

# FQ SAP MINISERIES FORMAT



# **FQ SAP MINISERIES: OPPORTUNITIES**



Increased variation in the stimulus for players – more game types and more touches on the ball. More game time for longer travel (relative to the intensity of the game).



Varied opponents and varied teammates – gender / quarter birthdate / mixing teams together.



Games won't look like 'SAP games' – breaking away from conventional parent beliefs in team outcome over development.



To reinforce that SAP is about individual development we need to offer a games program that allows layers to express themselves in challenging but supportive game types.



Introduction of competition to the games program – managed and controlled appropriately in 3v3 / 4v4s.

#### **MINISERIES TYPES**



**7V7 / 9V9** 

'NORMAL GAMES' GIRLS INCLUDED

EACH TEAM PLAYS EACH OTHER ONCE



**3V3/4V4** 

COMPETITIVE GAMES -TEAMS MIXED UP WITH BIBS FROM EACH CLUB

LEADERBOARDS RECORDED (WORLD CUP, CHAMPIONS LEAGUE, KING OF THE COURT)



U9: 2V2>5V5>7V7 U10: 2V2>6V6>9V9

PROGRESSION IN ONE DAY - SSG GRADUALLY INCREASING TO FULL GAME

LARGE PITCH BROKEN UP AND STRIPED AWAY AS THE DAY PROGRESSES



# **FQ SAP MINISERIES: EXPLAINED**

- In Mini-Series North and South of Maroon and White groups have the opportunity to meet and cross over.
- HOSTING CLUBS TO GIVE 21 DAYS COMMUNICATION NOTICE TO CLUBS/FQ REGARDING THEIR MINI-SERIES EVENT
- 3 new sets of draws for Mini-Series A, B and C
- Maximum of one Sunshine Coast and one Gold Coast team per group.
- Four (4) teams per pool for most pools.
- Different Boys and Girls age groups at separate venue i.e. Club 'X' hosts U9 Boys,
   Club 'Y' hosts U10 Boys, Club 'Z' hoists U11 Boys, Club 'W' hosts U12 Boys; Club 'A 'hosts U9/10 Girls and Club 'B' hosts U11/12 Girls.
- Each Mini-Series to run no longer than 2.0 2.5 hours on a Saturday (Boys) and Sunday (Girls).
- Standardized formats per draw (If clubs want to deviate, they must show planning and rationale a minimum 21 days before the fixture to FQ).
- Most Mini-Series 1st week-end of each month (all dates are set for planning and will be included inn Calendar).
- No contacts in School Holidays, apart from State Carnival and Season wrap weekend.
- Where possible, fixtures to be aligned to NPL Senior and Junior games.

# **MINISERIES GAME LENGTH**

Team Size	Game length (one full period without halves)* Mins	Rest between games including rotation to next game** Mins	Rest between fixtures	Maximum and (Minimum) Number of Fixtures in MiniSeries Day
2v2	3	3	N/A	2(1)
3v3	4	4	10	4(3)
4v4	5	5	10	4(3)
5v5	7	7	N/A	2(1)
6v6	9	9	N/A	2(1
7v7	15	N/A	10	4(3)
9v9	20	N/A	10	4(3)

<sup>\*</sup>Maximum \*\*Minimum

#### **Definitions**

# A Mini Series group will have a maximum of 5 teams (or 4 fixtures)

- **Game:** A single period of play without any breaks e.g. 1st minute to 15th minute of an U9 7v7 would be defined in the MiniSeries as a game
- **Round:** A round is a rotation of games within a Fixture of the same club opponents
- **Fixture:** A fixture is two clubs playing each other (possibly across multiple rounds e.g. 3v3)



# **MINISERIES - PLAY/REST/DURATION**

All Club coaches and organizers are asked to use the discretion when applying details listed in this guide. There will be varying factors to game length and rest intervals.

Generally the below factors need to be considered when designing your host MINISERIES:



Injuries

Is there a team down on full allocation of players due to injury or fatigue?



**Facilities** 

Is there any distance to travel to the next field usage or facility?



#### **Score-lines**

Is there any strong difference in score lines that no team is benefitting from playing?



#### **Conditions**

Is it a very hot day with humid conditions?



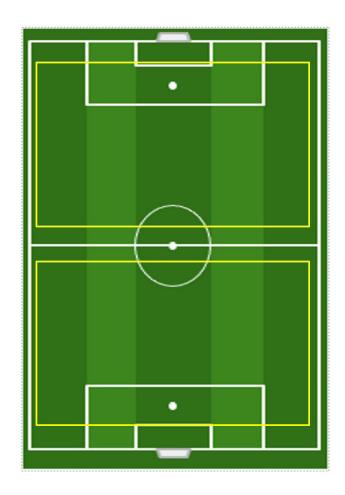
#### **Timing**

Has the day stayed on track with timings – how will delays affect other events at the club and the length of day for the player?

#### **Goal Keepers**

- GK can play in goal in games that have a Small sided Goal this could be from 5v5 +
- In SSG where a GK isn't required to use hands they can play outfield.
- MINISERIES games offers the chance for GK to develop their ball playing and core skills
- This may also be an opportunity for outfield players to take a turn in goal should there be a need for cover.

# **MINISERIES TYPE A: SUGGESTED SET UP**



- 'Normal' SAP game format for all teams
- 1x 11v11 adult field
- 2 fields (pitches) of regulation size (as per format and rules)
- Teams play games on Field 1 or Field 2 all day to complete their fixtures
- Teams play opponent once in a game period without halves
- 'Normal' size goals to be used



# MINISERIES U9 7v7 – Example Draw with a 4 team Pool

	U9 7	<b>v7</b>	15 Minute	Games +10 Minutes rest
Fixture 1	9:30:00 AM	Field 1	Western Pride	Gold coast
Fixture1	9:30:00 AM	Field 2	MBU	Brisbane City
Fixture 2	9:55:00 AM	Field 1	Gold coast	Brisbane City
Fixture 2	9:55:00 AM	Field 2	Western Pride	MBU
Fixture 3	10:20:00 AM	Field 1	Brisbane City	Western Pride
Fixture 3	10:20:00 AM	Field 2	Gold coast	МВИ
Depart	10:45:00 AM			

# MINISERIES U9 7v7 – Example Draw with a 5 team Pool

	U9 7	<b>v7</b>	15 Minute G	ames +10 Minutes rest
Fixture 1	9:30:00 AM	Field 1	Western Pride	Gold coast
Fixture1	9:30:00 AM	Field 2	MBU	Brisbane City
Fixture1	9:30:00 AM	BYE	Redlands	
Fixture 2	9:55:00 AM	Field 1	Brisbane City	Western Pride
Fixture 2	9:55:00 AM	Field 2	Redlands	Gold coast
Fixture 2	9:55:00 AM	BYE	MBU	
Fixture 3	10:20:00 AM	Field 1	Redlands	Western Pride
Fixture 3	10:20:00 AM	Field 2	MBU	Gold coast
Fixture 3	10:20:00 AM	BYE	Brisbane City	
Fixture 4	10:45:00 AM	Field 1	Redlands	Brisbane City
Fixture 4	10:45:00 AM	Field 2	MBU	Western Pride
Fixture 4	10:45:00 AM	BYE	Gold coast	
Fixture 5	11:10:00 AM	Field 1	MBU	Redlands
Fixture 5	11:10:00 AM	Field 2	Brisbane City	Gold coast
Fixture 5	11:10:00 AM	BYE	Western Pride	
Depart	11:35:00 AM		-	100

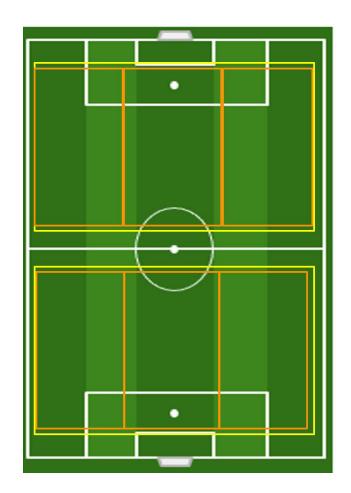
# MINISERIES U10+ 9v9 - Example Draw with a 4 team Pool

	U10/U11	/U12 9v9	20 Minute Games + 10 Minute rest		
Round 1	9:30:00 AM	Field 1	Western Pride	Gold coast	
Fixture1	9:30:00 AM	Field 2	MBU	Brisbane City	
Fixture 2	10:00:00 AM	Field 1	Gold coast	Brisbane City	
Fixture 2	10:00:00 AM	Field 2	Western Pride	MBU	
Fixture 3	10:30:00 AM	Field 1	Brisbane City	Western Pride	
Fixture 3	10:30:00 AM	Field 2	Gold coast	MBU	
Depart	11:00:00 AM				

# MINISERIES U10+ 9v9 - Example Draw with a 5 team Pool

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	U10/U11,	20 Minute Games + 10 Minute rest		
Round 1	9:30:00 AM	Field 1	Western Pride	Gold coast
Fixture1	9:30:00 AM	Field 2	MBU	Brisbane City
Fixture1	9:30:00 AM	BYE	Redlands	
Fixture 2	10:00:00 AM	Field 1	Brisbane City	Western Pride
Fixture 2	9:55:00 AM	Field 2	Redlands	Gold coast
Fixture 2	9:55:00 AM	BYE	MBU	
Fixture 3	10:30:00 AM	Field 1	Redlands	Western Pride
Fixture 3	10:20:00 AM	Field 2	MBU	Gold coast
Fixture 3	10:20:00 AM	BYE	Brisbane City	
Fixture 4	10:55:00 AM	Field 1	Redlands	Brisbane City
Fixture 4	10:55:00 AM	Field 2	MBU	Western Pride
Fixture 4	10:55:00 AM	BYE	Gold coast	
Fixture 5	11:20:00 AM	Field 1	MBU	Redlands
Fixture 5	11:20:00 AM	Field 2	Brisbane City	Gold coast
Fixture 5	11:20:00 AM	BYE	Western Pride	
Depart	11:45:00 AM			

# **MINISERIES TYPE B: SUGGESTED SET UP**



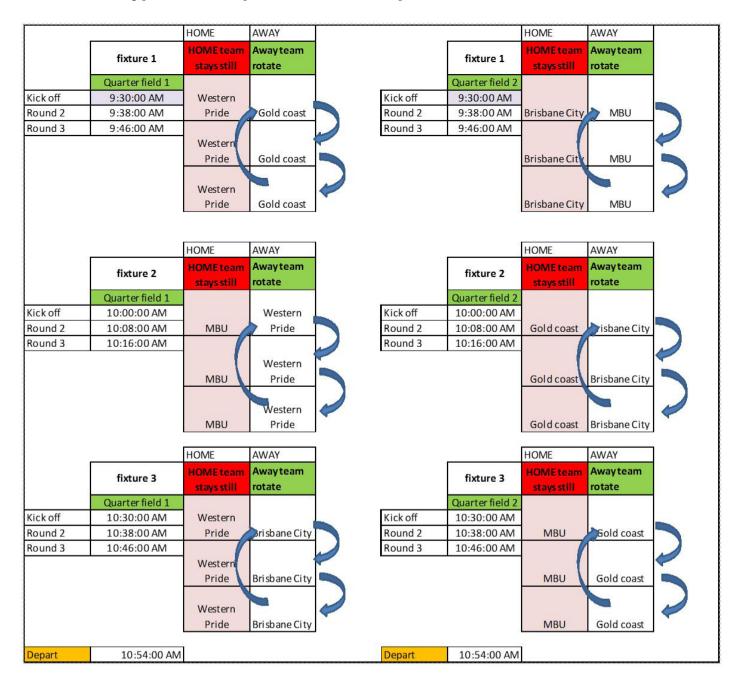
- 3v3 / 4v4 Half pitches reduced to either 3 or 4 smaller pitches.
- Two Teams Fixtured on each field One team remains still while the other rotates after each game period concludes.
- After each team has played all rounds the fixture is changed to play against another club.
- Small sided Goals / Cones / Poles / Jumpers for Goal posts!



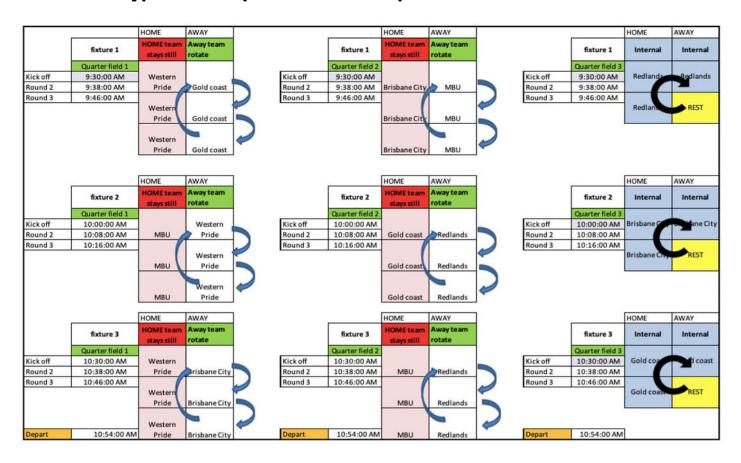
#### **MINISERIES Type B - Competition**

- Scores can be recorded per team or per club
- World Cup or Central League table collated
- Teams could be mixed between clubs using bibs
- Gender and Quarter Age groups could also be mixed
- Variation on goal sizes can be used within each field or two goal game
- Rules must be clearly articulated to game leaders at the start of the day

#### MINISERIES Type B – Example Draw – 4 team pool

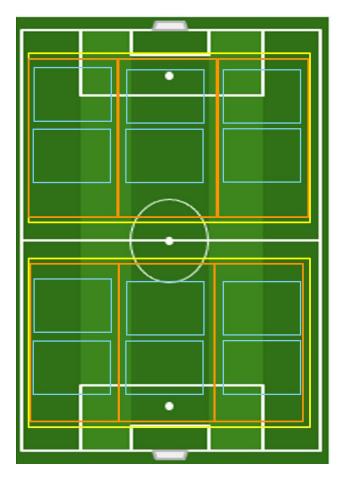


#### MINISERIES Type B - Example Draw - 5 team pool





### **MINISERIES TYPE C: SUGGESTED SET UP**



- 2v2/3v3 (Blue) Goals can be cones / Ball on a cone to Knock off / Panna game (nutmeg for a point) / Small sided Goals – or a random distribution on each pitch
- 5v5/6v6 (Orange) Goals can be cones /
   Small sided Goals / Poles / Or random mix
   on each pitch
- 7v7/9v9 (Yellow) Small sided 'normal' goals
- Day Starts on 2v2 Small pitches that are then stripped away to progress to 5v5 and finally 7v7



# MINISERIES Type C - Example Draw 2v2 U9 4 Team Pool

		HOME	AWAY				HOME	AWAY	
	fixture 1	<b>HOME team</b>	Away team			fixture 1	HOMEteam	Away team	
	iixture 1	stays still	rotate			iixture 1	stays still	rotate	
2	Halffield 1					Halffield 2			
Kick off	9:30:00 AM	Western			Kick off	9:30:00 AM		l ,	
Round 2	9:36:00 AM	Pride	Gold coast		Round 2	9:36:00 AM	<b>Brisbane City</b>	Redlands	
Round 3	9:40:00 AM				Round 3	9:40:00 AM			
Round 4	9:44:00 AM	Western			Round 4	9:44:00 AM		l '	
Round 5	9:48:00 AM	Pride	Gold coast		Round 5	9:48:00 AM	<b>Brisbane City</b>	Redlands	
		Western Pride	Gold coast	2			Brisbane City	Redlands	2
		Western Pride	Gold coast	2			Brisbane City	Redlands	2
		Western Pride	Gold coast				Brisbane City	Redlands	

- One team stays on their pitch while the other teams of 2 rotate through the 2v2 pitches.
- If the pitches have different goals / scoring mechanism, then both teams can rotate pitches.
- Two teams play up to x5 (U9 should have x10 players) in one half of the pitch

#### MINISERIES Type C - Example Draw 5v5 U9 4 Team Pool

	fixture 1	HOME team stays still	Away team rotate		fixture 1	HOME team stays still	Away team rotate
	Halffield 1				Halffield 2		
Kick off	10:02:00 AM			Kick off	10:02:00 AM		Western
Round 2	10:16:00 AM	MBU	Gold coast	Round 2	10:16:00 AM	Redlands	Pride
		MBU	Gold coast			Redlands	Western Pride

### MINISERIES Type C - 7v7 U9 4 Team Pool

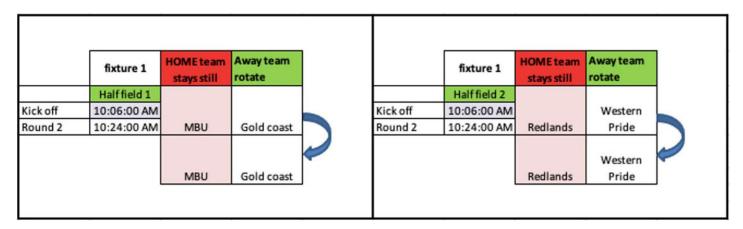
	fixture 1	HOME team stays still	Away team rotate			fixture 1	HOME team stays still	Away tea rotate
	Halffield 1					Halffield 2		
Kick off	10:30:00 AM			K	ick off	10:30:00 AM		Western
Round 2	10:50:00 AM	Gold coast	Redlands	R	ound 2	10:50:00 AM	MBU	Pride
		Gold coast	Redlands				MBU	Western Pride

#### MINISERIES Type C - Example Draw 2v2 U10+ 4 Team Pool

		HOME	AWAY				HOME	AWAY
	fixture 1	HOME team stays still	Away team rotate			fixture 1	HOME team stays still	Away team rotate
	Quarter field 2					Quarter field 2		
Kick off	9:30:00 AM				Kick off	9:30:00 AM		Western
Round 2	9:36:00 AM	<b>Brisbane City</b>	MBU		Round 2	9:36:00 AM	Redlands	Pride
Round 3	9:40:00 AM				Round 3	9:40:00 AM	"	
Round 4	9:44:00 AM				Round 4	9:44:00 AM		Western
Round 5	9:48:00 AM	<b>Brisbane City</b>	MBU		Round 5	9:48:00 AM	Redlands	Pride
Round 5	9:52:00 AM	Brisbane City	мви	2	Round 5	9:52:00 AM	Redlands	Western Pride
		Brisbane City	МВИ	2			Redlands	Western Pride
		Brisbane City	МВИ	2			Redlands	Western Pride
		Brisbane City	MBU				Redlands	Western Pride

- One team stays on their pitch while the other teams of 2 rotate through the 2v2 pitches.
- If the pitches have different goals / scoring mechanism, then both teams can rotate pitches.
- Two teams play up to x5 (U9 should have x10 players) in one half of the pitch

#### MINISERIES Type C - Example Draw 6v6 U10+ 4 Team Pool



### MINISERIES Type C - Example Draw 9v9 U10+ 4 Team Pool

	fixture 1	HOME team stays still	Away team rotate		fixture 1	HOME team stays still	Away tear rotate
	Half field 1				Halffield 2		
Kick off	10:30:00 AM			Kick off	10:30:00 AM		Western
Round 2	10:50:00 AM	Gold coast	Redlands	Round 2	10:50:00 AM	MBU	Pride
		Gold coast	Redlands			MBU	Western Pride

#### **MINISERIES Type C - Progression and Playing Time**

Team Size	Game length and rest time	Rounds	Total Playing Time	Suggested Fixtures per MiniSeries
2v2	3 Min Games + 3 Min Rest per game	5	15 minutes	2
5v5	7 Min Games + 7 Min Rest per game	2	14 minutes	2
6v6	9 Min Games + 9 Min Rest per game	2	18 minutes	2
7v7	15 Min Games	1	15 minutes	2
7v7 (U9)	15 Min Games	1	15 minutes	2
9V9 (U10+)	20 Min Games	1	20 minutes	2

#### **MINISERIES Type C - Day Structure**



#### **MINISERIES Type C - Considerations**

- Suggested limit of no More than x2 of the same game size
- Suggested limit of x5 fixtures of around 75 minutes
- Some teams may not have perfect numbers aim to keep team sizes low sharing players may also be an option
- Set up early with smallest games first and the strip away cones or area
- It is recommended that a coaches meeting is held before the start of the day

# FQ SAP STATE CARNIVAL & CLUB DAYS





# The SAP State Carnival is designed to be the biggest celebration of the Skill Acquisition Phase and MiniRoos age groups.

- Large 4 day family friendly event in Brisbane
- 180 teams in U9, U10, U11, U12 Boys and U9/10 & U11/12 Girls age groups
- Boys and Girls SAP teams from South East and regional Queensland
- 7-10 July, Meakin Park Precinct



#### **Clubs choice:**

- Invitation of partner/community clubs
- Club fun day with training or in-house tournament
- Coach education day while players have a rest weekend during the long season
- End of year SAP presentation

# FQ QAS AND TALENT SUPPORT PATHWAY



#### **QAS U13 PATHWAY**

- U13 QAS Trials are held at the end of every year
- Trails are by invitation only
- Players are scouted throughout the year at SAP Carnivals, NPLW Games and School Championships
- SAP, NPLW and Community clubs are also asked for nominations
- Trials are held over 2-4 week period
- Players are observed through the Football activities and games
- Players are also put through personality questionnaires and measured for where they are in their growth cycle

#### FOOTBALL QUEENSLAND TALENT SUPPORT PROGRAM

- The FQ TSP is a Football Australia Pathway Program designed to supplement club training for the states most gifted or potentially talented players.
- Our aim is to avoid mass open trials for all ages from 2022 as we recognize the inefficiencies of this process in capturing talent.
- Therefore, we will begin to identify players for the 2022 U13 TSP program during the 2021 Season.
- Players will be assessed in their own environment for a greater period of time.
- Club Staff will work closely with FQ Club Ambassadors during this process.

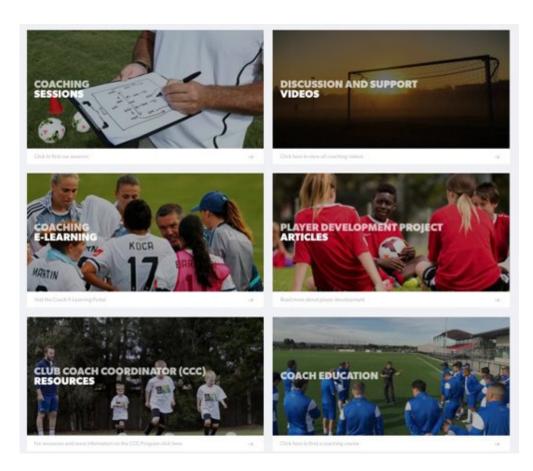
#### **BRISBANE ROAR ACADEMY U13 BOYS PATHWAY**

- BRFC coaches are scouting at SAP events
- BRFC to finalise their U13 team selection by the end of the season or first week of the off-season to allow NPL clubs to replace successful players



# FQ SAP RESOURCES

### PLAYFOOTBALL.COM.AU/COACH



### **GAMECHANGERS.COM/PATENTS**

