



# GAME FACILITATOR CHEAT SHEET

The player's relationship with the ball grows through playing the game!  
The actions stay the same. What evolves is how they're expressed and why they're used.

## Your Role:

Facilitate learning by making sure players are safely playing and enjoying the game!

Only enforce rules if children cannot police themselves, or if they repeatedly break the same rule.

Keep their attention on the ball and the direction it should go.

Use your voice to reinforce intentional actions by naming them and shaping direction — toward the other team's goal when attacking, and away from our goal when defending.

1

22x17 yds

## What the BALL is

**Player Experience:** "I want to chase it and kick it."

**Game Format:** 2v2 • 2 goals • New Ball Restarts • 2x2 min or 2x3 min - Up to 6 mini-games per player • Session Length of 45-60 mins

**Ideal for:** Players who are brand new and just want the ball

### Attacking Actions (Early Expression):

- Dribbling = chasing the ball or tapping it without control
- Passing = rare or accidental contact
- Shooting = kicking without direction

### Defending Actions (Early Expression):

- Pressing = running near the ball
- Challenging = kicking wildly at the ball
- Blocking = getting in the way by accident

"Great choice to dribble toward the other team's goal!"

2

22x17 yds

## What the BALL does

**Player Experience:** "The ball moves when I touch it."

**Game Format:** 2v2 • 2 goals • Dribble or Pass-in Restarts • 2x2 min or 2x3 min - Up to 6 mini-games per player • Session Length of 45-60 mins

**Ideal for:** Players beginning to control and restart the ball with intent

### Attacking Actions (Emerging Expression):

- Dribbling = keeping the ball close while moving
- Passing = rare or accidental contact
- Shooting = kicking toward the goal

### Defending Actions (Emerging Expression):

- Pressing = running directly at the ball
- Challenging = contact with the ball
- Blocking = getting in the way on purpose

"Good block - you stopped them from scoring!"

3

30x18 yds

## What I can do with the BALL

**Player Experience:** "I can sometimes make the ball move where I want it to move."

**Game Format:** 3v3 • 2 goals • Dribble or Pass-in Restarts • 6 min. quarters - Up to 2 games per player • Session Length of 45-60 mins

**Ideal for:** Players starting to choose their own actions with purpose

### Attacking Actions (Intentional Expression):

- Dribbling = Moving into open space/toward goal with intent
- Passing (Receiving) = Begins to appear but not frequent or purposeful
- Shooting = aimed attempts when near goal

### Defending Actions (Intentional Expression):

- Pressing = cutting off progress
- Challenging = timed attempts to win the ball
- Blocking = stepping into path of shot

"Great choice to pass to a teammate that can score!"

4

30x18 yds  
or  
35x23 yds

## Where I move the BALL

**Player Experience:** "I want to move the ball toward the open goal in the best way."

**Game Format:** 2v2 or 3v3 • 4 goals • Dribble or Pass-in Restart • 6 min. quarters - Up to 2 games per player • Session Length of 45-60 mins

**Ideal for:** Players recognizing options and making directional decisions for their actions (more shots!)

### Attacking Actions (Refined Expression):

- Dribbling = toward the open goal
- Passing (Receiving) = to move the ball toward the open goal
- Shooting = choosing to score on the open goal

### Defending Actions (Refined Expression):

- Pressing = steering play away from our goal
- Challenging = clean, well-timed attempts
- Blocking = protecting the shooting line to own goal

"Great choice to shoot toward the open goal!"

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