

5.0 SMALL SIDED FOOTBALL CMC RULES

MODIFIED LAWS OF THE GAME FOR UNDER 6, UNDER7, UNDER8, UNDER 9 AND UNDER 10 AS PER FFA RULES

INDEX

- 5.1 THE FIELD OF PLAY
- 5.2 THE BALL
- 5.3 NUMBER OF PLAYERS
- 5.4 PLAYER'S EQUIPMENT
- 5.5 COACHING
- 5.6 DURATION OF GAME
- 5.7 THE START OF PLAY
- 5.8 METHOD OF SCORING
- 5.9 FOULS AND MISCONDUCTS
- 5.10 FREE KICKS
- 5.11 OFF SIDE
- 5.12 GOAL KICKS
- 5.13 CORNER KICKS
- 5.14 THROW IN
- 5.15 BALL IN AND OUT OF PLAY
- 5.16 GOAL AREA
- 5.17 REFEREES
- 5.18 CANCELLED GAMES

5.0 SMALL SIDED FOOTBALL CMC RULES

5.1 THE FIELD OF PLAY

5.1.1 Dimensions

The field of play should be rectangular. In the adult game large variations in length and breadth are allowed. In view of the fact that SSF may be played on the quarters or halves of a main adult field there will still be variations.

The recommended sizes are:

| | | |
|---------------|-------------------|-------------------|
| Under 6 and 7 | Under 8 & 9 | Under 10 |
| 30m x 20m | ¼ Full Size Pitch | ½ Full Size Pitch |
| | Min-40m x 30m | Min - 60m x 45m |
| | Max -50m x 40m | Max - 70m x 50m |

5.1.2 Markings

To simplify the markings there is to be a halfway line, a centre spot and a goal area.

a) Goal area

U8 and younger - Nil

U9 – 8m Length x 16m Width

U10 – 7m radius from centre of goal line.

Note: No person shall be allowed within the radius behind the goal area at either end.

b) Half-way line - completed or broken line across centre of field.

c) Centre circle

U10 - 7m radius from the goal line

d) Corner area

There is no need for the corner area to be marked for Rooball. Corners can be taken from the point where goal line and touch line meet.

5.1.3 The Goals

It is very important for younger players that the goal size is closely related to their age. The internal height and width of the goals should be:

U8 and younger

Minimum: Height: 0.90m Maximum: Height: 1.0m

Minimum: Length: 1.80 m Maximum: Length: 2.0m

U9

Minimum: Height: 1.60m Maximum: Height: 4.80m

Maximum: Height: 2.00m Maximum: Height: 5.00m

U10

Height: 2.00m

Length: 6.0m

5.2 THE BALL.

5.2.1 Ball sizes should be:

U9 and Younger size 3 U10 size 4

5.3 NUMBER OF PLAYERS

The number of players for Rooball provides for the optimum involvement and development of the young player

- 5.3.1 U6 – Teams of four (4) players ONLY. A minimum of three (3) players per team are required to start the match. A maximum of six (6) players shall be registered per team unless otherwise approved by the Federation.
- 5.3.2 U7 and U8 – Teams of five (5) players ONLY. A minimum of three (3) players per team are required to start the match. A maximum of seven (7) players shall be registered per team unless otherwise approved by the Federation.
- 5.3.3 U9 – Teams of seven (7) players ONLY. One of whom shall be a goalkeeper. A minimum of five (5) players per team are required to start the match. A maximum of (9) players shall be registered per team unless otherwise approved by the Federation.
- 5.3.4 and U10 - Teams of nine (9) players ONLY. One of whom shall be a goalkeeper. A minimum of five (5) players per team required to start the match. A maximum of twelve (12) players shall be registered per team unless otherwise approved by the Federation.

5.3.2 Interchange

- 5.3.2.1 Under 6/7/8 – Interchange of players is permitted during all Rooball games. Interchange is encouraged to provide each player equal time and provide an opportunity for a supportive coach to help the young player. Each side may field a maximum of 2 interchange players. Any player may be substituted at any time. The Coach or Game Leader is allowed to make the interchange while the ball is in play, but must wait until the substituted player has left the field.
- 5.3.2.2 Under 9/10 – Interchange of players is permitted during all Rooball games. Interchange is encouraged to provide each player equal time and provide an opportunity for a supportive coach to help the young player. Each side may field a maximum of 3 interchange players. Any player may be substituted at any time, including the goalkeeper, provided the referee is advised at the time of the change. A player once substituted may return to the field of play at any time, provided that they are substituted for another player.

Note: All team players in attendance at a game shall play at least half a game unless injured.

5.3.3 Player Qualification

- 5.3.3.1 The minimum age of any registered player eligible to participate in any match/fixture or associated activity shall be five (5) years by date of birth.

5.3.3.2 Age group. Whatever age a player turns during the calendar year, then that is the player's age group.

Note: A player may play up an age group at any time provided that the Football Queensland Application to Participate at Different Age Level form has been completed.

5.4 PLAYER'S EQUIPMENT

- 5.4.1 A player should not wear anything which is dangerous to another player. The Law does not insist on soccer boots (the Federation recommends moulded sole soccer boots) or training shoes may be worn.
- Note: Protective shin pads MUST be worn by all players taking the field for matches or training.**

5.5 COACHING

- 5.5.1 Coaching is allowed from the side-line only, no one shall coach from behind the goal line. Coaching shall be carried out by the coach, provided the information is given in a quiet non-hysterical, non-abusive, non-negative manner. **No coach or manager may be on the field of play at any time except if a player is injured and the referee calls them on.**
- 5.5.2 Standing or coaching by any person is prohibited from behind the goals.
- 5.5.3 The Game Leader / referee shall report to Gold Coast Soccer Zone Inc. misconduct or any misdemeanour on the part of spectators, officials, players, named substitutes or other persons which take place whether on the field of play or in its vicinity at any time prior to, during, or after the match in

question, so that appropriate action can be taken by Gold Coast Soccer Zone Inc., in accordance with these CMC Rules.

- 5.5.4 All Coaches, Managers and Officials shall comply with the Child Protection Policy adopted by Gold Coast Soccer Zone Inc.

5.6 DURATION OF GAME

- 5.6.1 The duration of a game of mini soccer shall be:
U6 2 halves of 15 mins
U7 and U8 2 halves of 20 mins
U9 and U10 2 halves of 25 mins
The half time interval shall not exceed 5 minutes for all age groups.
- 5.6.2 There is no stoppage of play for interchange.

5.7 THE START OF PLAY

- 5.7.1 Under 6/7/8 – Kick off is determined by a choice between the “captains” as to which hand the “match leader” has his or her whistle in, or coin, or any other alternative. A game is started with a kick forward to a team mate from the middle of the half way line. The opposition must be 4.5m away from the ball at this time. *Note: If the player kicks the ball into the goal without a team mate touching the ball, it is no goal; when it deflects off a defender into the goal, it is a goal.
- 5.7.2 Under 6/7/8 – When a goal is scored, there is no kick off but a restart from the back line.
- 5.7.3 UNDER 9/10 – The game is started by a kick off from the centre mark. The player who kicks off cannot kick the ball again until another player has kicked the ball.
- 5.7.4 UNDER 9/10 – The team winning the toss of a coin shall have the choice of ends.
- 5.7.5 UNDER 9/10 –The team not kicking off must stand outside the centre circle until the ball is kicked.
- 5.7.6 UNDER 9/10 –After a goal has been scored the game is restarted from the centre mark with the side conceding the goal taking the kick.
- 5.7.7 All age groups – Following half time the game is restarted with the teams changing ends and the kick off being taken by the side who did not start the game.
- 5.7.8 A goal cannot be scored direct from the kick off.

5.8 BALL IN AND OUT OF PLAY

- 5.8.1 The ball is out of play when it has wholly crossed the goal line or the touch line, or when play has been stopped by the Referee. These lines are part of the field of play.
- 5.8.2 UNDER 6/7/8 – If the ball crosses the back line after touching the defending team last a corner kick is taken from the nearest corner.
- 5.8.3 UNDER 6/7/8 – If the ball crosses the back line after touching the attacking team last a goal kick off the ground is taken from the back line.
- 5.8.4 UNDER 6/7/8 – If the ball crosses the side line there will be no throw in but a kick from behind the side line. To encourage quick restarts and decision making under pressure, the team in possession has three seconds to recommence the play from a restart. This can be done by the match leader having a countdown of “Ready-set-go!”. When the match leader shouts out: “Go!”, the ball is deemed to be in play and the defending team can encroach within the 4.5m zone and attempt to win the ball.
- 5.8.5 UNDER 9/10 – If the ball is kicked over the goal line (not in the goal) by an attacker a goal kick is taken from inside the goal area.

- 5.8.6 UNDER 9/10 – If the ball is kicked over the goal line (not in the goal) by a defender a corner kick is taken from the nearest corner.
- 5.8.7 UNDER 9/10 – If the ball crosses the side line there will be a throw in from the side line. The player faces the field of play, part of each foot either on or behind the side line, uses both hands and delivers the ball from behind and over his or her head. The thrower may not touch the ball again until it has touched another player. If he/she does, then a free kick is rewarded against him/her.

5.9 METHOD OF SCORING

- 5.9.1 A goal is scored when the whole of the ball has fully crossed the goal line between the goal posts and under the cross bar.
- 5.9.2 UNDER 6/7/8 – When original goals or goal posts (poles) are not available and cones are used for goals then a goal is scored when the ball passes between the cones without knocking them over.
- 5.9.3 Players in U9 and U10 may score goals from anywhere on the field.

5.10 FOULS AND MISCONDUCT

- 5.10.1 Fouls and Misconducts are:
- a) Kicks or attempts to kick an opponent
 - b) Trips or attempts to trip an opponent
 - c) Jumps at an opponent
 - d) Charges an opponent
 - e) Strikes or attempts to strike an opponent
 - f) Pushes an opponent
 - g) Tackles from behind to gain possession of the ball
 - h) Making contact with the opponent before touching the ball
 - i) Holds an opponent
 - j) Spits at an opponent
 - k) Handles the ball deliberately
 - l) Plays in a dangerous manner
 - m) Impedes the progress of a player
- 5.10.2 The law emphasises the need for players to behave in a manner appropriate for a sports person. At this level it is important for the Referee to determine the intention of the players relative to the above offences and to at all times encourage sporting conduct.
- 5.10.3 The goalkeepers are the only players who are allowed to touch the ball with their arms or hands (except for throw ins) and only within their goal area.

5.11 FREE KICKS

- 5.11.1 UNDER 6/7/8 – All free kicks are deemed to be “indirect”. (The “indirect free kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker). All of the opposing players should be at least 7 metres from the ball when a free kick is taken.
- 5.11.2 UNDER 9/10 – All free kicks are deemed to be “indirect”. (The “indirect free kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker). All of the opposing players should be at least 7 metres from the ball when a free kick is taken.
- 5.11.3 UNDER 9/10 – Free Kicks awarded to the attacking team for a defending player touching or playing the ball within the goal area (except the goalkeeper) shall be taken from the goal area line at a point nearest to where the infringement occurred. A free kick awarded to the defending team for an attacking player touching or playing the ball within the goal area shall be awarded as a goal kick.
- 5.11.4 UNDER 6/7/8 – A free kick will be awarded if any player touches the ball with his/her arm or hands anywhere on the field of play.

- 5.11.5 UNDER 9/10 – A free kick will be awarded if any player touches the ball with his/her arm or hands anywhere on the field of play. Only the goalkeeper may touch the ball within the goal area. The goalkeeper may touch the ball with his/her hands/arms/feet inside the goal area but if the ball is touched by the goalkeeper with his/her hands/arms outside the goal area a free kick will be awarded.

5.12 OFF SIDE AND PASS BACK RULE

- 5.12.1 There is no offside rule in Rooball, but deliberately placing a player or players in an offside position is contrary to the spirit of the game and is discouraged.
- 5.12.2 UNDER 9/10 – The “pass back” rule is when a defending player passes the ball intentionally back to the goalkeeper.
- 5.12.3 The “pass back” rule applies to u9/10 groups. Only the defending goalkeeper is allowed to handle the ball in the penalty area. Upon receiving the ball, in his penalty area, during the course of normal play the goalkeeper may kick or throw (note pass back rule) the ball back into play.

5.13 GOAL KICK

- 5.13.1 Goal kicks are awarded when the whole of the ball has crossed the goal line (except for the scoring of a goal) and was last touched by one of the attacking team.
- 5.13.2 UNDER 6/7/8 – Goal kick off the ground from the back line.
- 5.13.3 UNDER 9/10 – Goal kicks may be taken from anywhere within the goal area.
- 5.13.3 Opponents must be 7 metres from the ball.

5.14 CORNER KICK

- 5.14.1 When the ball passes out of play along the goal line (as above) and was last touched by one of the defending team a corner kick is awarded.
- 5.14.2 Opposing players shall be at least 7 metres from the ball.
- 5.14.3 A goal cannot be scored direct from a corner kick.

5.15 THROW INS

- 5.15.1 UNDER 6/7/8 – There is no throw in but a kick from behind the side line. To encourage quick restarts and decision making under pressure, the team in possession has three seconds to recommence the play from a restart. This can be done by the match leader having a countdown of “Ready – set – go!” When the match leader shouts out “Go!”, the ball is deemed to be in play and the defending team can encroach within the 4.5m zone and attempt to win the ball.
- 5.15.2 UNDER 9/10 – The ball is thrown in from the spot where ball left the field of play. The player taking the throw in must face the field with both feet on the ground and throw the ball into the field delivering the ball over the head using both hands.
- 5.15.3 UNDER 9/10 – Players should be given a second attempt if the first throw is invalid. The referee or coach should assist the player to achieve the correct method.
- 5.15.4 UNDER 9/10 – Following two foul attempts then the throw in is given to the opposing team.

5.16 GOAL AREA

- 5.16.1 UNDER 6/7/8 – There is no goal area.

- 5.16.2 UNDER 9/10 – Players may enter or move through the goal area but only the goalkeeper may touch or play the ball within that area.

5.17 REFEREES

- 5.17.1 UNDER 6/7/8 – We advise that a club member or parent assist the players during the game. His or her main role is to keep the game moving fluently and with minimal breaks. He or she is more of a game leader than a Referee. Their main role as Game Leader is to explain to the children that when the ball goes behind the back line or when a goal is scored the game is restarted from the back line. Keep the opponents 4.5m away from all restarts.

- 5.17.2 UNDER 9/10 – Where qualified referees are not available, the home club shall appoint the referee. The role of the referee in such games should be to encourage the participants and even offer constructive advice where appropriate, and also give positive praise to players from both sides.

5.18 CANCELLED GAMES

- 5.18.1 Games cancelled due to unsafe playing conditions are not replayed unless the appropriate Gold Coast Soccer Zone Inc. match sanction form is completed by both clubs and lodged and approved by Gold Coast Soccer Zone Inc.

6.0 NATIONAL DISCIPLINARY REGULATIONS

As per National Disciplinary Regulations

www.goldcoastsoccer.com.au/files/docs/05-09%20National%20Disciplinary%20Regulations_2009.pdf

6.17 ANNEXURE A: RECOMMENDED SANCTIONS

- 6.17.1 A Competition Administrator and a Disciplinary Committee:
- a) may impose the types of sanctions as specified in Part V of the FFA Statutes; and
 - b) must determine the scope and duration of each sanction and must do so in accordance with this Annexure A.
- 6.17.2 The sanctions of reprimand and placement on a bond can be imposed only on first time offenders.
- 6.17.3 A fine cannot be issued against an Amateur
- 6.17.4 A fine against a Professional cannot exceed the total Payments that Professional would have received over the duration of the sanction. For example, if a Professional is fined without a match suspension, the maximum fine is the total Payments that Professional would have received for 1 week being the weekly salary paid for the most recent week and any match suspension, the maximum fine is the total Payments that Professional would have received for 3 matches being the weekly salary paid for the 3 matches together with any match payments for those 3 matches.
- 6.17.5 The Recommended Sanctions for match suspensions are as specified in the table below. The match suspensions are inclusive of any applicable mandatory match suspension.