



**MINI-ROOS**

**HANDBOOK**

**2017**

**UNDER 8/9**



## **MINI-ROOS FOOTBALL**

This handbook with rules and playing format provides assistance to instructing referees, coaches and managers to implement Mini Roo Football Games.

Mini Roo football is a modified form of 11-a-side football designed to meet the need of players between U/6 and U/11 age groups.

It is structured for the players to have fun and enjoyment leading to progression of 11-a-side format as they get older.

### **PROVEN BENEFITS**

- Improved technical ability with more touches of the ball and goal scoring opportunities.
- Quicker decisions and improved reaction time by playing on smaller fields.
- Improves confidence and self-esteem.
- A more active child is healthier, smarter and a more productive member of the community.

### **RESIDUAL BENEFITS**

- The rest of the world is playing small sided games and we are part of the football world.
- Parents are introduced to the game in smaller, understanding doses.
- Mini Roo football is a great place to train new referees.



# PROGRESSION THROUGH MINI-ROOS FOOTBALL

PLAYING FORMAT	UNDER 6 & 7	UNDER 8 & 9	UNDER 10 & 11
Points table and Finals	No	No	No
Number of Players	4 v 4	7 v 7	9 v 9
Goalkeeper	No	Yes	Yes
Field Size	Length: 30m Width: 20m	Length: 40m-50m Width: 30m -40m	Length: 60m-70m Width: 40m -50m
Quarter Line	No	Halfway between centre line and Goal line	Halfway between centre line and Goal line
Penalty Area	No	Depth: 5m Width: 12m	Depth: 5m Width: 12m
Goal Size	Width: 1.5m-2m Height: 0.9m-1m	Width: 2.5m-3m Height: 1.8m-2m	Width: 4.5m-5m Height: 1.8m-2m
Goal Type	Goals, Poles or Markers	Goals, Poles or Markers	Goals, Poles or Markers
Ball Size	3	3	4
Playing Time	2 x 20 minutes	2 x 20 minutes	2 x 25 minutes
Half Time Break	5 minutes	5 minutes	5 minutes
Referee	Game Leader	Instructing Referee	Instructing Referee



## **AGE GROUP – UNDER 8/9**

### **LAWS OF THE GAME**

#### **FIELD OF PLAY**

##### **Dimensions**

The field should be rectangular in shape - Length: 40m – 50m, Width: 30m – 40m.

##### **Markings**

Markers or painted line markings.

##### **Goal Size**

Width: 2.5m – 3.0m, Height: 1.8m – 2.0m

##### **Goal Type**

It is recommended that clubs use portable goals where possible however the use of poles and markers as goals is acceptable.

##### **Penalty Area**

Rectangular – Depth: 5.0m, Width: 12m

Can be marked through the use of marked lines, flat or some markers or cones.

##### **The Ball**

Size 3

##### **Duration of Game**

2 x 20 minute halves

Half-time break of 5 minutes

##### **Number of Players**

7 v 7 – Including Goalkeeper

A maximum of four (4) substitutes are permitted which may rotate during the entire game.



The coach or manager may make substitutions while the ball is in play but must wait until the substituted player has left the field.

### **The Goalkeeper**

- The Goalkeeper is allowed to handle the ball anywhere in the penalty area.
- The restart play **after a save or gather 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 5m 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.

### **START OF PLAY / RESTART OF PLAY AFTER A GOAL**

#### **Start of Play**

- Pass the ball to a team mate from the middle of halfway 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 a team mate before a goal can be scored.

#### **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 Instructing Referee.

#### **Ball Crossing the Touch Line**

##### **Throw in:**

- A player from the opposing team of the player that last touched the ball before it crossed the line takes the throw in.
- The player faces the field of play, has part of each foot on the ground either 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.
- The player shall be given 2 attempts to correctly throw the ball in. If the instructing referee rules that the player incorrectly throws the ball in on their second attempt play is allowed to continue. Referee to discuss with coach at next break in play.

### **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**

- A player from the defending team kicks the ball from anywhere within the penalty area.
- Attacking players must retire to the Quarter Line prior to goal kick being taken and are not to enter the last Quarter until the defensive player has touched the ball or the ball has crossed over the line/marker.

### **Method of Scoring**

- A goal is scored when the whole ball passes over the goal line, between the goalposts and under the crossbar.
- When goalposts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them and below shoulder height of the player.

### **Offside**

There is **NO** offside

- **Coaches should strongly discourage children from permanently standing in blatantly offside positions.**
- Instructing Referees should direct players permanently standing in blatant offside position 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 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 must be at least 5m behind the penalty mark.**

Fouls and misconduct are when a player:

- 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
- Hold an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of the player



## **OFFICIALS – INSTRUCTING REFEREE**

### **Role of the Instructing Referee**

The main role of the Instructing Referee is to control the game and to ensure it is played fluently and instruct and correct the players (with minimal whistle blowing) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw etc. Should these indiscretions happen a second time, the referee should stop the game and apply the appropriate action and decisions.

The Instructing Referee can be a club official, parent, older child or player, beginning referee or official referee from the Association.

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The Instructing Referee should:

- Encourage all children to have fun and different children to take re-starts.
- Ensure the correct numbers of players are on the field.
- Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions.
- Let the game flow and give instruction to all players on the run where they can.
- Instruct players in the first instance before blowing the whistle where possible.
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasize the winning or losing.
- Be enthusiastic, consistent and approachable.
- Remember the children are learning – be flexible and patient.

## **POINTS TABLES AND FINALS**

To ensure that Mini-Roos is played in the correct spirit and gives all players the best possible chance to develop into the best players they can be, FFA advises that member Federations, Zones, Associations and Clubs adopt and promote that the keeping of points table and playing of finals should not be done.