

<http://sabers.senri.ed.jp/ms-futsal.html>



Sabers Invitational WJAA MS Boys Futsal Tournament Invitation

Dear ADs and middle school boys soccer coaches:

Please consider this message as a formal invitation to the Sabers Invitational WJAA middle school futsal tournament.

What I need to know is, as soon as possible:

1. Are you in? How many teams would you like to enter? (*Space is limited.*)
2. Staying overnight Friday? (*Last year: FIS only; NIS and HIS had late starts and traveled in the morning.*)
3. How many futons do you need?

- **Who:** WJAA middle school boys soccer players
- **What:** Sabers Invitational WJAA Middle School Boys Futsal Tournament
- **Where:** Senri & Osaka International Schools, Minoh City, Osaka, Japan [Access](#)
- **When:** Saturday, 18 February 2017
- **Why:** Because...futsal!
- **Start time:** 8:15 AM warm-up, 8:45 first match
- **Finish time:** 16:15 PM (final match scheduled to start at 15:30, awards ceremony 16:05)
- **How much:** ¥10,000 total per school (even if 2 teams entered)
- **Futons:** ¥1500 per set
- **How many teams:** Last year: 9 schools, 14 teams. 2 separate A and B divisions.
- **Last year's teams:** SOIS (3), CA (2), MBIS (2), NIS (2), KIUA, SOLICS, FIS, HIS (B), ISSS
- **A and B teams:** Please, no swapping players from one team to another during tournament.
- **Players on field:** 4 players out, 1 goalkeeper = 5 total players on field
- **Age:** middle school boys, grades 6-7-8
- **Rules:** official FIFA rules with some modifications (listed in program)
- **Ball:** futsal ball
- **Fields (2):** outdoors, artificial surface, regulation-size futsal field (30 m long x 25 m wide)
- **Match length:** two 10-minute halves (2-minute half time)
- **Awards:** Trophies for top 3 finishers in each division; "Golden Boot" medal for each division
- **Team photos, rosters:** no need.
- **Hospitality:** Yep. Coffee, donuts, drinks, snacks, sandwiches, beer, champagne... the usual.

Once the teams are set, I'll send out a tournament match schedule.

Thanks, everyone.

Pete