

Highlands Soccer Association U/6 Gala Day, 13 May 2023

Hosted by Bowral FC at Stephens Park, Derby Street, Bowral

Pool 1 schedule

Event	Start	Field 1 (Miniroo game)			Field 2 (Miniroo game)			Field 3 (Shootout/ slalom run)		
1	9:00	1	v	4	2	v	5	3		6
2	9:20	2	v	1	5	v	6	4		3
3	9:40	3	v	4	2	v	6	1		5
4	10:00	5	v	4	3	v	1	6		2
5	10:20	6	v	1	5	v	3	2		4
6	10:40	4	v	6	2	v	3	5		1
Finish 11:00										

Pool 1

Bowral Rangers	1
Bowral Bandicoots	2
Hill Top White	3
Robertson Maroon	4
Tudor House Red	5
Mittagong White	6

Notes

- The gala day is a combination of matches and activities
- Registration will be open from 8:30am. Each team needs to submit a manual Teamsheet for the day. An editable template is attached, and we will also have paper blanks available on the day. Electronic copies can be emailed in advance to secretary@bowralfc.org.au
- Each team needs to specify a Coach/Manager for the day (at registration) who will be the 'leader' for each game/activity
- A briefing on the U6 gala day for coaches/managers will be held at 8:45am outside the canteen
- Each team needs to bring a match ball and team shirts, including bibs in case of a clash
- A horn will sound every 20 minutes. As soon as you hear the horn, stop your game or activity and move to the next ASAP
- Please return the set-up of all activities back to how you found them before moving on
- The Managers of each team will hand out 1st, 2nd and 3rd place ribbons for the activities
- No scores will be recorded, this is a fun day for all

Shoot Out

- 5 Footballs, 4 goals, 4 different scores
- Each player takes a turn to kick balls into goals from behind the line.
- Highest score wins 1st place ribbon, then 2nd and 3rd place scores.
- Please reset the activity before leaving

Slalom Run

- 5 markers in 3 lines, 3 footballs
- Players go in three's or two's (depending on numbers)
- On "GO" players slalom with the ball through the markers and back again
- Winner goes through to final
- Final same format 1st place get 1st place ribbon, then 2nd & 3rd places
- Please reset the activity before leaving.

Shed	Field 1	Field 2	Field 3: Shoot out
	Field 4	Field 5	Field 3: Slalom
	Field 7	Field 8	Field 6: Shoot out
Toilets			Field 6: Slalom
			Field 9: Shoot out
			Field 9: Slalom