



2022 Cluster Information Booklet



McDonald's First Kicks - The first introduction to football: developing fundamental physical skills in a safe, fun and rewarding environment.

It is essential that young players are exposed to a high-quality experience that is designed to meet their needs. This will be their first experience of practising and playing football in an organised environment, which can be the deciding factor for whether football becomes their sport of choice. That is why it is crucial that the playing experience is fun and exciting right from the start and is sustained throughout the McDonald's First Kicks football season.

This initiation phase allows children to discover the game, provides for fundamental movement skills and creates a positive football experience.

What does the McDonald's First Kicks player want and need?

The key to providing a high-quality experience is understanding the needs of 4-6-year old children. Through understanding the stage of development they are at, and how they see the world, we can create a positive coaching and playing environment. Remember, we are developing the person, not just the player.

TECHNICAL & TACTICAL		MENTAL	
CHARACTERISTICS	MEETING NEEDS	CHARACTERISTICS	MEETING NEEDS
<ul style="list-style-type: none"> Little coordination or familiarity with a football Exposed to lots of other generic sports at this age Little understanding or comprehension of how the game is played 	<ul style="list-style-type: none"> Discover the Ball Ball each with lots of touches Running and turning using all surfaces of both feet 	<ul style="list-style-type: none"> Short concentration span Approach things with high levels of curiosity and imagination Have a positive outlook and can move on from mistakes very easily Lack of spatial awareness 	<ul style="list-style-type: none"> Stimulate the mind through variation and fun Short varied activity Attach stories to games Small Sided Games
PHYSICAL		SOCIAL / EMOTIONAL	
CHARACTERISTICS	MEETING NEEDS	CHARACTERISTICS	MEETING NEEDS
<ul style="list-style-type: none"> Often uncoordinated Energetic Fear of physical contact 	<ul style="list-style-type: none"> Simple movement & coordination Include games with lots of movement Activities with running, jumping, tumbling and turning 	<ul style="list-style-type: none"> Unaware of group involvement in activities which is of little importance to them Playful 	<ul style="list-style-type: none"> Encourage the individual to explore Sessions which focus on individual development Fun and exciting games

2022 Clusters

South Western Cluster – Glenview Park 11.00am Start

Glenview United AFC (Host Club)

Ohaupo Kickers
Hamilton West Ninjas
Glenview First Kicks Tahī
Glenview First Kicks Rua
Glenview First Kicks Toru

South Eastern Cluster – Galloway Park 9am Start

Claudeland's Rovers Junior Football Club – (Host Club)

Claudeland's 5's Kina
Claudeland's 5's Pipi
Knighton 1st Kicks Lions
Claudeland's 6's Pukeko
Claudeland's 6's Takahe
HUFC Kakapos FK
HUFC Kakas FK
HUFC Keas FK
HUFC Kiwis FK
HUFC Kokakos FK
Tamahere 6th Grade Panthers
Tamahere 6th Grade Pumas
Tauwhare Kowhai 6
Tauwhare Whero 6
Woodstock 6 Stars
Newstead Sharks 5/6

North Hamilton Cluster – Discovery Park 9am Start 6th Grade; 10am Start 5th Grade

Northern United – (Host Club) – 5th grade

NUSC 5 Cookies & Cream
NUSC 5 Goody Gumdrops
NUSC 5 Hokey Pokey
Hamilton Marist 5 Thunder

Northern United – (Host Club) – 6th grade

NUSC 6 Crunchies
NUSC 6 Jet Planes
NUSC 6 Kit Kats
NUSC 6 Mars
NUSC 6 Milky Way
NUSC 6 Minties

NUSC 6 Moro
NUSC 6 Snickers
HCS Explorers 6
Gordonton First Kicks Jets
Hamilton Marist 6 Midgets
Hamilton Wanderers First Kicks Bluebirds
Hamilton Wanderers First Kicks Fantails
Hamilton Wanderers Keas 6

West Hamilton Cluster – Bremworth Park 9am Start

Western United – (Host Club)

Western United Cacti First Kicks
Western United Cannons First Kicks
Western Utd Holsters First Kicks
Ngaruawahia 6 Nuggets
Huntly Thistle 6th Grade Racoons
Te Kowhai 5th/6th Grade Dazzlers
Te Kowhai 6th Grade Minions
Huntly Thistle 5th Grade Rockets
Ngaruawahia 5 Nippers
Western United Tumbleweeds First Kicks
Te Kowhai 5th Grade Tigers
Southwell School 6th Grade Pohutukawa

Waikato First Kicks Calendar – 2022

MAY

7-May	Saturday	First Kicks – week 1
14-May	Saturday	First Kicks – week 2
21-May	Saturday	First Kicks – week 3
28-May	Saturday	First Kicks – week 4

JUNE

4-June	Saturday	Queen’s Birthday weekend – no games
11-June	Saturday	First Kicks - week 5
18-June	Saturday	First Kicks - week 6 (inter-Cluster Festival 1)
25-June	Saturday	First Kicks - week 7

JULY

2-Jul	Saturday	First Kicks - week 8
9-Jul	Saturday	First Kicks - week 9 (Inter-Cluster Festival 2)
30-Jul	Saturday	First Kicks – week 10

AUGUST

6-Aug	Saturday	First Kicks - week 11
13-Aug	Saturday	First Kicks - week 12
20-Aug	Saturday	First Kicks - week 13 (Inter-Cluster Festival 3)
27-Aug	Saturday	First Kicks - week 14

NB: No Junior Football is played on Saturday 16th & 23rd July due to School Holidays

First Kicks Game Day Format

Below is an example of what a Cluster draw will look like;

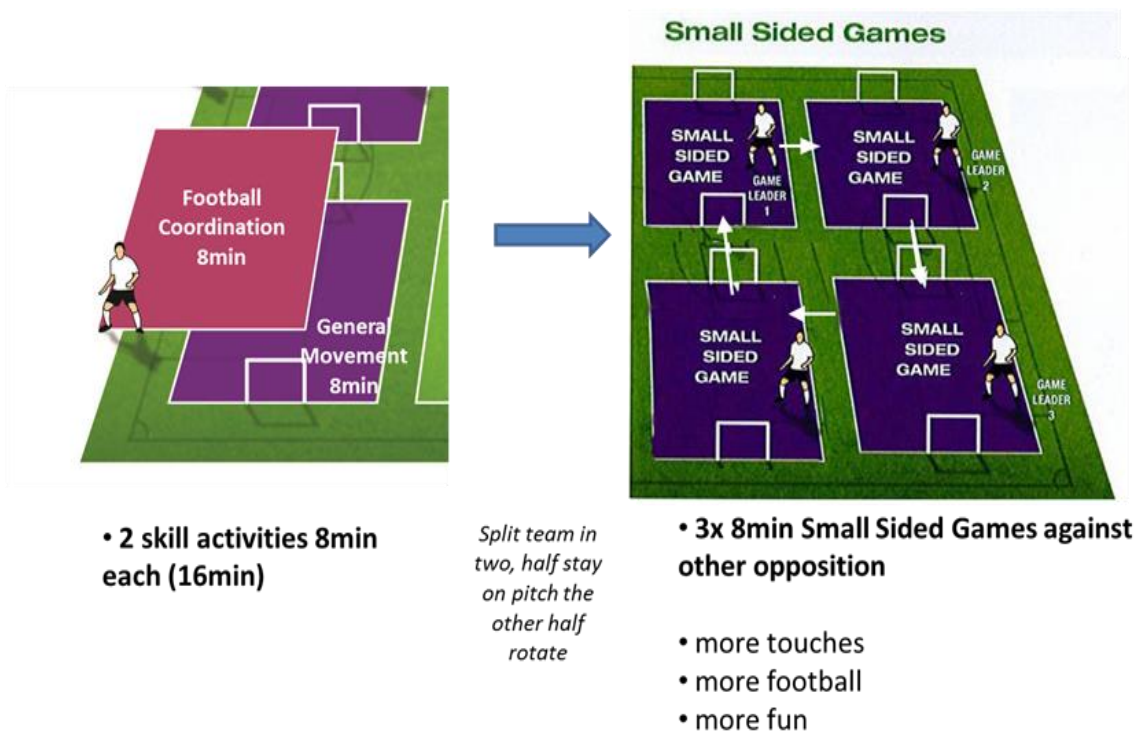
DATE	POD	Pitch 1	Pitch 2	Pitch 3	Pitch 4
7th May	Pod 1	Tigers	Stars	Rangers	Cats
	Pod 2	Angels	Bears	Colts	Jaguars
	Pod 3	Titans	Warriors	Cowboys	Lions
14th May	Pod 1	Colts	Jaguars	Stars	Tigers
	Pod 2	Rangers	Lions	Bears	Angels
	Pod 3	Cowboys	Cats	Warriors	Titans

Pod 1

Each team is designated a Pod and a pitch each game day

Each Game leader runs their Skill Activities first before getting into 3x Small sided games





Game Day Run Sheet

- 1) Start on assigned pitch and run two modified games 8 minutes per game (e.g. Football Coordination, Football Technique, or General Movement).
- 2) Split your team in half (2 teams). One team stays on their starting pitch, while the other team rotates around the pod.
- 3) Each small-sided game is 8 minutes long and on completion the rotating team moves onto their next pitch.
- 4) This continues until all teams have completed three games.
- 5) The team that stays on their starting pitches remains there for the completion of all three games.
- 6) A hooter will sound for the start and finish of activities and games.

Game Leaders Responsibilities

- 1) Deliver the first 2 skill activities on your starting pitch, and then divide the group into two teams.
- 2) Remain on this pitch to lead the three small-sided games.

First Kick Small-Sided Game Rules

Grade	Game Duration	Ball Size	Pitch Size	Goal Size	Goal Box	Penalty Area	Centre Circle
5 th & 6 th Grade	3 x 8 minutes	Size 3	min 25 x 20m max 30 x 20m	min 1.8 x 0.9m max 2 x 1m	NO	NO	NO

BALL IN AND OUT OF PLAY

Ball crossing the side-line

- **NO THROW-INS:** The ball is to be kicked or dribbled into play from behind the side-line
- Restart the game ASAP, which can be managed by the Referee or Coach by using “ready-set-go”
- Defending team to retreat 4.5m away from the ball until “go” is heard
- In order to score a goal, the ball must be touched by someone else on the field of play before entering the goal

Ball crossing the goal line

- **NO CORNER KICKS:** A goal kick is awarded from anywhere along the goal line.
- Opposition players must retreat into their own half until the ball has been kicked into play.

Scoring Goals

- **The whole ball must cross the line**
- As there are no GKs, goals can only be scored from within the oppositions half.

Remember as the GAME LEADER – to promote player development, participation and fun.

- Ensure you discourage your players from constantly guarding the goal and promote maximum involvement.
- Remember the children at this age are learning the game, be flexible and patient.