activities and match organization examples	22
Appendix 3.1:	22
Appendix 3.2:	24
Appendix 3.3: 7v7 and/or 9v9 Field Setup for Mystery Match Festival	26

Grassroots Festival Formats

Background

This Guide provides detailed descriptions of seven (7) potential grassroots soccer festival formats, including key features, ideal use cases, and a planning checklist for clubs and districts. All formats are to be played in alignment with the [Canada Soccer Grassroots Standards](#) for the specific age group being targeted. The formats presented offer multiple ways to structure festivals, allowing organizations to adapt delivery based on available facilities, participants, and volunteers.

With an emphasis on age-appropriate environments that prioritize engagement and development, these festival formats reflect the core principles of the grassroots standards, including player-centered experiences, appropriate competition, and minimal emphasis on outcomes. By offering flexible structures for player grouping and game design, this supports clubs and districts in delivering festivals that are developmentally appropriate while still allowing for creativity and contextual adaptation.

Festival Type	Structure	Player Grouping	Coach Involvement	Focus Areas
Standard Festival	2 matches per team	Pre-assigned teams	Moderate (game leaders)	Participation, fun, equal play
Rotating Pods	5-6 short games with mid-event regrouping	Random pods, rebalanced mid-event	High (observe and regroup)	Valuable competition, adaptability
Skills Stations + Matches	Skill stations + 2-3 standard matches	Rotating groups	High (lead stations and games)	Skill development, engagement
Progressive Tier	3-4 rounds with tiered regrouping	Initial random, then tiered	High (observe and regroup)	Balanced competition, progression
Mystery Match	Varied formats with surprise rules	Random, changes every round	Moderate (introduce twists)	Creativity, problem-solving
Total Team Score	Simultaneous matches with cumulative scoring	Unified colour teams across matches	Moderate (setup and monitor scoring)	Teamwork, communication, collective strategy
Free Play	Unstructured, player-led games	Self-organized	Minimal (supervision only)	Autonomy, creativity, fun

Standard Festival Format

Overview: This is the most common festival format for U6-U13 players. It emphasizes fun, participation, and development over competition.

Key Features:

- Two (2) matches per team in a single day
 - Maximum Match Time Per Day

U6-U7	U8-U9	U10-U11	U12-U13
60 minutes	80 minutes	100 minutes	120 minutes

- No standings or scores recorded
- Fair playing time for all players (minimum 50% target)
 - Per [Canada Soccer Grassroots Standards](#) ‘Fair Playing Time’ means “coaches will do their best to ensure that all players play the same amount and as much soccer as possible.”
- Game formats maximums:

U6-U7	U8-U9	U10-U11	U12-U13
Maximum 3v3	Maximum 5v5	Maximum 7v7	Maximum 9v9

- Festival-style environment with music, food, and family activities
 - Games managed by the following:

U6-U7	U8-U9	U10-U11	U12-U13
Game Leader	Game Leader or Referee	Game Leader or Referee	Referee

Ideal For: Clubs new to hosting festivals or looking to align strictly with Canada Soccer’s Grassroots Standards.

Rotating Pods Festival

Overview: Players are randomly assigned to pods and will rotate, as a team, through multiple short matches and activities. Coaches observe and regroup players mid-festival to ensure balanced, valuable competition.

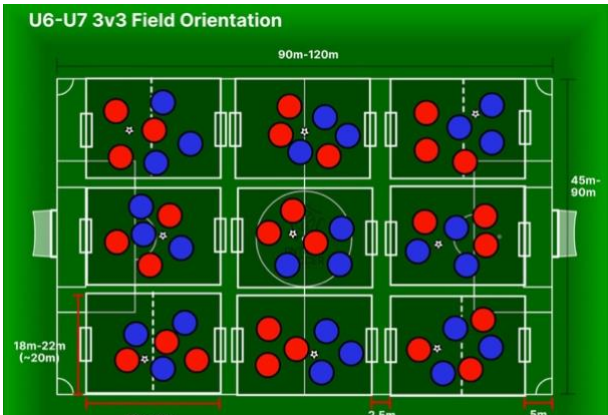


Figure 1: Rotating Pod U6-U7 Format

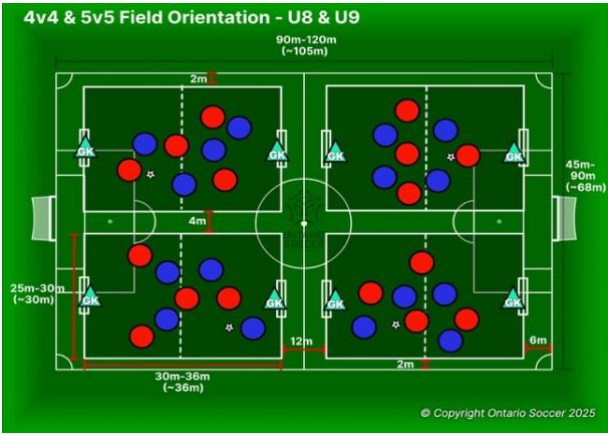


Figure 2: Rotating Pod U8-U9 Format

Key Features:

- Multiple short games (not exceeding age group maximum minutes) depending on number of fields available.
- Randomized teams to encourage social interaction and adaptability.
- Mid-event rebalancing by coaches to ensure competitive equity.
- No team uniforms – players are required to wear pinnies to make it easier to switch teams during regrouping.
- Coach-led debrief at the end to reflect on learning and fun.

Ideal For: Development-focused clubs aiming to reduce early selection bias and promote inclusivity.

Additional Notes: View [Appendix 1](#) for field set up that could be used in a 'Rotating Pods' Festival format.

Skill Stations & Matches Festival

Overview: A hybrid model combining technical development with gameplay. Players rotate between skill stations and small-sided games that are aligned with the age and stage of the players per the Canada Soccer Grassroots Standards.

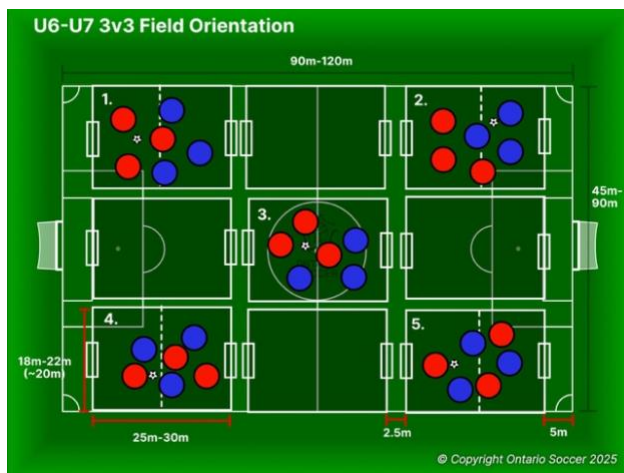


Figure 3: Skill Stations U6-U7 Format

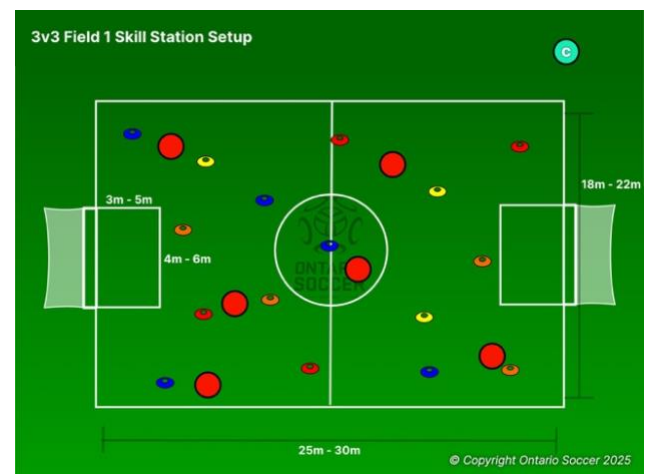


Figure 4: Skill Stations 3v3 Format

Key Features:

2-3 technical stations (e.g., dribbling, passing, shooting)

- 3-4 matches (10-15 minutes each)

All activities should be designed by individuals with a [Canada Soccer Children's Diploma](#). Activities (skill stations) suggested are not mandated but are options that can be used. To facilitate activities, coaches must have the following minimum certifications:

U6-U9	U10-U13
-------	---------

Fundamentals – Online Theory & Practical Workshop	Learn to Train – Online Theory & Practical Workshop
---	---

Maximum Number of Minutes Limits:

Age Group	U6-U7	U8-U9	U10-U11	U12-U13
Match Duration (Maximum)	30 min.	40 min.	50 min.	70 min. [U12] / 80 min. [U13]
Maximum Match Time per Player per Day	60 min.	80 min.	100 min.	120 min.

When designing a festival that includes skill stations alongside standard matches, remember that these activities contribute to the player's total match time and must be considered within the age group's maximum daily time limits.

Ideal For: Clubs emphasizing technical development and coach-player interaction. Focus on individual ball contact and decision-making.

Additional Notes: view [Appendix 2](#) for game formats and activities that could be used in a 'Skill Stations & Matches' Festival format.

Progressive Tier Festival

Overview: Players start in mixed-ability teams and, after each round, players are re-grouped and rotated based on observed performance to create more balanced and competitive competitions.

Key Features:

- 3-4 rounds of games, each 10-12 minutes
- Initial random grouping, followed by tiered regrouping (e.g., gold, silver, bronze pods)
- No scores recorded, but matchups become more competitive over time
- Focus on adaptability and resilience
- Coach or facilitators guiding the regrouping should have Canada Soccer's Children's Diploma. To facilitate the matches, coaches must have the following minimum certifications:

U6-U9	U10-U13
Fundamentals – Online Theory & Practical Workshop	Learn to Train – Online Theory & Practical Workshop

Ideal For: Clubs wanting to simulate a 'Champions League' style progression without formal competition.

Mystery Match Festival

Overview: Players rotate through a series of surprise formats and challenges – some traditional, some creative – to encourage problem-solving and fun. Simply, the 'Mystery Match' idea is a condition based small-sided game which involves modifying the rules, field size, player numbers, etc. of a standard game to emphasize specific technical, tactical, or physical training outcomes.

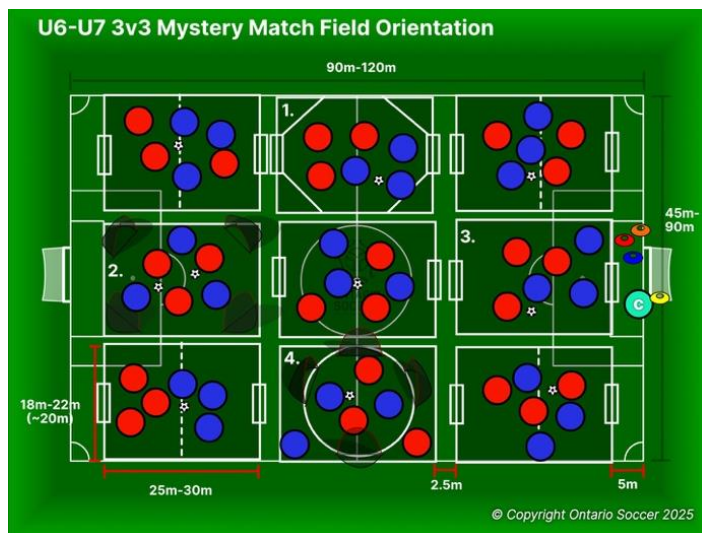


Figure 5: Mystery Match U6-U7 Format

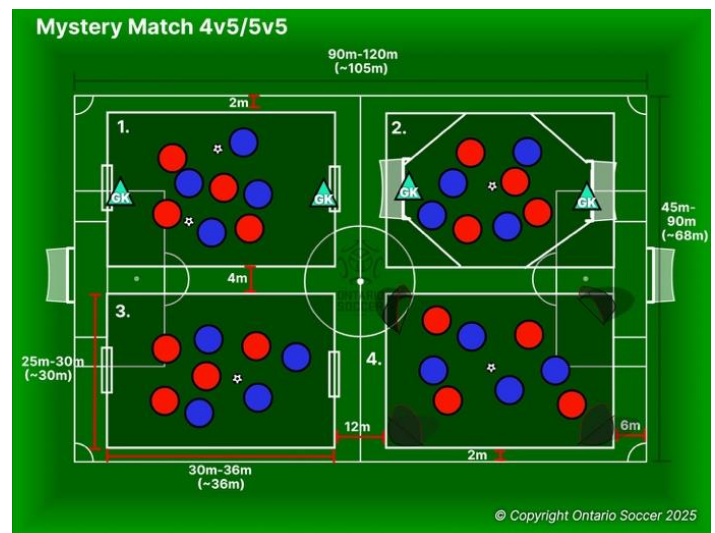


Figure 6: Mystery Match U8-U9 Format

Key Features:

- Game types vary: 3v3, 4v4, 5v5, conditioned based games (i.e., four goal games, no goalie, etc.)
- Teams change every round.
- Coaches introduce the twist before every match
- Focus on creativity, communication, and adaptability
- No winners or rankings, just fun and learning

Creative Design for Skill Development: To challenge specific skill sets, coaches can manipulate three (3) key elements:

1. Field/Space Constraints:
 - a. Shrink or reshape the playing area to encourage things like tighter control or longer passes.
 - b. Add zones that players must move through or avoid promoting spatial awareness.
2. Task Constraints:
 - a. Limit touches (e.g., two-touch only), require passes before shooting, or introduce “must dribble” zones.
 - b. Use multiple balls or goals to increase cognitive load and decision-making.
3. Individual Constraints:
 - a. Assign roles like “silent leader” or “left foot only” to develop communication and technical versatility.
 - b. Put players in positions they may not normally play to bring out different skill sets.

These constraints are part of a Constraints-Led Approach (CLA). CLA is a coaching method that shapes learning by adjusting the environment, task, or player behaviour. In simple terms: change the game to change the learning.

Ideal For: Clubs looking to break routine, foster creativity, and build adaptable, joyful players through playful experimentation.

Additional Notes: view [Appendix 3](#) for game formats and activities that could be used in a Mystery Match Festival format.

Total Team Scores Festival

Overview: This innovative format features multiple small-sided games played simultaneously, where the total score across all matches determines the outcome; not individual game results. It encourages players to think beyond their own match and support their teammates across the field.

Key Features:

- Game types vary: 3v3, 4v4, 5v5, 7v7, or 9v9 depending on age group and space.
- 2-4 matches of the same or different formats occur simultaneously.
- Unified team colours: All matches feature the same colour matchups (e.g., Red vs. Blue on every field).
- Cumulative Scoring: The total goals scored by each colour team across all matches determines the result.
 - Example:
 - Match 1: Red 2 – Blue 3
 - Match 2: Red 4 – Blue 2
 - Match 3: Red 3 – Blue 3
 - Total Red 9 – Blue 8
- Emphasis on collective effort: Players encouraged to cheer for and support teammates on other fields.
- Flexible format: Can be adapted for different age groups and field sizes.
- Focus Areas: Teamwork across multiple groups, communication and awareness, strategic thinking and support, fun, creative gameplay.

Ideal For: Clubs looking to break routine and foster a sense of collective identity, team spirit, and adaptability among players.

Omega Ball

Overview: A fast-paced format where three teams compete simultaneously on a circular field. Each team defends one goal and can score on the other two. The format is designed to increase pace, scoring, and continuous play by removing traditional stoppages and positional restrictions. Games are played in three 13-minute periods, emphasizing intensity, quick decision-making, and constant involvement.

Key Features:

- • Three teams / three goals / one ball, all active at the same time on a circular pitch.

- • No offside rule, allowing free movement and creative attacking play.
- • No throw-ins; when the ball goes out, play restarts quickly from designated corner locations.
- • Quick restarts after goals, with play resuming immediately from the scoring location.
- • High scoring format, as teams earn points for goals scored and are not penalized for goals conceded.
- • Short, high-intensity periods (three 13-minute segments) that encourage sustained effort and engagement.

Ideal For: Youth, amateur, and elite players seeking a modern, non-traditional soccer experience that challenges game intelligence and adaptability.

Free Play Festival

Overview: A completely unstructured or lightly structured environment where players self-organize games, choose teams, and play freely.

Key Features:

- No formal teams or schedules.
- Multiple small fields set up with balls and pinnies.
- Players can rotate freely between games.
- Minimal coach intervention; supervision for safety.
- Encourages creativity, decision-making, and intrinsic motivation.

Ideal For: Clubs that want to replicate the 'street soccer' environment in a safe and supportive setting.

Hosting Guide: Key Elements for a Successful Festival

Planning & Logistics:

- Venue Setup: Multiple small-sided fields, clear signage, rest areas
- Equipment: Goals, cones, pinnies, balls, first aid kits
- Staffing: Coaches, Game Leaders, Field Marshals, check-in staff, floaters
- Schedule: Flexible for rotating formats; fixed for standard formats

Player Check-In & Grouping

- Pre-festival attendance lists or on-site check-in depending on format
- Randomization tools (e.g., coloured pinnies) for pods or tiers
- Clear communication to parents about the format and goals

Coach & Facilitator Roles

- Observers for rotating and tiered formats
- Station leaders for skill-based festivals
- Minimal interference for free play; just ensure safety

Festival Goals & Evaluation

- Development over competition: No scores or standings
- Player enjoyment and learning: Use post-festival surveys or coach debriefs
- Inclusivity: Ensure all players get equal time and opportunity

Communication

- Pre-event briefing for coaches and volunteers
- Festival map/diagrams and schedule for families

Player Check-In & Grouping Tools

Festival Attendance List

You can use a table as simple as below to help streamline grouping by having expected attendance lists or by completing this when the players check in on-site:

Player Name	Age Group	Contact Info	Assigned Group/Pod	Check-In Status	Festival Format

Randomization Tools

The best tool you can ever have is pinnies. Use coloured pinnies to randomly assign player to groups or pods.

Grouping by Ability (Post-Observation)

After initial games, coaches can reassign players to new groups based on observed ability. Use the attendance list with two additional columns to record observations and regrouping decisions:

Player Name	Age Group	Contact Info	Assigned Group/Pod	Check-In Status	Festival Format	Observations	New Group/pod

On-Site Communication Tips for Parents & Guardians

Modified Grassroots Futsal Festival allow children to participate in a fun, development-focused event. Players can be grouped in ways that are different from traditional teams. Here are some reasons why:

- Why We Use Flexible Grouping Formats
 - Development Over Results: Our goal is to create an environment where every player can learn, grow, and enjoy the games; regardless of their current skill level.
 - Balanced Competition: In formats like Rotating Pods or Progressive Tier, players are initially grouped randomly. After a few games, coaches may regroup players to ensure more balanced and valuable matchups.
 - Social & Emotional Growth: Playing with different teammates helps children build confidence, communication skills, and adaptability.
 - Fairness & Inclusion: Everyone gets equal playing time, and no scores or standings are kept. This reduces pressure and keeps the focus on fun and learning.
- What the Colours Mean:
 - Players are wearing coloured pinnies to help streamline organizing groups or pods.
 - Colours may change throughout the day. Adjustments are made to groups/pods to keep games fair and engaging.
- How Can Parents/Guardians Support?
 - Ask them to encourage their child to try their best, have fun, and be a great teammate; no matter who they're playing with.
 - Trust the process! Coaches are observing and adjusting to make sure every child has a positive experience.
 - Tell them it's okay to ask questions about the format, engaging them helps them feel involved in their child's development and experience.

Appendix

Appendix 1: 'Rotating Pods Festival' field organization

Appendix 1.1: Field Setup for 3v3.

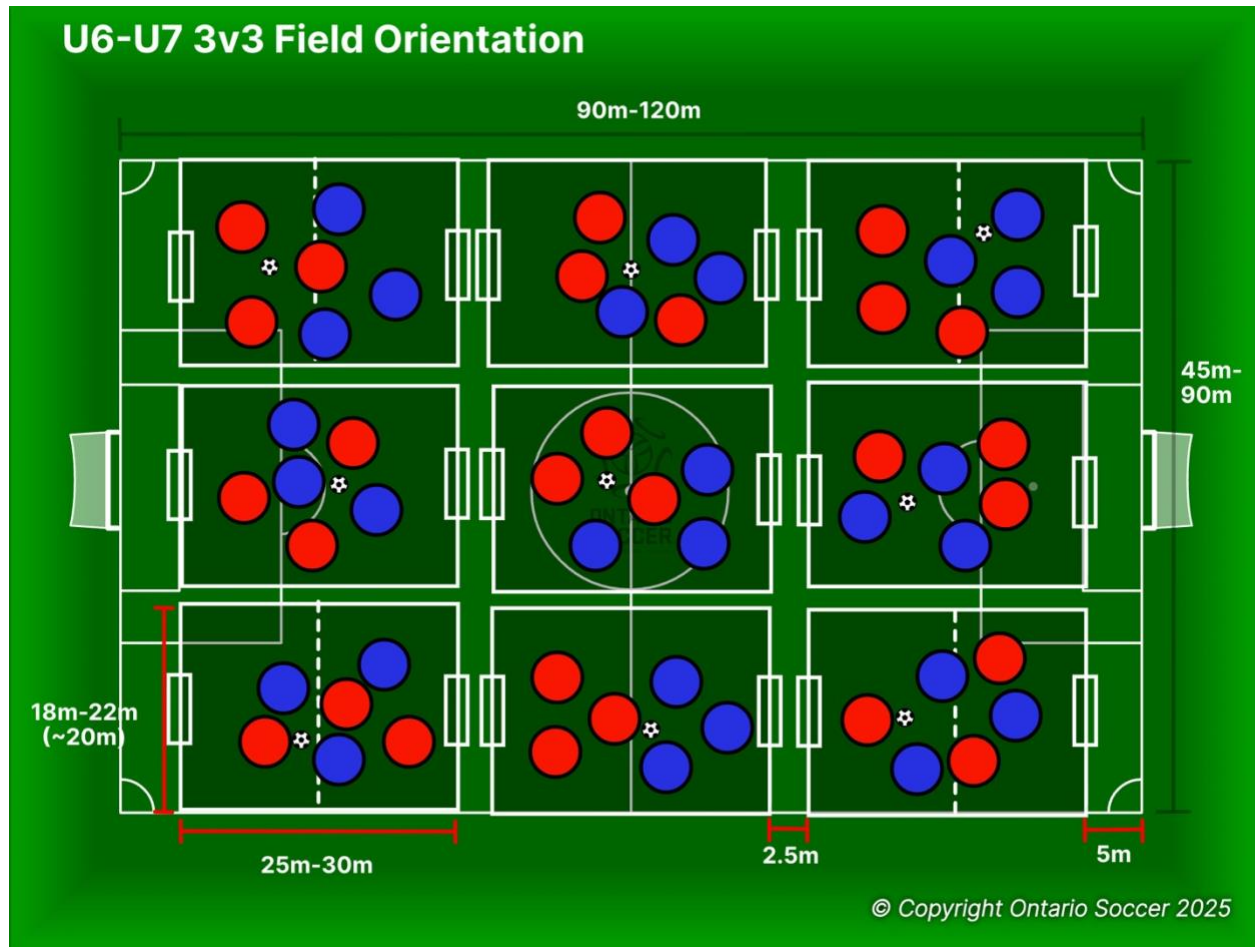


Image above shows nine (9) 3v3 fields set up on an 11v11 pitch.

Appendix 1.2: Field Setup for 4v4 or 5v5.

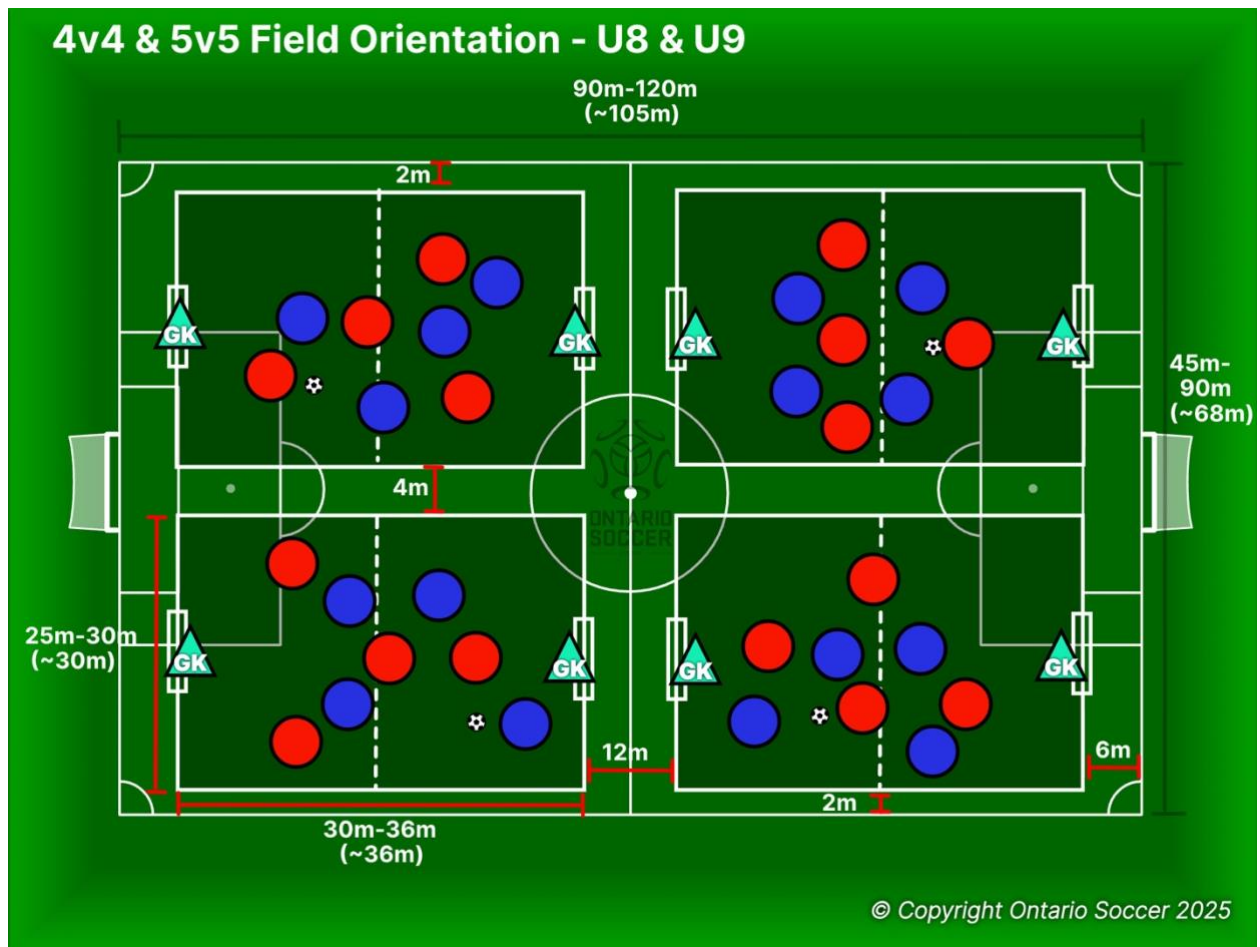


Image above shows four (4) 5v5 (including a goalkeeper) fields set up on a 11v11 pitch. For a 4v4 format you would remove the goalkeepers.

Appendix 1.3: Field Setup for 7v7.

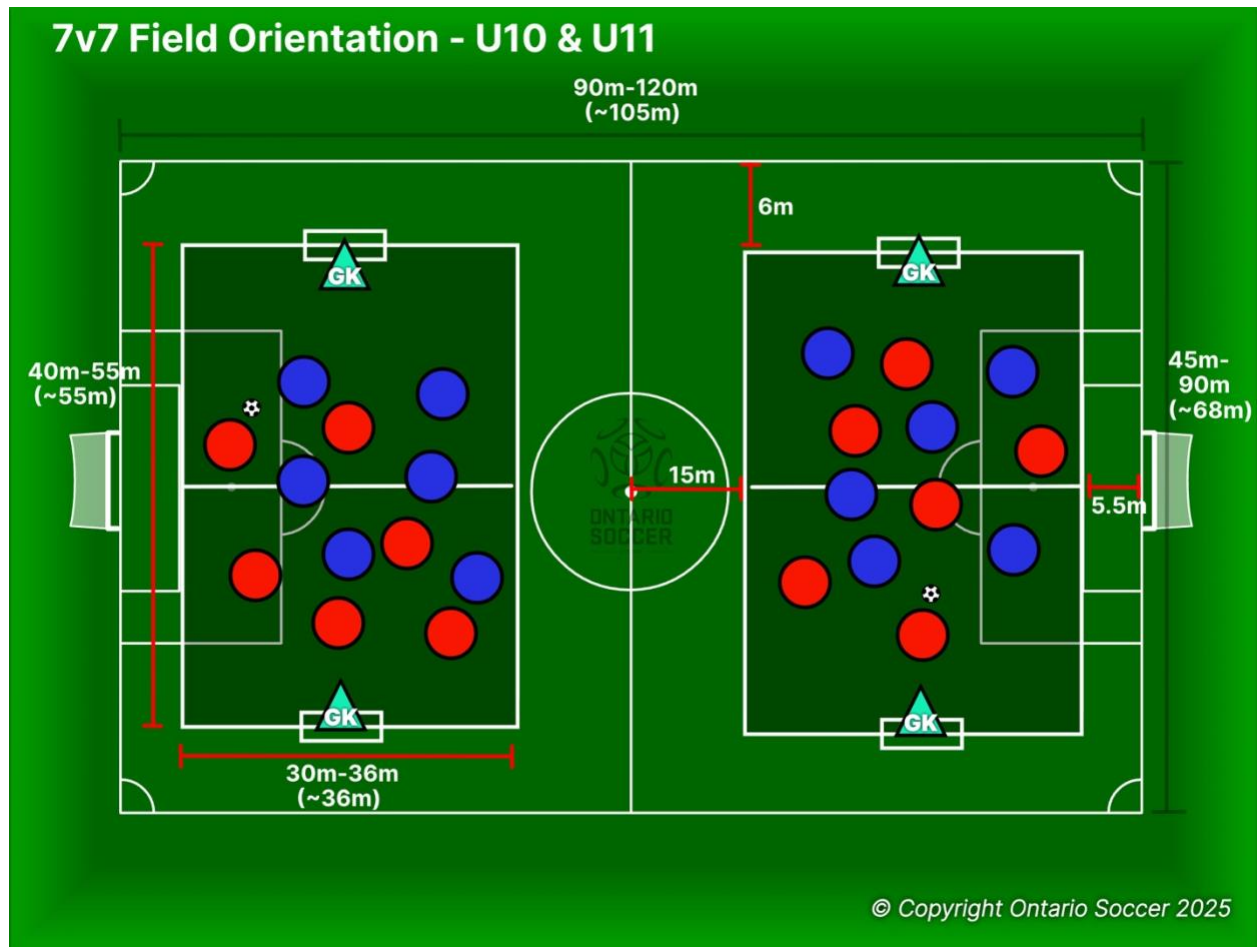


Image above shows two (2) 7v7 fields set up on a 11v11 pitch.

The diagram illustrates a 9v9 soccer field layout. The field is rectangular, with a total width of 65m + 75m. The playing area is 44m-55m wide. The goal area is 13m wide and 4m deep. The distance from the center circle to the goal line is 32m. The distance from the center circle to the side lines is 5.5m. The diagram shows 9 red players (including the goalkeeper) and 9 blue players (including the goalkeeper) positioned on the field. The Ontario Soccer logo is visible in the center of the field.

Image above shows one (1) 9v9 field set up on a 11v11 pitch.

Appendix 2: 'Skill Stations & Match Festival' activities and match organization examples

Appendix 2.1: Field Setup 3v3 – on 11v11 sized field

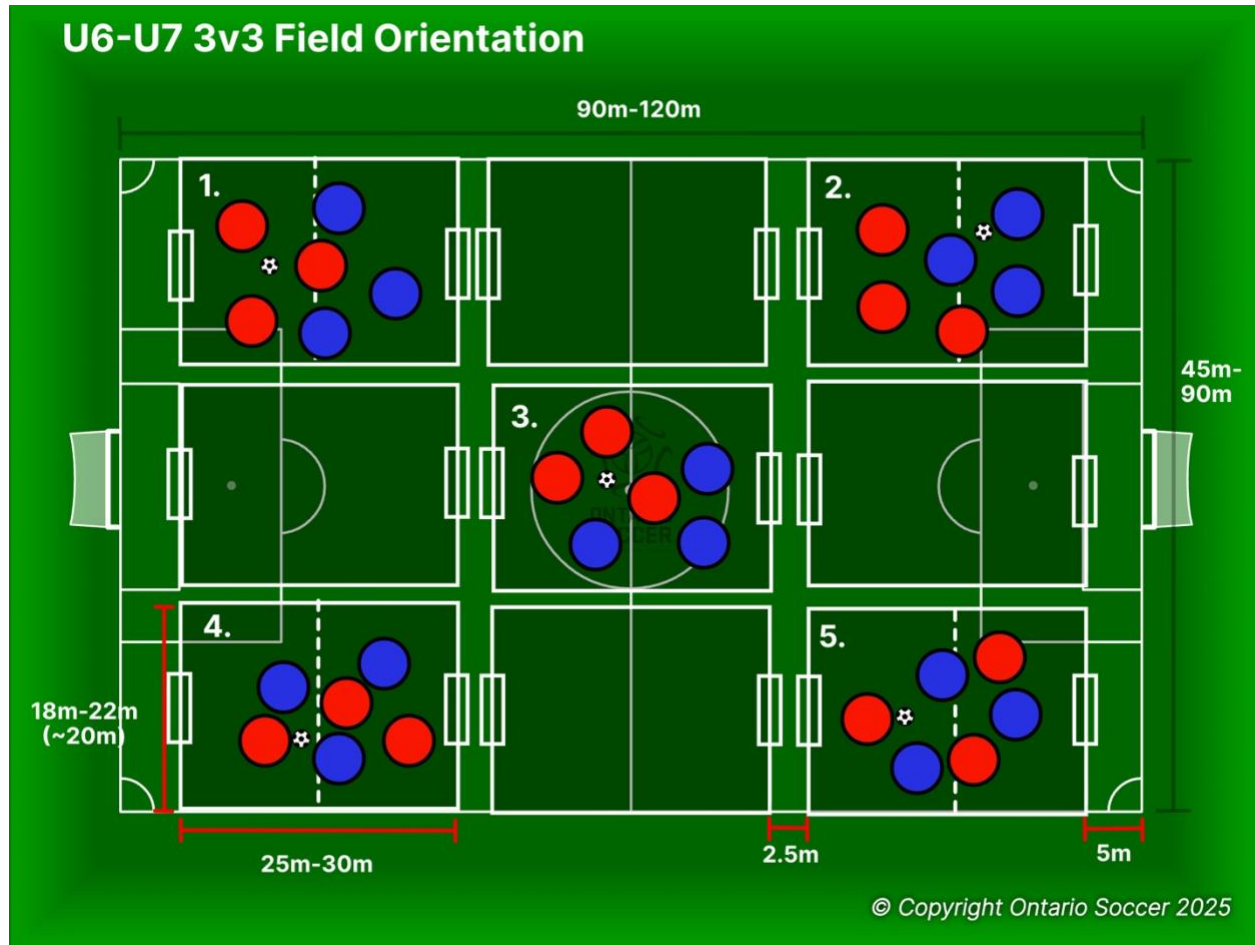
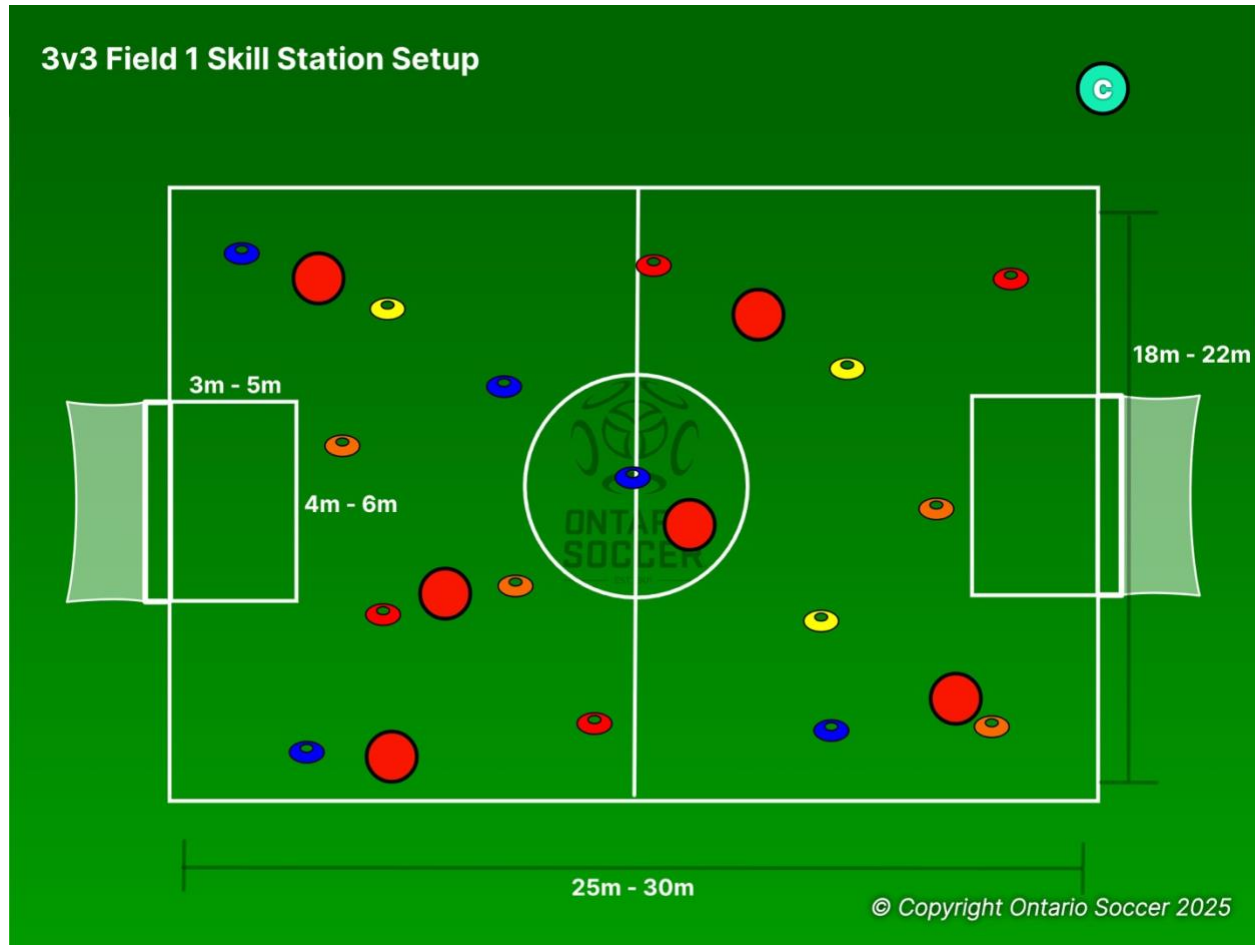


Image above shows nine (9) fields set up on a 11v11 field. Five (5) of the fields feature standard 3v3 matches and the other four (4), listed as 1-4 in the top left corner of the field feature skill stations. Skills station examples are described in Appendices 2.1.1 to 2.1.4.

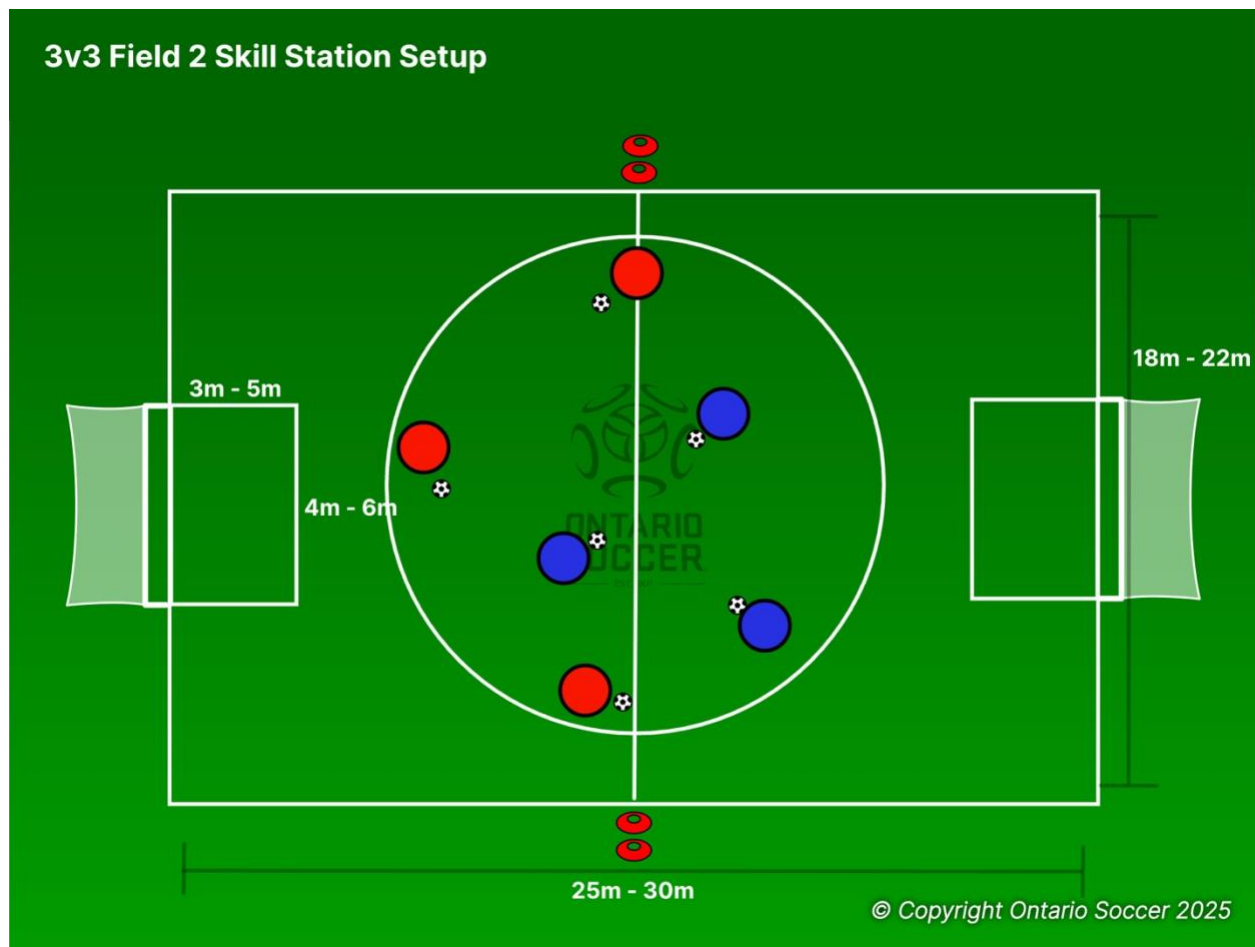
Appendix 2.1.1: 3v3 Skill Station 3v3 Field 1 Setup



Organization: Set up 20x20 area, within the field of play, to represent the jungle. Scatter cones throughout the space to symbolize trees, ensuring they are spaced out enough to allow children to move and weave between them. Just outside the jungle boundary, mark an area positioned ~2 meters away – this will serve as the hunter's tent. The hunter will start the game in this tent.

Procedures: In this game, players take on the roles of birds while a coach/facilitator plays the role of the hunter. At the start, birds move freely throughout the jungle weaving between the cones. The hunter remains inside the tent, preparing for the hunt. Once the hunter enters the jungle, the "birds" must quickly reach safety by touching a cone. Each cone can only hold a maximum of two players. If a player is unable to find a cone, the hunter may tag them, and they then become hunters as well. Cones can be removed to increase intensity. The game will end once all players have been tagged. The game can be further developed to have players hold and run with a ball or they can dribble with the ball while evading cones and reaching safety by touching a cone.

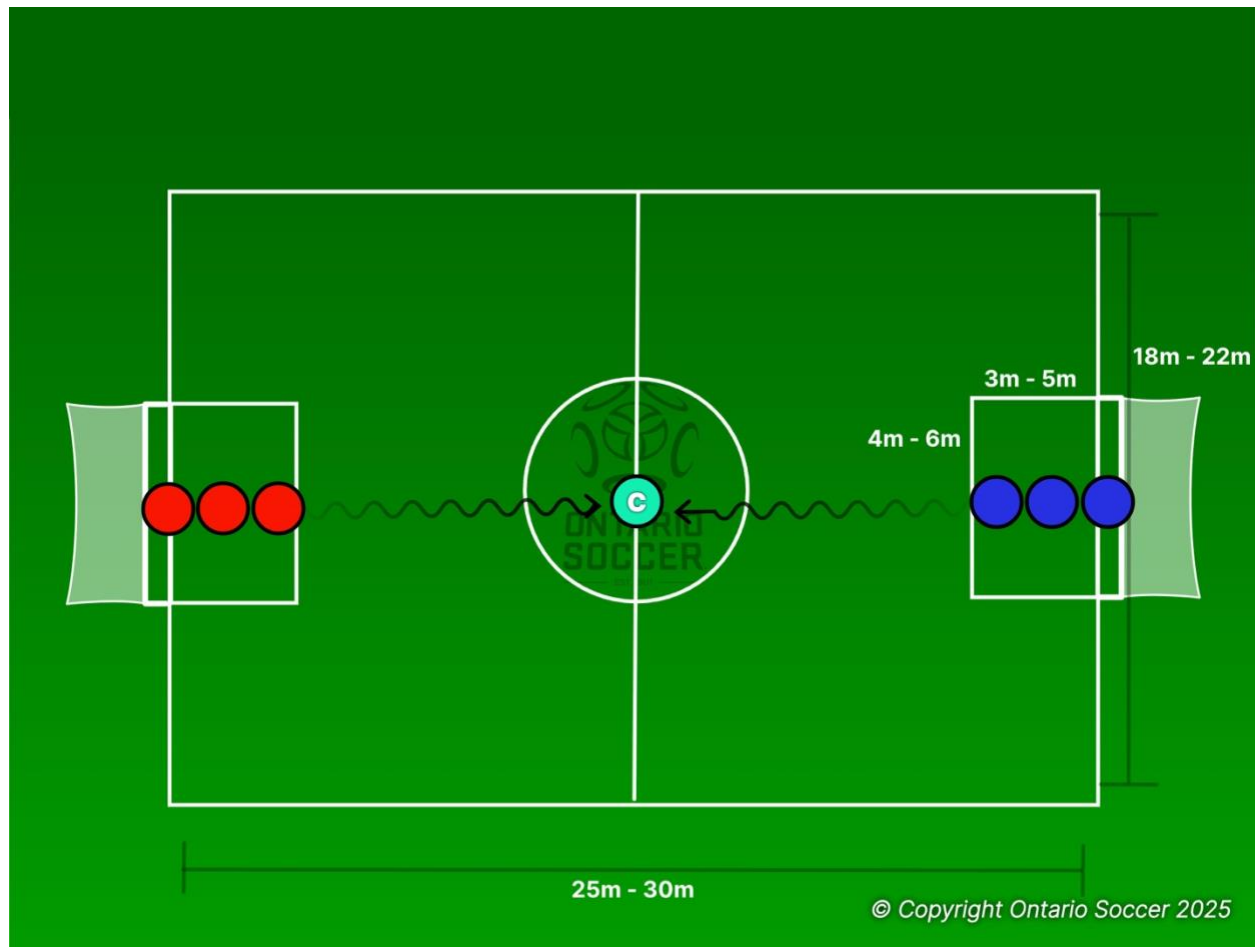
Appendix 2.1.2: 3v3 Skill Station 3v3 Field 2 Setup



Organization: On a 25-30m x 18x22m field, create a circle (12m x 12m) in the middle and have players start in the circle with a ball at their feet.

Procedure: Players will all start with a ball at their feet, and the objective is to maintain control of the ball while moving around the inside of the circle and avoiding having their ball kicked out of bounds by other players. The game will consist of three (3) rounds every four (4) minutes. After every round, the circle will shrink and players whose ball was kicked out of bounds will be eliminated. The game will go until only one player remains. This game uses a CLA (Constraints Led Approach), as the game progresses the circle shrinks and players are removed. This ultimately requires players to think on their feet as they have less room to manoeuvre.

Appendix 2.1.3: Skill Station 3v3 Field 3 Setup



Organization: On a 25m-30m by 18m-22m pitch, players are in two teams of three (3). A coach or facilitator will stand in the middle and instructions will be communicated to the players by the coach or facilitator. Game will require two soccer balls.

Procedure: The game is a relay. Players will start in a single file horizontal line across either side of the field.

In this example, there are five (5) rounds. Round ends once all three players have completed the relay task and returned to their original positions, participating at once. The second player will not be able to start the activity until the first player has high fived the coach/facilitator and returned to the line the other two players are standing in.

Coach initiates the start sharing an instruction on what the relay task is. The coach will then shout "GO!", the first player on each team will sprint to the middle and high five the coach/facilitator and then sprint back to their teammate who will then do the same procedure. First team that all three players high fives their coach will win round one (1).

In round two (2), players will repeat this procedure but will be asked to run backwards to the coach. The procedure will stay the same, first team to have all three players high five the coach and return to their starting position will get a point.

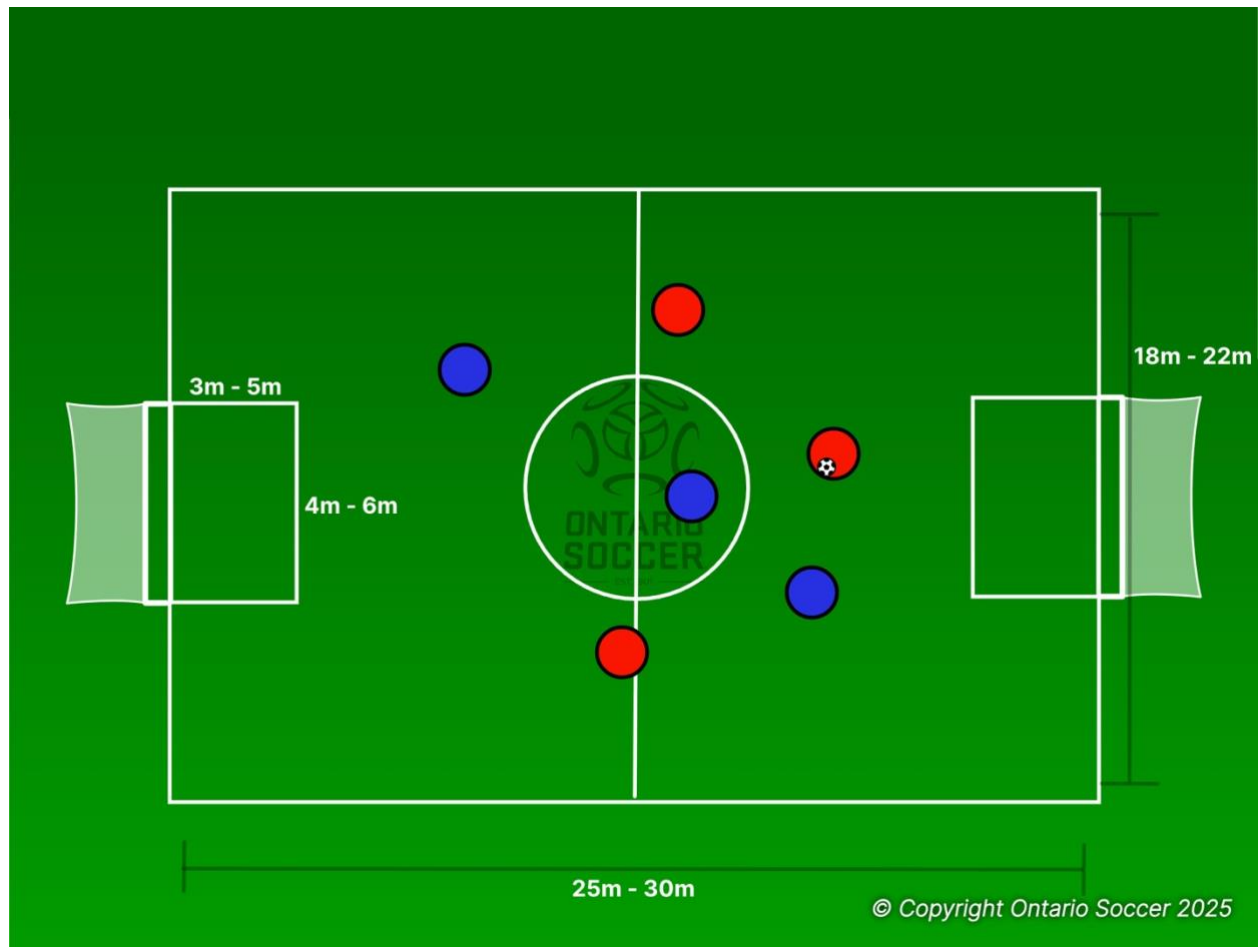
In round three (3), players will have to repeat procedure, but instead of sprint to their coach, they will bunny hop to the coach.

In round four (4), one player at a time will dribble the ball to the coach and high five them once they get to the middle.

In round five (5), players will line up in front of one another and take turns passing the ball through their other two teammates legs. Once the ball reaches the player at the front, that player will pick up the ball move it to the back and kick it through their teammate's legs. Then the final player will repeat this process, and once the ball gets to player in the front, they will pick up the ball and high five the coach and run back to their starting positions.

In this example of this activity, there are five rounds, however coaches can add rounds, change the relay tasks as much as they want.

Appendix 2.1.4: 3v3 Skill Station 3v3 Field 4 Setup

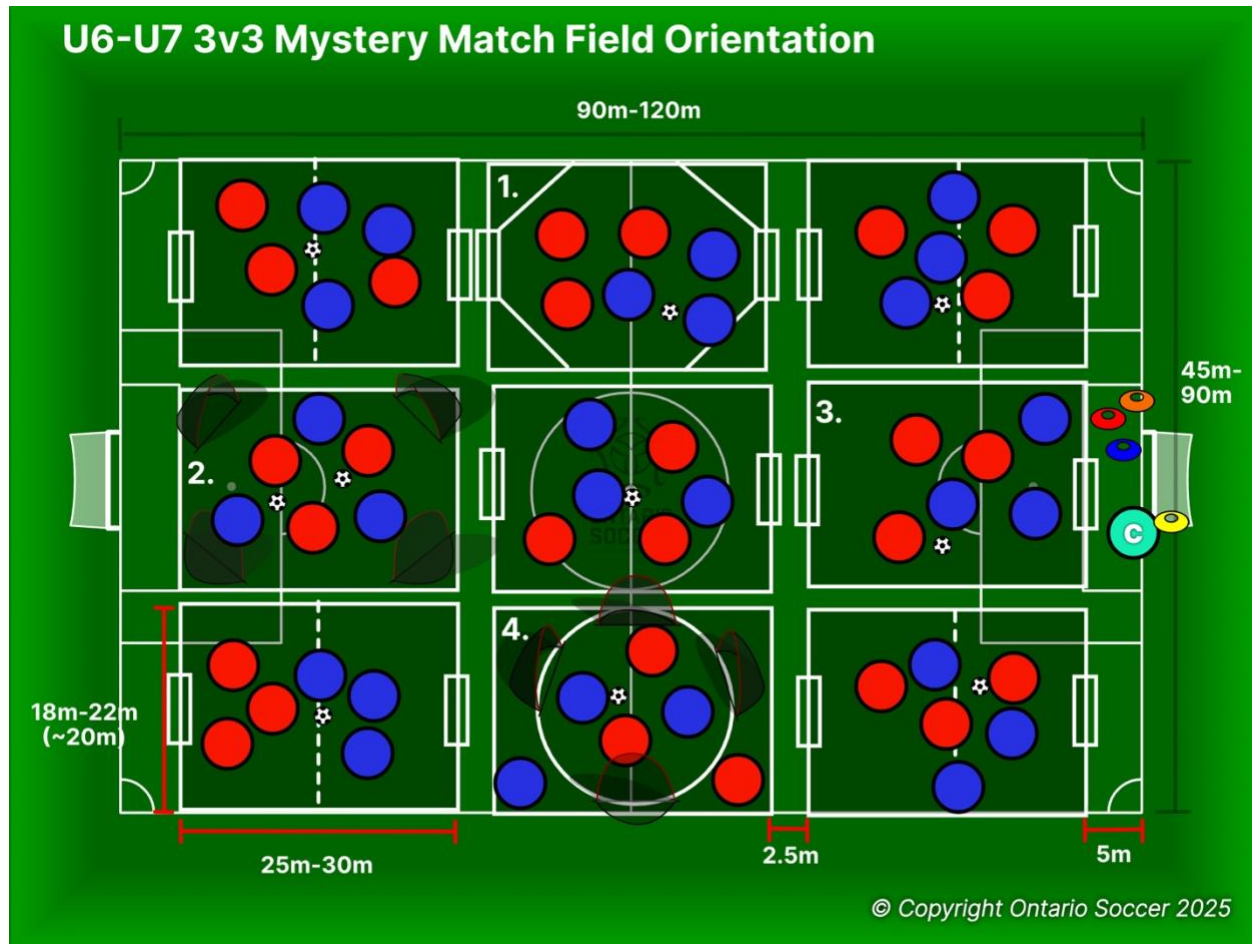


Organization: This game involves a standard 3v3 field. Players will advance the ball using their hands (not feet), aiming to score by throwing the ball into the opponent's goal. If the ball falls on the ground, it is given to the team out of possession. Before attempting a shot, teams must complete at least two passes to a teammate. To prevent players from simply running the length of the field and making one (1) pass, each player is limited to three (3) steps before they must pass or shoot the ball.

This game will encourage constant movement, positioning to receive a pass, and pushing forward to create scoring opportunities. If the ball goes out of bounds, possession is awarded to the team that did not touch it last (e.g., if it deflects off a red player, then the blue team gains possession). After a goal is scored, play resumes from the center with the team that conceded gaining possession.

Appendix 3: 'Mystery Matches' festival activities and match organization examples

Appendix 3.1: 3v3 Field Setup for Mystery Match Festival

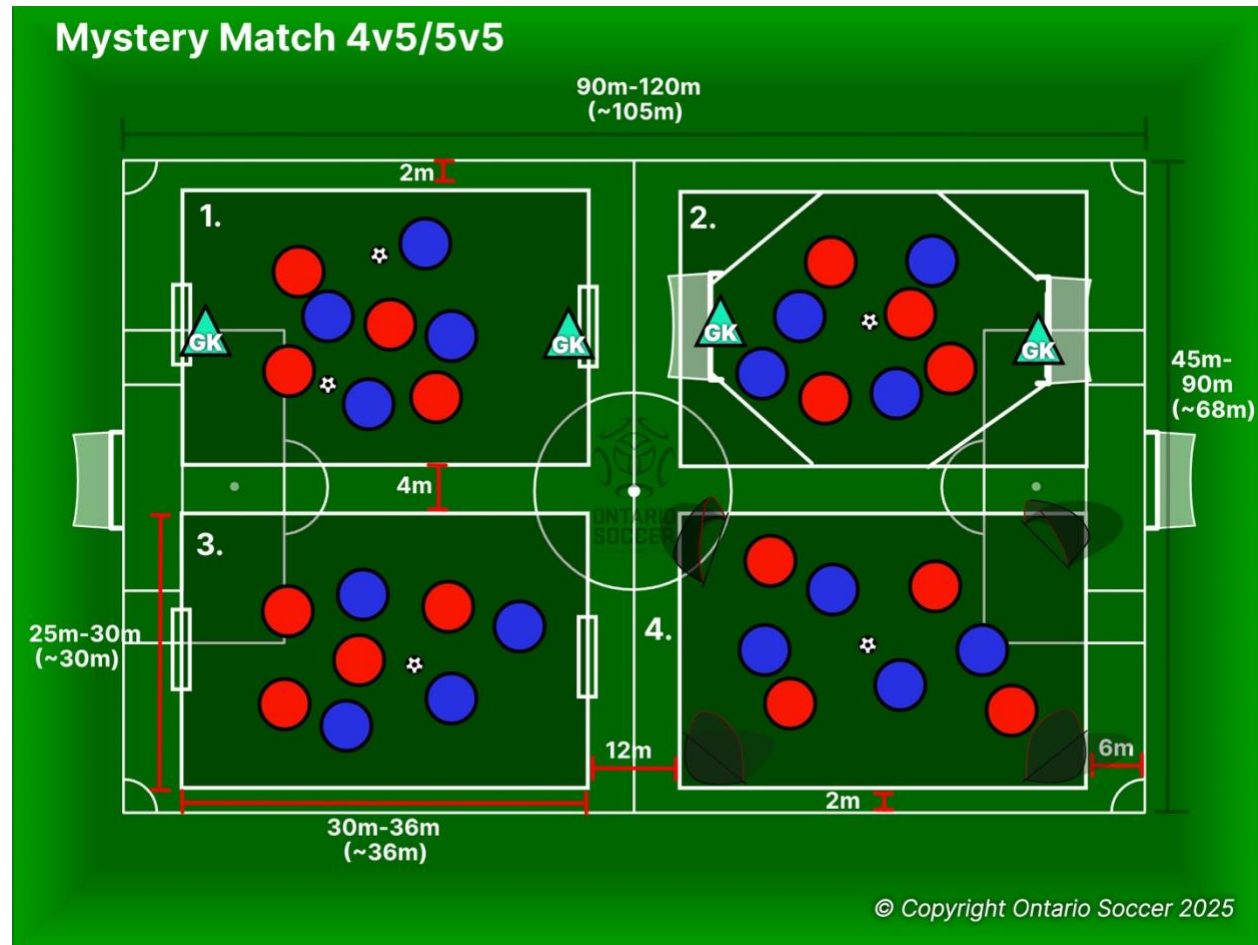


The diagram above shows the set up for the “mystery match” games, with five (5) regular 3v3 matches and four (4) “mystery matches.” The fields with the red and dark blue circles represent the regular 3v3 matches, and the fields labeled 1-4, with the red and teal circles represent the “mystery match” field setups.

- **Field 1:** This is a 3v3 game played on an octagonal field, featuring three (3) outfield players per team. The octagon lines serve as the parameters of the field. If the ball goes out of play, a kick in in the place the ball went out of bounds will occur. After a goal is scored, the ball will go back into the middle, and the ball will go to the team who conceded the goal.
- **Field 2:** This setup is a 3v3 game, using four mini nets. It emphasizes quick transitions and spatial awareness. The game will start with one (1) ball, and two (2) nets. After one (1) team scores, a second (2) net will be added for that team to defend. Once both teams have scored twice, a second ball will be added into the mix. After every goal, the ball will be dropped into the center of the playing field by a facilitator or coach, and it is free game once it hits the pitch. The diagram above is showing what the playing field will look like as the game progresses to have four nets.

- **Field 3:** This game is a regular 3v3 game, with the added twists of the cones. A coach or facilitator will stand on the sideline with four (4) different colour coordinated cones. Each cone can do something different such as a coaching showing a yellow cone means players are no longer allowed to speak until the next goal, blue cone - must make a pass with a left foot before scoring, orange may mean a goal worth more than one point, etc. These stipulations can be decided by the coach or facilitator as a twist on the regular 3v3 match.
- **Field 4:** This is a 3v3 setup, with the pitch being a circle. There are four (4) mini nets set up around the circle and the game will start with two (2) players per team. After a goal is scored, the player who scores will come off and switch with the player on the sidelines. This creates a tighter playing field making players become better aware of their surroundings. Coaches or facilitators may also make it a requirement for players to have to score on a particular net, to add a bit of a challenge to the match.

Appendix 3.2: 4v4 or 5v5 Field Setup for Mystery Match Festival



The image above showcases four unique formats of “mystery match” games, each offering a creative twist on traditional soccer. All match types are flexible and can be played with or without goalkeepers in 4v4, or 5v5 setups.

- **Field 1:** This represents a standard 5v5 game (could be played 4v4, with or without a goalkeeper) with four outfield players and a goalkeeper. Facilitators can introduce challenges like “silent soccer,” where players must play without verbal communication, or dynamic rules such as gaining a player when conceding a goal. A notable twist in this game is the use of two (2) balls, adding complexity and requiring heightened awareness.
- **Field 2:** This is a 5v5 game played on an octagonal field (but could be played in a 4v4 format with or without a goalkeeper), featuring four outfield players and a keeper. The octagon lines serve as the parameters of the field. If the ball goes out of play, a kick in in the place the ball went out of bounds will occur. After a goal is scored, the ball will go back into the middle, and the ball will go to the team who conceded the goal.
- **Field 3:** This represents a standard 4v4 game (could be played 5v5, with or without a goalkeeper) with three outfield players and a goalkeeper. Facilitators may introduce challenges, such as forcing players to make one pass before scoring or introducing a second ball into the playing field.

- **Field 4:** This field shows a 4v4 game (could be played 5v5) with four mini nets set up on the four corners of the field. In this game, there are no goalkeepers involved, and starts with two (2) nets and one ball. The game will start with one ball, and two nets. After one team scores, a second net will be added for that team to defend. Once both teams have scored twice, a second ball will be added into the mix. After every goal, the ball will be dropped into the center of the playing field by a facilitator or coach, and it is free game once it hits the pitch. The diagram above is showing what the playing field will look like near the end of the game.

Appendix 3.3: 7v7 and/or 9v9 Field Setup for Mystery Match Festival

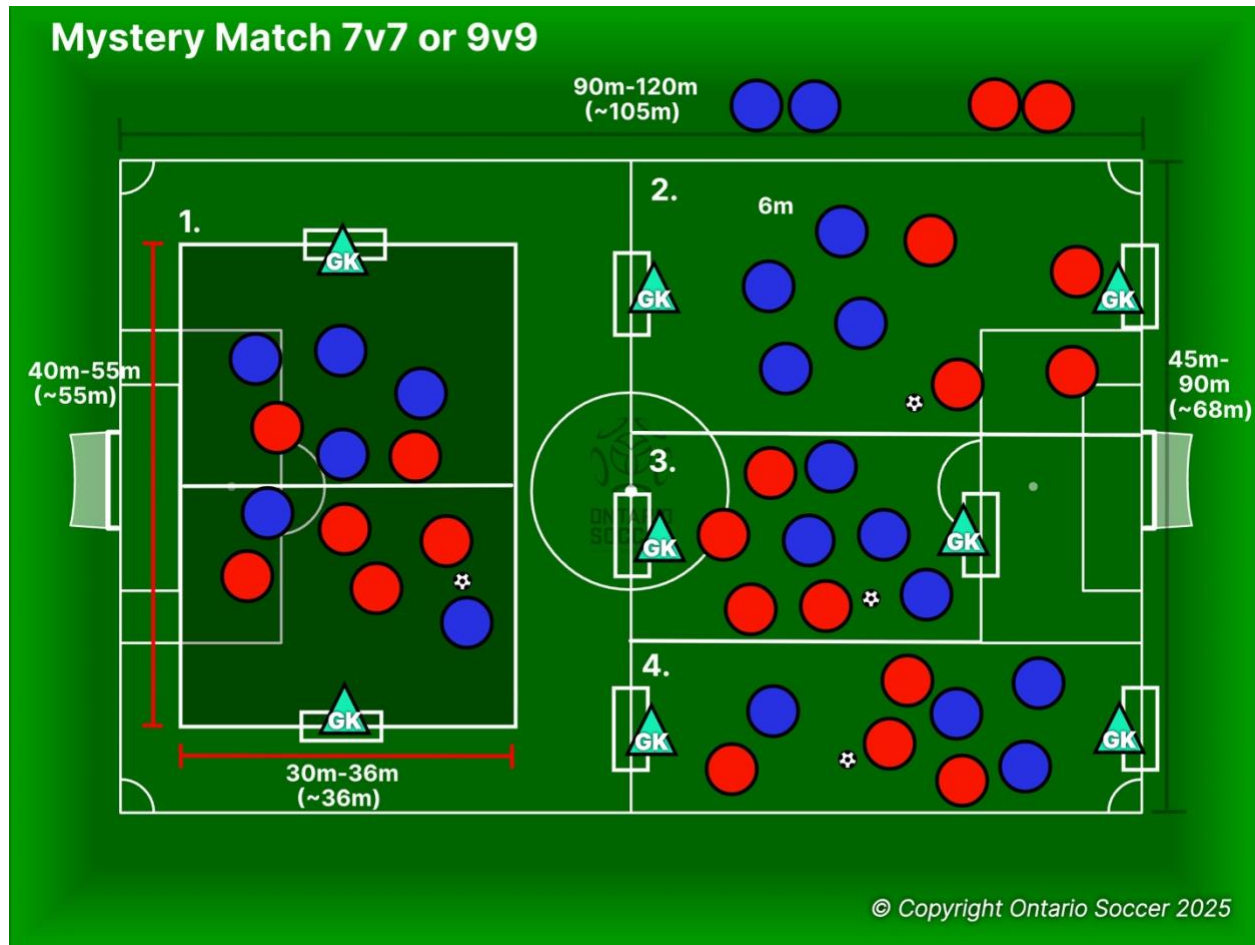


Image above indicates 7v7 field set up for U10-U11, but festival game examples could be used in a 9v9 festival by adding additional players and increasing the size of the field to align with the Canada Soccer Grassroots Standards maximums and minimums.

- **Field 1:** This field showcases a standard 7v7 (or 9v9) match format.
- **Field 2:** This field showcases a 5v5 match format on a quarter of a 11v11 sized field. Two players for each team on the side can be incorporated as additional players (i.e., when a goal is scored the team that got scored on gets an additional player).
- **Field 3:** This field showcases a small-sided 5v5 match format on a much more concentrated field encouraging close control and movement.
- **Field 4:** This field showcases a small-sided 5v5 match format that is much longer than the Field 3 field and will encourage forward passing.



**ONTARIO
SOCCER®**

— EST. 1901 —