

Rules for Mini Roos U10's and U11's

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.

The Ball

An approved ball shall be used in all matches. The sizes of the balls used are – Size four (4)

Duration of Games

Two (2) periods of twenty five (25) minutes each, A maximum of five (5) minutes will be allowed for half time in all matches. A maximum of five (5) minutes will be allowed between each game.

The “game leader” of each game will signal the start, half time, restart and finish of the match.

Number of Players

A maximum of nine (9) players shall be on the field for each team at any one time, one of whom must be a goalkeeper.

A maximum of four (4) players nominated as substitutes.

The match shall be forfeited if a team has fewer than six (6) players available.

All players in attendance at a game must receive equal playing time.

NOTE: The majority of MiniRoos teams are not graded on ability. Borrowing a player who is too strong for the opposition is against the spirit of MiniRoos and is unfair for the players of both teams. In addition teams may be re-graded incorrectly based on the result of the game.

Playing Rules

- i) Play should be as continuous as possible with no stoppages.
- ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
- iii) A player may only enter the opposition's penalty area when the ball is in the same half of the field.
- iv) The game is started with a kick off at halfway. The ball must be passed forward to a team mate (no dribbling). All players must be within their own half of play. Opponents must be at least five (5) metres away from the ball until the ball is in play. The ball must touch a team mate before a goal can be scored.
- v) The team kicking off will be determined by the “game leader” using the “which hand is the whistle, rock etc. in” method.
- vi) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until the ball is played or the “Game Leader” has finished his countdown and has called "Go".
- vii) When the ball crosses the goal line and is last played by a defending player a corner kick is awarded. A player from the attacking team places the ball in the corner nearest to the point where the ball crossed the line. Opponents must be at least five (5) metres away from the ball until it is play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

- viii)** When the ball crosses the goal line (and no goal has been scored) and is last played by an attacking player a goal kick is awarded. Goal kicks are taken from anywhere within the penalty area. Opponents must remain the correct distance away until the ball is in play and has been touched by a team mate of the player taking the kick. The ball is in play when it has left the penalty area. Opponents must remain fifteen (15) meters from the penalty area
- ix)** When the ball goes over the sideline and out of play, play is restarted with a throw in. The player taking the throw in must face the field of play, have part of each foot either on or behind the side line, use both hands and deliver the ball from behind and over the head. Opposition players must be at least five (5) meters away from the ball until it is in play. The ball is in play when it enters the field of play. The thrower may not touch the ball a second time until another player has touched it.
- x)** All free kicks are indirect free kicks,
- xi)** Indirect free kicks are taken from the point where the offence occurred and must be kicked into play (no dribbling). Opponents must remain at least five (5) metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal can only be scored if the ball subsequently touches any other player before it enters the goal.
- xii)** A Penalty kick shall be awarded if a player deliberately commits any of the following offences in his own penalty area
 - 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 an opponent in a careless, reckless or dangerous manner;
 - h.** Holds or otherwise impedes an opponent;
 - i.** Spits at an opponent;
 - j.** Handles the ball, except if he/she is the nominated goalkeeper.
- xiii)** The penalty kick is taken from the centre of the field, at a point eight (8) metres from the goal line, with a goalkeeper in position. All other players must be outside the penalty area and be at least five (5) metres behind the penalty mark.
- xiv)** All players must take a penalty kick before any player can take a second penalty kick in a game.
- xv)** The ball must touch a team mate before a goal can be scored from any restart other than an indirect free kick, where the ball can touch any player (team mate or opposing) before a goal can be scored
- xvi)** Goalkeepers may only release the ball into play by throwing it or placing it on the ground and kicking it. Goalkeepers must throw or kick the ball within six (6) seconds of catching it. Punt kicks and drop kicks are not allowed. Opponents must be at least five (5) metres outside the penalty area and cannot move forward until the Goalkeeper has made a pass to a team mate and the teammate has touched the ball - at that time the opposition team can move forward.

NOTE: It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The “game leader”, coaches and managers should continually discourage players from standing in front of the goal.