



Football Canterbury /FNSW Game Leaders MiniRoos Rules and Hints.

Under 8-9:

7-a-side including a goalkeeper
Maximum of four substitutes
Recommended 2-3 substitutes.
Ball size 3
Duration of game, 2 x halves, 20mins
plus a 5 min half time break.

Under 10-12:

9-a-side including a goalkeeper
Maximum of four substitutes
Recommended 2-3 substitutes.
Ball size 4
Duration of game, 2 x halves 25mins
plus a 5 min half time break.

If the game starts late cut the time
down to finish on time, that is why its
important to start on time.
Penalty area: 5m deep x 12m wide

Goal Type:

It is preferable that portable goals are
used where possible however, the use
of poles or markers as goals is also
suitable.

To comply with Australian Safety
Standards, portable goals must be
anchored securely to the ground. The
use of sandbags or pegs is

recommended when using portable
goals.

Offside:

Goals may be scored from an offside
position, although Game Leaders
should strongly discourage children
from permanently standing in blatant
offside positions.
Game Leaders should direct players
permanently standing in blatant offside
positions to move into onside
positions.
Children should be made aware of the
official offside rule during training and
be encouraged to adopt this
philosophy during the game at all
times. *The Game Leader may disallow
a blatant off side goal, after notifying
both teams, prior to the event. (start of
game)*

Goalkeeper:

The goalkeeper is allowed to handle
the ball anywhere in the penalty area.
To restart play after a save or
gathering the ball with their hands, the
ball must be thrown or rolled from the
hands or played from the ground with
their feet, within 6 seconds. The ball is
in play when it is out of the GK's hands
and on the field.
The goalkeeper is not allowed to kick
or drop kick the ball directly from their
hands (AFL style).
An indirect free kick is awarded if the
goalkeeper touches the ball with their
hands after it has been deliberately
kicked to them by a team mate. *(Use
this with discretion with the younger
teams)* ideally warn them first and
then after it continues 2-3 times then
award the free kick.

Ball crossing the Sideline:

Throw in.
Player faces the field of play, has part
of each foot on the ground either on or
behind the sideline, uses both hands

and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last:

Corner kick; the attacking player places the ball on the corner arc on the side where the ball crossed over the line. Defenders must be far enough (3-5 metres) away until the ball is played. The ball is in play when it is kicked and moves. A goal can be scored directly from a corner kick.

Fouls and misconduct:

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.

Fouls and misconduct are:

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are OBVIOUS:

- kicks or attempts to kick an opponent.
- trips or attempts to trip an opponent.
- jumps at an opponent.
- charges at an opponent.

- strikes or attempts to strike an opponent.
- pushes an opponent.
- tackles an opponent from behind to gain possession of the ball.
- makes contact with the opponent before touching the ball.
- holds an opponent.
- spits at an opponent.
- handles the ball.
- plays in a dangerous manner; and impedes the progress of a player.

Match results and points tables:

The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, ensuring the most enjoyable experience for all players.

Points tables are not applicable in MiniRoos football and do not exist.

Ball crossing the goal line after touching the attacking team last:

Goal kick from anywhere within the penalty area. Opponents remain at least 5 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 5 metres outside the penalty area. Opponents must be at least 5 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. If one of the teams you are leading is faster or slower you can increase this distance. The ball is in play once it moves out of the penalty area, or has been touched/controlled by the ball possession team to ensure that the team in possession has a chance to start to play the ball out from the back.

Start of play and re-start after a goal:

Play the ball from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 metres away from the ball until it is in play. The ball must touch a another player before a goal can be scored.

Ball in and out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline on the ground or in the air, or when play has been stopped by the Game Leader.

Method of Scoring:

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Safety:

Shin guards must be worn by all players without exception. Ensure that no one is wearing a watch or any other jewelry that could be deemed as dangerous.

Any player suspected of suffering from concussion should be examined by a medial practitioner before returning to play. As a general rule, "If in doubt, sit it out".

Substitutes:

Substitutes may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Substitutes waiting "on the bench players" should wear bibs.

Every effort should be made to ensure all players, regardless of age, gender,

and ability, are given equal playing time. (*Coaches responsibility*).

Game Leaders:

Each game is to be controlled by one Game Leader.

The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.

The Game Leader should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

The Game Leader should:

- Encourage all children to enjoy their football experience.
- Ensure the correct number of players are on the field.
- Discourage players from permanently over-guarding the goal.
- Check all players are wearing shin guards.
- Use a "Ready, Set, Go or 3:2:1" countdown prompts, to encourage quick decisions when restarting play, if you need to restart the game in a drop ball manner, feed (roll) it to one team so there is no possible injury with collisions/tackles.
- Encourage children to dribble or pass ball to team mates rather than kicking the ball long (*coaches cue*).
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal kick restarts.
- Ensure team officials and parents create a safe, enjoyable

and positive playing environment for the children.

- Encourage children to be involved in all aspects of the game, attacking and defending (*coach cue*).
- Award free kicks as appropriate to help children learn the rules and consequences of committing fouls.
- Explain the rules to players and why a free kick has been awarded.
- Let the game flow and give instruction to all players on the run where you can.
- Praise and encourage both teams; and be enthusiastic and approachable.

On field Additional Procedures:

No parent or coaches should be on the field with the players coaching or not. Parents/Coaches should not be behind or next to the goals, talking or not, to the GK or any other players.

Home Club to ensure this is followed.

Should a team be winning by a considerably large margin, the other team is permitted to add an additional player onto the pitch, so it could be a 7 vs 8.

If the players do a foul throw, they should be given a second opportunity to get it right, with your instruction, feet on ground etc. the same child retakes the throw they are not replaced so there is learning and understanding. (*a do-over*).

Throw Ins / Corners:

Players should be made to stand back enough (3-5 metres) to allow the game to flow, you can adjust this based on the level of the teams. This also applies for corners keep the defenders away from the corner taker so it encourages short corners.

Aggressive Behaviour:

Talk with the team's coach/manager. Sub the child off with the assistance of the coach, so they can be spoken with. This also applies to bad language, they are children and there is no place for that.

Start of Game:

Ensure the teams are in different colours or use bibs. Which hand or coin toss for ends/ kick off if required. Talk with the coaches /mangers and say you will be pulling up throws with a second attempt (do-over), keeping players back from goal kicks, rolling subs, no jewelry, shin pads, keep off the field etc.

Helpful Hint:

Have some cones and place them on the side line that marks a point to bring the players back to (feel free to adjust that during the game) it's a guide for you and the players. Same can be done for penalty areas.

Equipment:

You will need your own whistle, pen and paper (or device) to record the score the teams and any other relevant information, that you send to CDSFA or your Club after the game. Your Pink Vest Game Leader shirt to be worn on the outside over any other garment for visibility.

Thank you and Enjoy.