





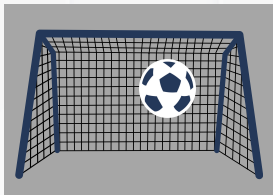
What is the Game Format Project?

-  US Youth Soccer continues to research soccer to **identify the best playing environments** that take a **player-centered approach to advance player development**.
-  Your club was one of only 18 clubs selected to participate in this project. Clubs participating in the Game Format Project **will support playing either 2v2 or 3v3 at the U5 and U6 age groups** applying specific recommendations for games.

Why the New Game Format?

-  Research in the US and Europe has shown the 2v2 and 3v3 game formats allow players to have more touches on the ball than 4v4.
-  These game formats **support greater individual skill development and decision-making**. Players' enjoyment increased with touches on the ball and opportunities to score. Parents' perception of their child's experience with soccer was more positive.

Modified Rules





Larger 5' x 3' Goals



*Restarts: Dribble/Kick In
or "New Ball"

***What are restarts?** When the ball goes out of bounds there are different options for the ball to re-enter the field.

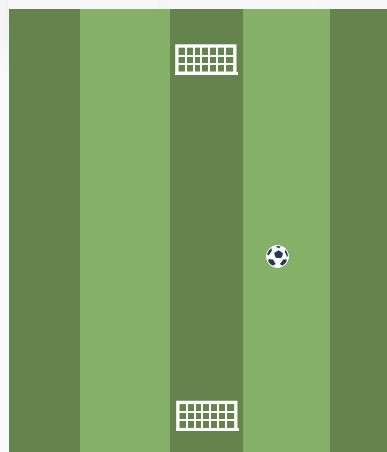
 **Dribble/Kick-IN:** A player is given the choice to kick or dribble the ball back into play from the sideline.

 **"New Ball":** The coach passes a new ball to a player on the field.

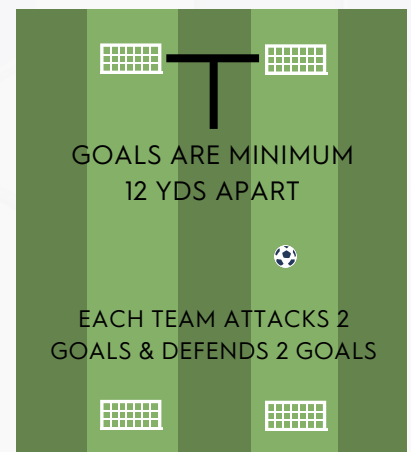
RATIONALE

- Small Sided Games: Appropriate numbers to enable players to have more touches on the ball, more engagement in the play, and the right amount of challenge.
- Large Goals: Provide more opportunities for players to score, have fun, positively impact their development.
- Four-Goal Games: Increase players' opportunities to score and make more on-field decisions.
- "New Ball" restarts: Ensures a flow to the game, increases player involvement, and reduces downtime

Game Formats both support 2v2 or 3v3



2 Goals
22x17 - 30x18



4 Goals
30x18 - 35x23

Official Sponsor and equipment provider of the Game Format Project - **BAZOOKAGOAL™**