



## **MINIROOS FOOTBALL**

### **GUIDELINES FOR UNDER 6 and UNDER 7**

**BALL SIZE: 3**

**NUMBER OF PLAYERS :** 4 (no goalkeeper)

**INTERCHANGE** is encouraged to provide each player with equal time and a chance for a supportive coach to help the young players. The interchange can be conducted while the game is in play and take place at the halfway mark. Players should not enter the field of play until the player being replaced has left the field of play.

#### **PLAYERS EQUIPMENT**

Players should not wear anything which is dangerous to another player. This includes jewellery and plaster/plastic casts. Boots or training shoes must be worn at all times. Shin pads, fully covered with socks, must be worn.

**DURATION OF GAME:** 2 x 20 minute halves. Half time break of 5 minutes.

#### **START OF PLAY**

The Home team kicks off. Game Leaders decide the direction of play. A kick (either forward or back) to a team mate from the middle of the halfway line begins the match. At the time of kick-off, the opposition players must be at least 5m from the ball. The ball must touch a team mate before a goal can be scored.

When a goal is scored, the kick-off to restart the game is taken from the halfway point by a player from the team who conceded the goal. Opposition players must be 5m from the ball.

#### **BALL IN AND OUT OF PLAY**

The ball is out of play when it has wholly crossed the back line or side line, or when play is stopped by the Game Leaders.

##### *Ball over Side Line (Touch Line)*

When the ball crosses the side line, the game is restarted by a kick or dribble from behind the side line by a player of the team that did not last touch the ball. Game Leaders should encourage players to take no more than 3 seconds to restart play.

The ball must be touched by another player before a goal can be scored.

##### *Ball over Back Line*

No corner kicks. When the ball crosses the back line, regardless of who last touched the ball, a player from the team defending that end of the field takes a kick from anywhere along the goal line and may pass or dribble the ball into play.

Opponents must go back behind the half-way line and can only move after the ball has been kicked into play.

The ball must touch another player before a goal can be scored.

### **NO OFFSIDE**

There is no offside.

Deliberately placing a player in an offside position is contrary to the spirit of the game and is to be discouraged.

### **METHODS OF SCORING**

A goal is scored when the whole of the ball crosses the goal line and enters the goal. A goal can only be scored during general play; a goal cannot be scored directly from a kick-off or restart of play. An own goal cannot be scored directly from any restart.

### **FOULS AND MISCONDUCT**

These include: kicks or attempts to kick an opponent; trips or attempts to trip an opponent; jumps at an opponent; charges 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 an opponent before touching the ball; holds an opponent; spits at an opponent; deliberately handles the ball; plays in a dangerous manner; impedes the progress of an opponent.

Generally at this age, fouls and misconduct are due to lack of co-ordination and are not deliberate. Game leaders should try to give advantage to the opposing team. Be fair and consistent to both teams.

### **FREE KICKS**

All free kicks are indirect, that is the ball must touch another player before a goal can be scored. Opposing players must be 5 metres from the ball when the kick is taken.

### **ENCOURAGING FAIR PLAY**

In order to encourage team play and a fair go for all:

- Players are not to constantly stand in front of their goal in a defensive manner.
- Frequent interchange is encouraged so that all players have an equal amount of playing time.
- Encourage players to pass or dribble the ball into play rather than big kicks.

### **GAME LEADERS**

The role is to try to ensure the game is played in a fluent manner and to instruct the players in correct play with minimal whistle blowing and stoppage in play. They are to assist with correct throw ins, goal kicks, free kicks etc. Referees may give players more than one attempt at these in order to correct mistakes.