

ORGANISING A GRASSROOTS FESTIVAL

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GRASSROOTS FESTIVAL

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A grassroots festival is a one-day event designed to introduce as many boys and girls as possible to football through the following activities:

1. Small sided games: 3v3, 4v4, 5v5, 6v6, 7v7
2. Practical exercises: basic technical skills

A grassroots festival will therefore require the division of the space available into various small-sided pitches as well as the staging of different types of workshops.

The size of the festival is determined by the number of children, the number of teams, the number of pitches and the workshops.

ORGANISATION OF GAMES AND WORKSHOPS



Games

- (i) the dimensions of the pitches depend on the number of players in the teams (max. 7), their age and their level
- (ii) different dimensions and types of goals can be used
- (iii) matches may be played with or without goalkeepers

Workshops

- (i) workshops primarily focus on basic technical skills
- (ii) the number of workshops depend on the size of the festival
- (iii) the dimensions of the workshops depend on the objectives
- (iv) the organiser specifies the types of workshops
- (v) workshops are located between or next to the pitches

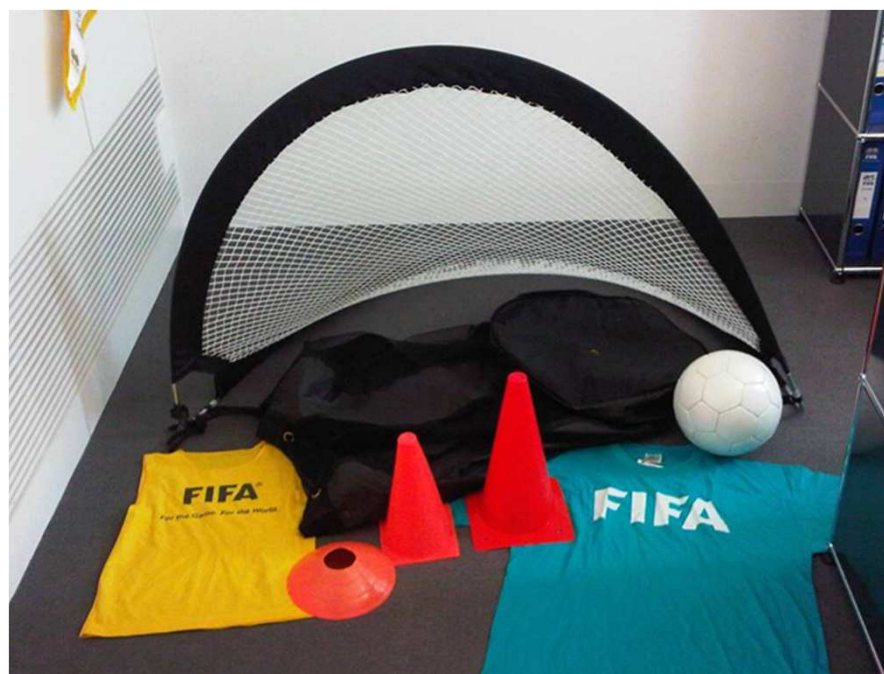
***The pitches and workshops must be clearly marked out and numbered.
The workshop should be well supervised by qualified coach-educators.***

MATERIAL / EQUIPMENT

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- **Goals:** all types of goals can be used. Max. dimensions: 5m x 2m
- **Marking out the pitches and workshops:** tapes, cones, markers or even paint
- **Teams:** bibs and/or t-shirts of different colours
- **Ball:** size 4



BASIC RULES WHEN ORGANISING GRASSROOTS FESTIVALS



Activities

- Teams rotate from pitch to workshop in the appropriate direction (clockwise/anticlockwise)

Spectators

- Parents and supporters are not allowed on the pitch and in workshops. Only participants and team supervisors are allowed on the field.

Referees

- No referees. Results are not recorded. Coach-educators supervise the games and workshops.

Breaks

- Allow the children breaks to drink and recover (climatic conditions)

Interest

- Make the festival lively

THE ROLE OF THE FESTIVAL ORGANISER/COORDINATOR



Before the festival

- Announcement of the event/registration system for participating teams
- Depending on the number of teams, establish the size of the festival and the plan for rotating the teams
- Prepare the programme and schedule the activities
- Plan and organise facilities and equipment
- Organise personnel
- Set up pitches and workshops
- Make sure a first-aid kit is available as well as drinks

THE ROLE OF THE FESTIVAL ORGANISER/COORDINATOR



The day of the festival

- Welcome staff and brief them on pitch organisation and rotations
- Give a copy of the plan showing the festival's organisation and details

Kick-off of the festival

- The organiser sets the duration of the games and workshops and indicates the start and end of each rotation with an audible signal

During the festival

- Positioned in the central area, the organiser communicates with all the coach-educators. He monitors the overall activities and guides the staff accordingly.

End of the festival

- Gather everyone in the middle of the field
- Closing speech
- Evaluation with the coach-educators

Different configurations of festivals are possible depending on:

1. The number of children
2. The playing area available
3. The number of pitches and workshops
4. The event

The whole festival should not exceed 2½ hours

The characteristics of each age category must also be taken into consideration to determine the duration of the rotations.

AGE GROUP	TOTAL EXERTION	NUMBER OF ACTIVITIES	DURATION OF EACH ROTATION
6-8 years	45-60 minutes	4-8	5-10 minutes
9-10 years	60-75 minutes	6-8	10-12 minutes
11-12 years	75-90 minutes	6-8	12-15 minutes

ORGANISATION WITH 6 TEAMS

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NO. OF TEAMS: 6

NO. OF CHILDREN: 24-42

NO. OF ACTIVITIES: 6

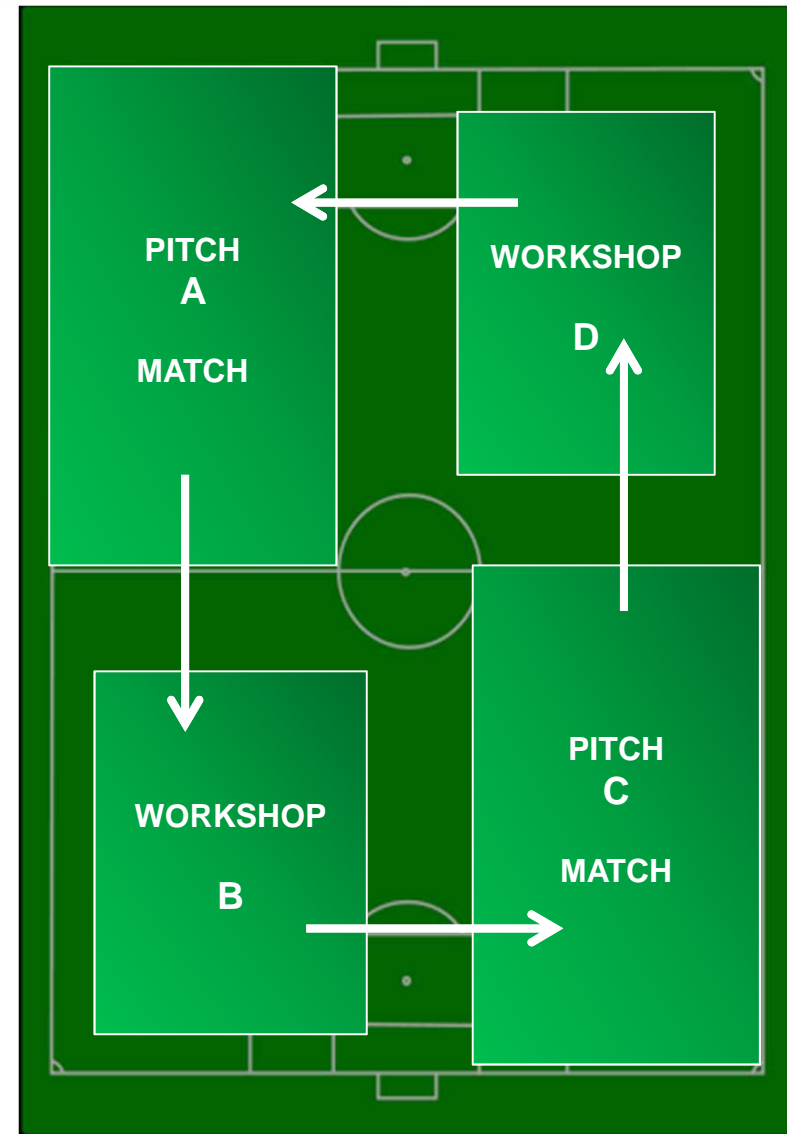
AGE GROUP: 6-8 years

TOTAL EXERTION: 45-60 minutes

DURATION OF EACH ACTIVITY: 7-10 minutes

DURATION OF THE FESTIVAL: 1½-2 hours

ROUND	PITCH A	WORKSHOP B	PITCH C	WORKSHOP D
1	1 V 2	3	4 V 5	6
2	6 V 1	2	3 V 4	5
3	5 V 6	1	2 V 3	4
4	4 V 5	6	1 V 2	3
5	3 V 4	5	6 V 1	2
6	2 V 3	4	5 V 6	1



ORGANISATION WITH 8 TEAMS

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NO. OF TEAMS: 8

NO. OF CHILDREN: 32-56

NO. OF ACTIVITIES: 8

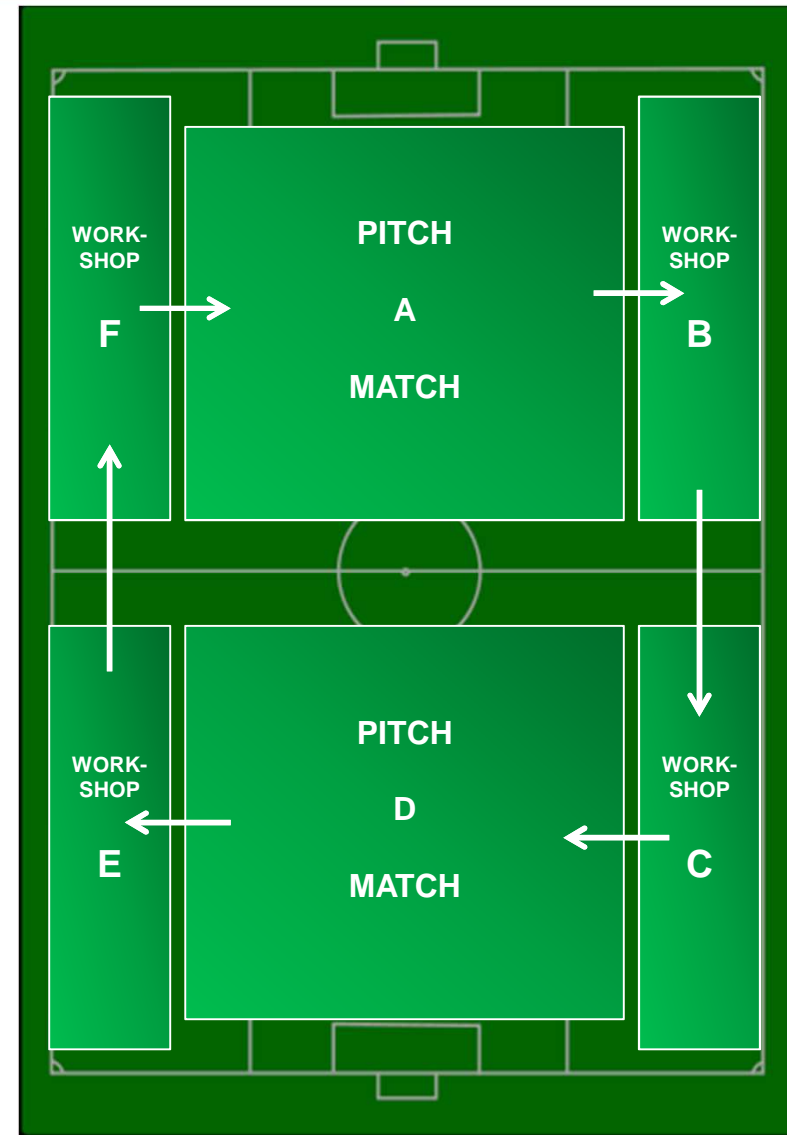
AGE GROUP: 9-10 years

TOTAL EXERTION: 60-75 minutes

DURATION OF EACH ACTIVITY: 7-10 minutes

DURATION OF THE FESTIVAL: 2-2½ hours

ROUND	PITCH A	WORK-SHOP B	WORK-SHOP C	PITCH D	WORK-SHOP E	WORK-SHOP F
1	1 V 2	3	4	5 V 6	7	8
2	8 V 1	2	3	4 V 5	6	7
3	7 V 8	1	2	3 V 4	5	6
4	6 V 7	8	1	2 V 3	4	5
5	5 V 6	7	8	1 V 2	3	4
6	4 V 5	6	7	8 V 1	2	3
7	3 V 4	5	6	7 V 8	1	2
8	2 V 3	4	5	6 V 7	8	1



ORGANISATION WITH 10 TEAMS

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NO. OF TEAMS: 10

NO. OF CHILDREN: 40-70

NO. OF ACTIVITIES: 5

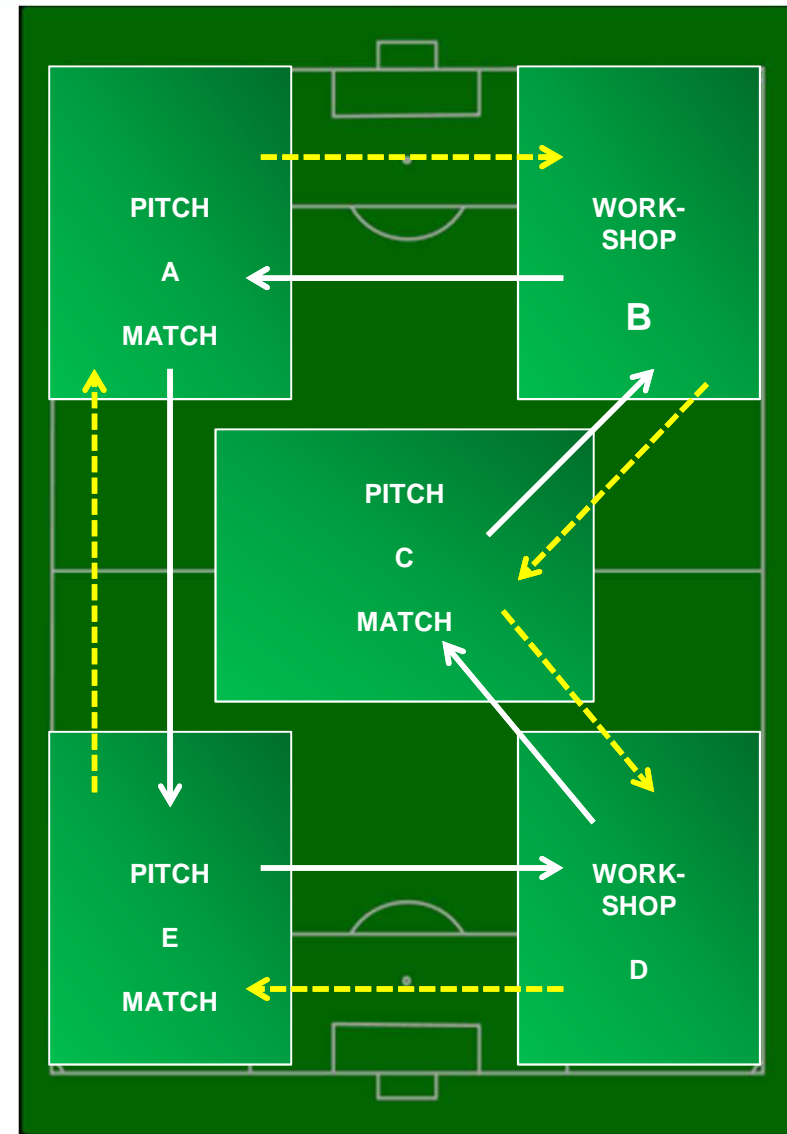
AGE GROUP: 11-12 years

TOTAL EXERTION: 75-90 minutes

DURATION OF EACH ACTIVITY: 12-15 minutes

DURATION OF THE FESTIVAL: 2-2½ hours

ROUND	PITCH A	WORKSHOP B	PITCH C	WORKSHOP D	PITCH E
1	1 V 6	2 + 7	3 V 8	4 + 9	5 v 10
2	7 V 5	8 + 1	9 V 2	10 + 3	6 v 4
3	4 V 8	5 + 9	1 V 10	2 + 6	3 v 7
4	9 V 3	10 + 4	6 V 5	7 + 1	8 v 2
5	10 V 2	6 + 3	7 V 4	5 + 8	9 v 1



ORGANISATION WITH 12 TEAMS

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NO. OF TEAMS: 12

NO. OF CHILDREN: 48-84

NO. OF ACTIVITIES: 6

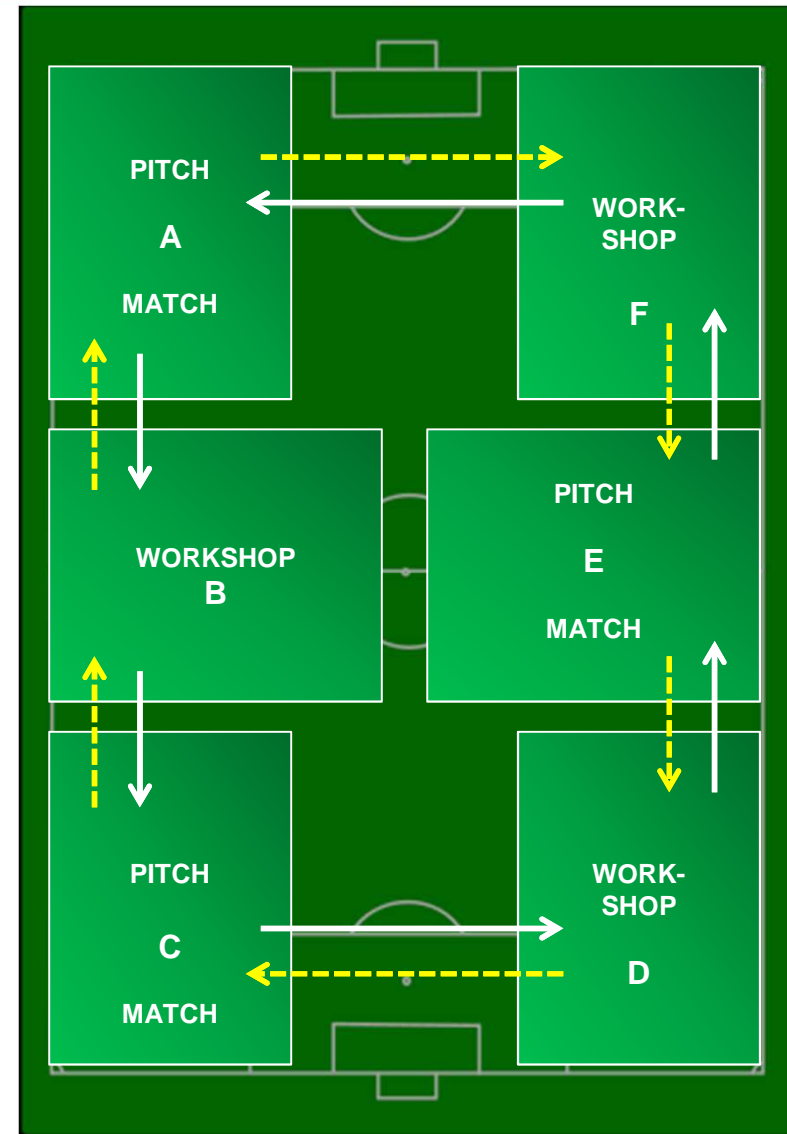
AGE GROUP: 9-10 years

TOTAL EXERTION: 60-75 minutes

DURATION OF EACH ACTIVITY: 10-12 minutes

DURATION OF THE FESTIVAL: 2-2½ hours

ROUND	PITCH A	WORK- SHOP B	PITCH C	WORK- SHOP D	PITCH E	WORK- SHOP F
1	1 V 7	2 + 8	3 V 9	4 + 10	5 v 11	6 + 12
2	6 V 8	1 + 9	2 V 10	3 + 11	4 v 12	5 + 7
3	5 V 9	6 + 10	1 V 11	2 + 12	3 v 7	4 + 8
4	4 V 11	5 + 12	6 V 7	1 + 8	2 v 9	3 + 10
5	3 V 12	4 + 7	5 V 8	6 + 9	1 v 10	2 + 11
6	2 v 7	3 + 8	4 v 9	5 + 10	6 v 11	1 + 12



ORGANISATION WITH 16 TEAMS

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NO. OF TEAMS: 16

NO. OF CHILDREN: 64-112

NO. OF ACTIVITIES: 8

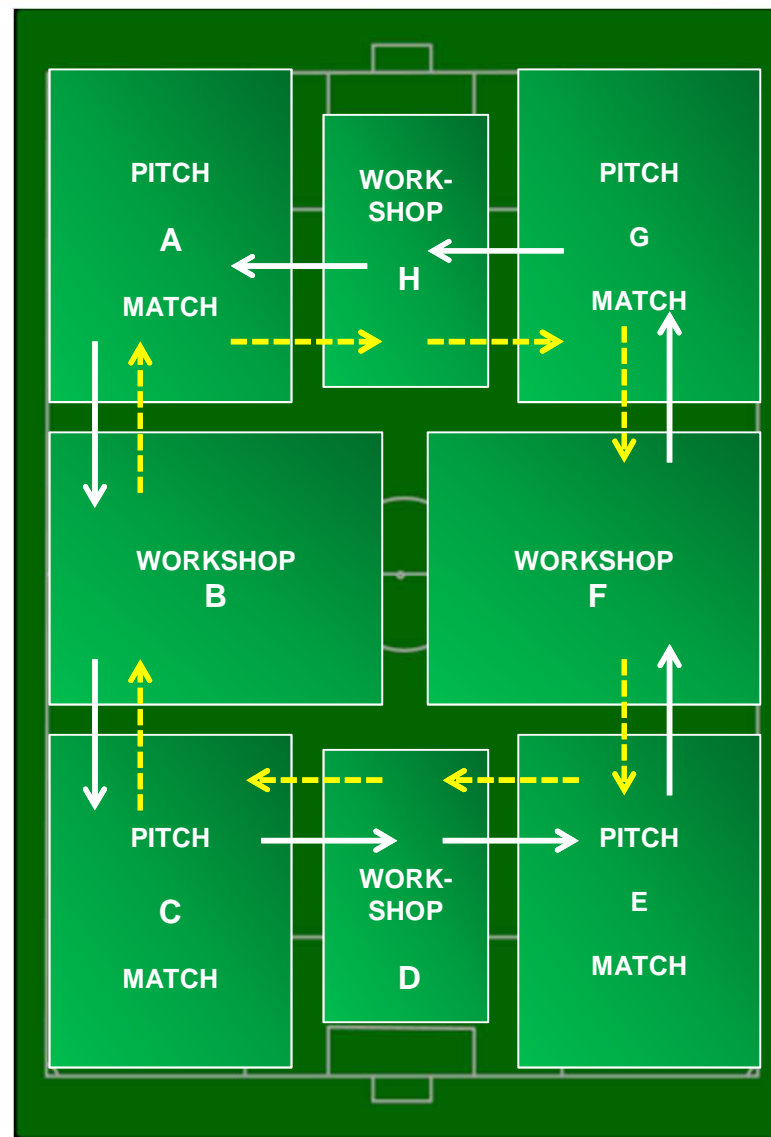
AGE GROUP: 11-12 years

TOTAL EXERTION: 75-90 minutes

DURATION OF EACH ACTIVITY: 10-12 minutes

DURATION OF THE FESTIVAL: 2-2½ hours

ROUND	PITCH A	WORK-SHOP B	PITCH C	WORK-SHOP D	PITCH E	WORK-SHOP F	PITCH G	WORK-SHOP H
1	1 V 9	2 + 10	3 V 11	4 + 12	5 v 13	6 + 14	7 V 15	8 V 16
2	8 V 10	1 + 11	2 V 12	3 + 13	4 v 14	5 + 15	6 V 16	7 + 9
3	7 V 11	8 + 12	1 V 13	2 + 14	3 v 15	4 + 16	5 V 9	6 + 10
4	6 V 12	7 + 13	8 V 14	1 + 15	2 v 16	3 + 9	4 V 10	5 + 11
5	5 V 14	6 + 15	7 V 16	8 + 9	1 v 10	2 + 11	3 V 12	4 + 13
6	4 v 15	5 + 16	6 v 9	7 + 10	8 v 11	1 + 12	2 V 13	3 + 14
7	3 v 16	4 + 9	5 V 10	6 + 11	7 v 12	8 + 13	1 V 14	2 + 15
8	2 v 9	3 + 10	4 V 11	5 + 12	6 V 13	7 + 14	8 v 15	1 + 16



Occasionally bigger festivals are organised.

For example:

1. Launching of the grassroots programme
2. Schools grassroots festivals
3. Event: Coca-Cola cup etc.

CHARACTERISTICS

- Participants: 500-1000 and even more
- More than 1 football field is needed
- Organisation of the festival in various rounds
- A lot of material and equipment
- Coach-educators, volunteers and parents are involved

KEY PRINCIPLES WHEN ORGANISING BIGGER FESTIVAL

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- Clearly defined responsibilities amongst all coach-educators, supervisors, volunteers and parents who are involved in the activities
- Variations in the technical workshops
- Children organised in balanced teams of the same age
- Motivating instructions
- Teamwork



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The main objective of a grassroots festival is to involve as many children as possible without any distinction of ethnic origin, religion, social background or footballing skills.

