



# **MiniRoos Regulations**

V2018.3

## Revision Table:

VERSION #	DATE	VERSION & NOTES
V. 2016.1	12FEB16	UPDATE 2016 DATE IN TITLE – NO CHANGES FROM V. 2015.2
V.2017.1	13FEB17	REVIEW CONDUCTED – <ul style="list-style-type: none"> <li>• 7.D. – SUBSTITUTES – NEW RULE INTRODUCED BY FFA</li> <li>• 17 – CONCUSSION – CONCUSSION STATEMENT INTRODUCED BY FFA</li> </ul>
V2018.1	19DEC17	IMPLEMENTATION OF FNSW/FFA ADVISED CHANGES TO MINIROOS RULES; <ul style="list-style-type: none"> <li>• POINT 2.1. BALL NO LONGER NEEDS TO GO FORWARD AT KICKOFF</li> <li>• POINT 4.5.C. THE SIZE OF THE PENALTY AREA WILL INCREASE FROM 5M X 12M TO 10M X 20M IN THE U10'S AND 11'S CATEGORY (MINIMUM FIELD SIZE IS 60M X 40M);</li> <li>• POINT 11. U6/7 GAME DURATION WILL INCREASE FROM 15MIN TO 20MIN HALVES; AND</li> <li>• POINTS 15 &amp; 16 - ATTACKING TEAM WILL NEED TO RETREAT AT LEAST 10M FROM ALL GOALKEEPER RESTARTS.</li> </ul>
V2018.2	9FEB 18	IMPLEMENTATION OF FFA MINIROOS RULES <ul style="list-style-type: none"> <li>• POINTS 13 &amp; 16 - REFERENCE TO GOALKEEPING PROGRESSION REMOVED U10/11</li> </ul>
V2018.3	16FEB18	CORRECT TYPO <ul style="list-style-type: none"> <li>• POINT 15 – FOULS AND MISCONDUCT</li> </ul>

# CONTENTS

1. Forward.....	4
2. Playing Rules.....	4
2.1 Start of play and Re-start after a goal .....	4
2.2 Ball in and out of play .....	4
2.3 Method of scoring.....	4
3. Eligible Players.....	4
4. Field of Play .....	5
4.1 Markings.....	5
4.2 Field Size .....	5
4.3 Goal Size .....	5
4.4 The Ball.....	5
4.5 Penalty Area .....	5
5. Nomination of Teams .....	5
6. Number of Players .....	6
7. Interchange.....	6
8. Players Equipment .....	6
9. Coaches.....	7
10. Game Leaders & Instructing Referees .....	7
10.1 Game Leaders for the 4-7 age groups.....	7
10.2 Instructing Referees for the Under 8-11 age groups .....	7
11. Duration Of Matches .....	8
12. Offside .....	8
13. Goal Keepers .....	8
14. FFA - Laws of MiniRoos - Under 5, 6 & 7 .....	9
15. Laws of MiniRoos - Under 8 & 9.....	10
16. Laws of MiniRoos - Under 10 and 11 .....	11
17. FFA Concussion Statement.....	12

# MINIROOS PLAYING REGULATIONS

## 1. FORWARD

- a. The MiniRoos playing formats are mandated by FFA and are the entry point for children aged 5 – 11 years.
- b. Teams can be single sex or mixed.
- c. These games are non – competition and are used as development steps before entry to the larger, full field 11 a side game played from Under 12's and up.

## 2. PLAYING RULES

### 2.1 START OF PLAY AND RE-START AFTER A GOAL

Pass to a team mate 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 5m away from the ball until it is in play. The ball must touch another player before a goal can be scored.

### 2.2 BALL IN AND OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader or instructing referee.

### 2.3 METHOD OF SCORING

A goal is scored when the whole of the ball passes over the whole of 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.

## 3. ELIGIBLE PLAYERS

- a. All players must be registered with a Nepean FA affiliated club.
- b. All players must be registered in accordance with the Nepean FA Player Registration Regulations.

## 4. FIELD OF PLAY

### 4.1 MARKINGS

- a. Field markings may be markers or painted line markings.
- b. **For the Under 11 age group**, the final stage of development in the MiniRoos formats before players commence 11 v 11 football, it is recommended that clubs, where facilities and scheduling allows, setup the field from penalty box to penalty box and adjust the width of the field with use of markers to meet the maximum specified width.

### 4.2 FIELD SIZE

- a. Under 5, Under 6 & Under 7 – Length 30m x Width 20m
- b. Under 8 & Under 9 – Length 40-50m x Width 30-40m or
  - i.  $\frac{1}{4}$  a full sized pitch when converting a full size pitch into MiniRoos Fields.
- c. Under 10 and Under 11 – Length – 60-70m x Width 40-50m or
  - i.  $\frac{1}{2}$  full sized pitch when converting a full sized pitch into MiniRoos Fields.

### 4.3 GOAL SIZE

- a. Under 5, 6 & 7's - Width: 1.5m - 2m x Height: 0.9m - 1m
- b. Under 8 & 9's - Width: 2.5m - 3m x Height: 1.8m - 2m
- c. Under 10 & 11's - Width: 4.5m - 5m x Height: 1.8m - 2m

### 4.4 THE BALL

- a. Under 5, 6 & 7's – Size 3
- b. Under 8 & 9's – Size 3
- c. Under 10 & 11's – Size 4

### 4.5 PENALTY AREA

- a. Under 5, 6 & 7's – No Penalty Area
- b. Under 8 & 9's – Rectangular – 5m Depth x 12m Width
- c. Under 10 & 11's – Rectangular – 10m Depth x 20m Width
  - i. For the Under 8 to 11 age groups, the penalty area can be marked through the use of marked lines, flat or soft markers or cones.

## 5. NOMINATION OF TEAMS

- a. Teams shall be nominated in accordance with regulations and guidelines issued by the Association.

## 6. NUMBER OF PLAYERS

- a. Under 5, 6 & 7's – 4 v 4 – **NO GOALKEEPER.** Maximum of 3 substitutes
- b. Under 8 & 9's – 7 v 7 – Including a Goalkeeper. Maximum of 4 substitutes
- c. Under 10 & 11's – 9 v 9 – Including a Goalkeeper. Maximum of 5 substitutes
- d. Players may be interchanged throughout the game without limit.
- e. For the purposes of a game proceeding in U5 to U10 age groups and to support the ethos of learning in non-competition age groups, teams may borrow from either other to balance sides where one side has less players than another. Teams may also remove a player from their side to even the number of players in a team where absenteeism has occurred and has had an impact on the match.

## 7. INTERCHANGE

- a. Interchange of players may be made at any time, whether the ball is in play or not.
- b. To replace a player with another, the following conditions must be observed:
  - i. The player leaves the pitch via the half way line
  - ii. The interchange player only enters the pitch after the player being replaced has left.
  - iii. The interchange player enters the pitch via the half way line.
  - iv. The interchange is completed when a player enters the pitch via the half way line.
- c. Changing the Goalkeeper
  - i. Any player may change places with the goalkeeper.
  - ii. The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the Game Leader/ Instructing Referee / s before the change is made.
  - iii. A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with his number on the back or some other garment that clearly identifies the goal keeper from the other players in his/her team.
- d. 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. Substitute players are to wear ALDI MiniRoos bibs provided free of charge by FFA. Club Coordinators can order these bibs via the website [www.miniroos.com.au](http://www.miniroos.com.au). (in 2017 the NFA ordered on behalf of clubs) Every effort should be made to ensure all players, regardless of age, gender and ability, are given equal playing time.

## 8. PLAYERS EQUIPMENT

- a. Teams shall wear matching shorts, socks, and shirts.
- b. All players must wear shin pads. Referees shall not allow any player to take the field of play without shin pads.
- c. FIFA Jewellery & Spectacles rules apply

## 9. COACHES

- a. The main role of the Coach in MiniRoos football is to organise games and training activities that are fun, safe and encourage all players to love the game. This is done with a game based learning model and all coaches are encouraged to attend one of the free Grassroots Coaching Courses conducted by the Association to gain more information.
- b. Coaches are NOT permitted on the field in any football game, unless invited by the referee. This includes MiniRoos. A coach may be the game leader, but please note that there is only 1 game leader per game.

## 10. GAME LEADERS & INSTRUCTING REFEREES

### 10.1 GAME LEADERS FOR THE 4-7 AGE GROUPS.

- a. 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 and have maximum involvement. Because the children are learning the game at this level, it is important to be flexible and patient.
- b. Some helpful game tips for a Game Leader:
  - i. Encourage different children to take re-starts.
  - ii. Discourage players from permanently over-guarding the goal.
  - iii. Use a "Ready, Set, Go" prompt or countdown 3-2-1 to encourage quick decisions when restarting play
  - iv. Encourage children to dribble or pass the ball into play from all restarts rather than a big kick.
  - v. Ensure the opposing team is back to the half way line for all goal line restarts.

### 10.2 INSTRUCTING REFEREES FOR THE UNDER 8-11 AGE GROUPS

- a. The main role of the Instructing Referee is to control the game to ensure it is played fluently. The Instructing Referee should instruct players on how to behave and enforce the rules, with minimal blowing of the whistle. They should also assist players with learning aspects of the game such as what a foul is and what a free kick is.
- b. Some helpful game tips for an Instructing Referee:
  - i. Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions
  - ii. Assist players with aspects of the game which they are unsure of e.g. how to conduct a throw in

## 11. DURATION OF MATCHES

- a. Under 5, 6 & 7's – 2 x 20 minutes (plus half time break)
- b. Under 8 & 9's – 2 x 20 minutes (plus half time break)
- c. Under 10 & 11's – 2 x 25 minutes (plus half time break)

## 12. OFFSIDE

- a. There will be no offside rule applied in any game in these Age Groups.
- b. In the Under 10 & 11 age groups, children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times.

## 13. GOAL KEEPERS

- a. 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.
- b. The goalkeeper is not allowed to kick or drop-kick the ball directly from their hands. Opponents must be at least **10** metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.
- c. 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 or they pick the ball up after placing it on the ground.



## 14. FFA - LAWS OF MINIROOS - UNDER 5, 6 & 7

### **Goal type**

It is preferable that pop up style or portable goals are used where possible however, the use of poles and markers as the goals particularly in the Under 6 to 9 age groups is also suitable.

### **Goalkeeper**

No Goalkeeper

The game leader, coaches and managers should continually discourage children from permanently and/or persistently standing in front of the goal.

### **Ball crossing the touch line**

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play.

Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

### **Ball crossing the goal line**

There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

### **Offside**

No offside

### **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m 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).

Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

### **Point's tables and finals**

To ensure that MiniRoos is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 5, 6 & 7 FFA advises that the keeping of point's tables and playing of finals must not be done.

# 15. LAWS OF MINIROOS - UNDER 8 & 9

## **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 goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 10m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

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.

## **Ball crossing the touch line**

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, 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 5m 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: A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.

Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves.

A goal may be scored directly from a corner kick.

## **Ball crossing the goal line after touching the attacking team last**

Goal kick from anywhere within the penalty area.

Opponents remain at least 5m outside the penalty area until the ball is in play.

The ball is in play once it is kicked directly out of the penalty area.

## **Offside**

No offside

Note: In the Under 8 - 11 age groups, team coaches and managers should strongly discourage children from permanently and/or persistently standing in blatant offside positions. Referees should direct players permanently and/or persistently standing in blatant offside positions to move into onside positions.

## **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m 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).

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

Fouls and misconduct are:

- 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
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.

#### **Point's tables and finals**

To ensure that MiniRoos is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 8 & 9 FFA advises that the keeping of point's tables and playing of finals must not be done.

## **16. LAWS OF MINIROOS - UNDER 10 AND 11**

### **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 goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

Opponents must be at least **10m** outside the penalty area and cannot move inside the penalty area until the ball is in play.

The ball is in play once it moves out of the penalty area

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.

### **Ball crossing the touch line**

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player.

Opponents must be at least 5m 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. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play.

The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

### **Ball crossing the goal line after touching the attacking team last**

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

## **Offside**

No offside

Note: In the Under 8 - 11 age groups, team coaches and managers should strongly discourage children from permanently and/or persistently standing in blatant offside positions. In the Under 10 & 11 age groups children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times. Referees should direct players permanently and/or persistently standing in blatant offside positions to move into onside positions.

## **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m 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).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position.

All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- 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
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.

## **Point's tables and finals**

To ensure that MiniRoos is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

- Under 10 & 11 FFA advises that the keeping of point's tables and playing of finals must not be done.
- It is also advised, the keeping of point's tables and playing of finals will only commence when children are playing 11 v 11 football on a full size pitch in the Under 12 age group.

# **17. FFA CONCUSSION STATEMENT**

The FFA advises that any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a general rule; "If in doubt, sit it out".