

## **Rules for Mini Roos U6's and U7'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:

Under 6 to Under 9 – Size three (3)

### **Duration of Games**

- Under 6 and Under 7 – two (2) periods of fifteen (15) 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 Ground Controller will signal the start, half time, restart and finish of all matches.

### **Number of Players**

Squads are divided into two (2) teams which play simultaneously on adjoining fields. A maximum of four (4) players shall be on the field for each team at any one time with a maximum of three (3) players nominated as substitutes. There are no goalkeepers. The match shall be forfeited if a squad has fewer than 6 players available.

Substitutes may be interchanged at any time during the game. Substitutions may take place while the ball is in play however the substitute may not enter the field until the player being substituted has left the field.

If a team/squad is short players may be borrowed from any other team/squad of equal or similar ability from the same club.

Players cannot transfer from one team from his/her squad to the other team from his/her squad during a match unless a player from the other field is unable to continue due to injury and not transferring the player would result in a team having insufficient players.

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) 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.
- iv) The team kicking off will be determined by the "game leader" using the "which hand is the whistle, rock etc. in" method.

- v) 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 referee has finished his countdown and has called "Go".
- vi) There are no corners. Unless a goal has been scored, 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 only move once the ball is in play. The ball is in play once it is kicked and moves. The ball must touch a team mate before a goal can be scored.
- vii) There are no throw-ins. 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 five (5) metres away from the ball until it is in play. The ball must touch a team mate before a goal is scored. When a goal is scored play is restarted from the half way line
- viii) All free kicks are indirect free kicks and must be kicked into play (no dribbling). Opponents must remain at least five (5) meters away from the ball until the ball is in play. The ball is in play once it is kicked and moves. A goal can only be scored if the ball subsequently touches any other player before it enters the goal.

**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.