



MiniRoos

Playing Formats and Rules 2024

WACFA MiniRoos fundamentally adopt the basic principles and rules provided by Football West under 'MiniRoos Playing Formats and Rules'

This document precedes Football West 'MiniRoos Playing Formats and Rules' in relation to WACFA specific rules and regulations which centre around Christian values and the WACFA Code of Conduct as provided in our Constitution and By Laws.

All Club Officials and Game Leaders/Coaches should be familiar with the contents of WACFA By Laws specific to the MiniRoos competition.

Key Points for WACFA MiniRoos Competition:

- **Levelling Teams:** Under WACFA By-Law 15.4, where a Club fields more than one team in a MiniRoos age group in the same competition, those teams are to be of equal strength as far as possible. The Management Committee (MC) reserves the right to instruct clubs to re-allocate players in their teams where the teams are uneven in strength.
- **Winning Margins:** As per WACFA By-Law 7.8B coaches should endeavour to avoid winning a match by a margin in excess of 5 goals because large winning margins may demoralise the other team. When such a lead is established in a match and the final outcome is beyond doubt, the coach of the leading team is encouraged to reorganise player positions and make substitutions in order to restrict the winning margin.
Not only is the above intended to be compassionate towards the team struggling on the day, it is also to ensure that a healthy competition is maintained for the subsequent games remaining in the season. As teams and players become demoralised constantly, we run the risk of teams/players withdrawing from the competition which will only make the overall league weaker for the few teams that may be dominating that league.
- **Sharing Players:** Where a Club fields more than one Team in a MiniRoos age group the club may share players across the age group to fill empty spaces on teams on match days.(By Law 18.1)
- **Referees /Game Leaders :** The home team (team mentioned first in fixture) must provide a referee/game leader for the match. Match cards are to be provided to the referee/game leader who is responsible for depositing into match card box at the club rooms/store room on completion of the match.
- **Goals Set Up:** Both teams are responsible to set up and pack up goals as posted on the fixtures. Goals are to be returned to the nominated storage locations at the venue.
- **Match Results and Point Tables:** Match Results are not published, points table not applicable.



Playing Formats and Rules

Under 6

Playing Formats

The table below summarises the playing formats for girls and boys aged Under 6:

The Number of Players	4 a side with NO Goalkeeper Maximum of 3 substitutes
Ball Size	Size 3
Duration of the Game	20 min halves Minimum 5 min half-time break
The field of play	30m x 20m
Goal Size	2m wide x 1m high
Penalty Area	No Penalty Area Required

Opening Prayer

Prior to commencement of a game all players and game leaders/coaches to assemble at the centre of the pitch and perform a short pray lead by one of the game leaders or a nominated volunteer.

Goal Type

It is preferable that pop-up style portable goals are used where possible however, the use of poles or markers as goals is also suitable. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

Goal Keeper There are no Goal Keepers in the U6 Competition

It is the responsibility of the Coach to discourage children from permanently standing in front of the goal.

Ball Crossing the 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.

Off Side

There is no offside rule in WACFA MiniRoos Under 6 . Coaches should strongly discourage children from permanently standing in blatant offside 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). 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. Free kicks should be awarded as appropriate.



Playing Formats and Rules

Under 8

Playing Formats

The table below summarises the playing formats for girls and boys aged Under 8:

The Number of Players	7 a side including a Goalkeeper Maximum of 4 substitutes
Ball Size	Size 3
Duration of the Game	20 min halves Minimum 5 min half-time break
The field of play	Best practice 45m long x 35m wide
Goal Size	3m wide x 2m high
Penalty Area	5m deep x 12m wide

Opening Prayer

Prior to commencement of a game all players and game leaders/coaches to assemble at the centre of the pitch and perform a short pray lead by one of the game leaders or a nominated volunteer.

Goal Type

It is preferable that pop-up style portable goals are used where possible however, the use of poles or markers as goals is also suitable. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

Goal Keeper

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 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. 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 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 5 metres 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 5 metres 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 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

Off Side

There is no offside rule in WACFA MiniRoos Under 8 competition. Coaches should strongly discourage children from permanently standing in blatant offside positions.



Playing Formats and Rules

Under 8

Fouls and Misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres 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 at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

Lines Person

Each team is required to provide a lines person to assist the referee/game leader for calling throw ins, corners and goal kicks. Flags are to be provided by their respective teams.





Playing Formats and Rules

Under 10

Playing Formats

The table below summarises the playing formats for girls and boys aged Under 10:

The Number of Players	9 a side including a Goalkeeper Maximum of 5 substitutes
Ball Size	Size 4
Duration of the Game	25 min halves Minimum 5 min half-time break
The field of play	Best practice 65m long x 45m wide
Goal Size	5m wide x 2m high
Penalty Area	10m deep x 20m wide

Opening Prayer

Prior to commencement of a game all players and game leaders/coaches to assemble at the centre of the pitch and perform a short pray lead by one of the game leaders or a nominated volunteer.

Goal Type

It is preferable that pop-up style portable goals are used where possible however, the use of poles or markers as goals is also suitable. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

Goal Keeper

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 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 or when the goalkeeper places the ball on the ground.

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 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 5 metres 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 5 metres 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 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.



Playing Formats and Rules

Under 10

Off Side

The official offside rule does not apply to MiniRoos Under 10. Goals can be scored from the offside position. Game Leaders/Coaches should direct players permanently standing in blatant offside positions to move into onside positions.

Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.

Fouls and Misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres 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 at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;

- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

Lines Person

Each team is required to provide a lines person to assist the referee/game leader for calling throw ins, corners and goal kicks. Flags are to be provided by their respective teams.





Playing Formats and Rules

Under 12

Playing Formats

The table below summarises the playing formats and rules for girls and boys playing in Under 12:

The Number of Players	9 a side including a Goalkeeper Maximum of 5 substitutes
Ball Size	Size 4
Duration of the Game	25 min halves Minimum 5 min half-time break
The field of play	Best practice 65m long x 45m wide
Goal Size	5m wide x 2m high
Penalty Area	10m deep x 20m wide

Opening Prayer

Prior to commencement of a game all players and game leaders/coaches to assemble at the centre of the pitch and perform a short pray lead by one of the game leaders or a nominated volunteer.

Goal Type

It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

Goal Keeper

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 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 or when the goalkeeper places the ball on the ground.

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 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 5 metres 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 5 metres 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 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.



Playing Formats and Rules

Under 12

Off Side

The official offside rule (Law 11, FIFA Laws of the Game) does not apply to Under 12. Goals can be scored from the offside position. Game Leaders/Coaches should direct players permanently standing in blatant offside positions to move into onside positions.

Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.

Fouls and Misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres 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 at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;

- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

Match results and points table

The recording of match results should be conducted for the purpose of assigning players to appropriate teams, ensuring the most enjoyable experience for all players.

Under no circumstances will match results be published by Member Federations, Local Associations or Local Clubs. Points tables are not applicable in Under 12 football and do not exist.





Playing Formats and Rules

All Age Groups

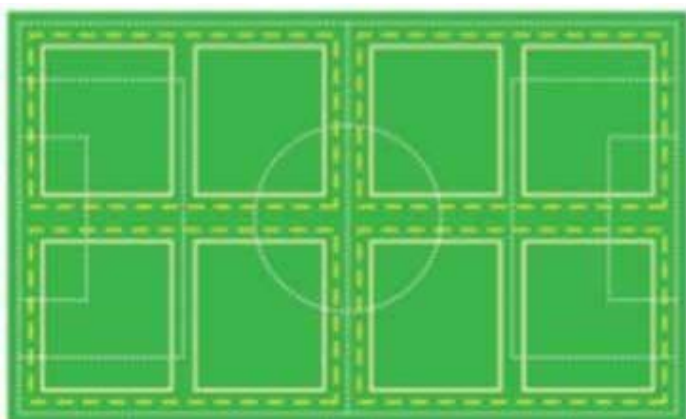
The following aspects of MiniRoos Club Football are common across all age groups from Under 6 to Under 10.

MiniRoos field are easy to set up and only take a few minutes.

The below diagrams outline how MiniRoos pitches should look when set-up on a full-size football field:

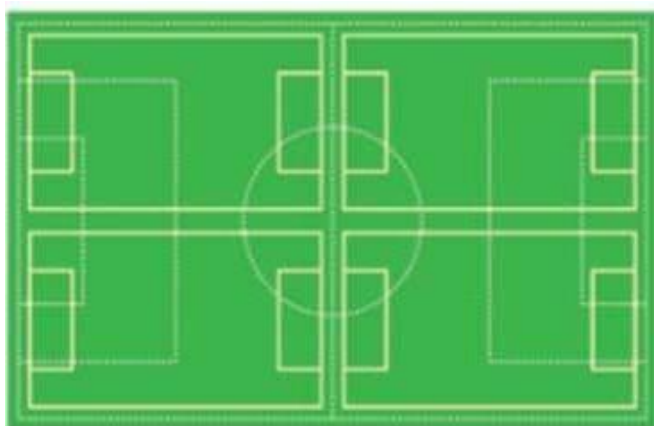
Under 6

Up to 8 pitches on a full-size football pitch



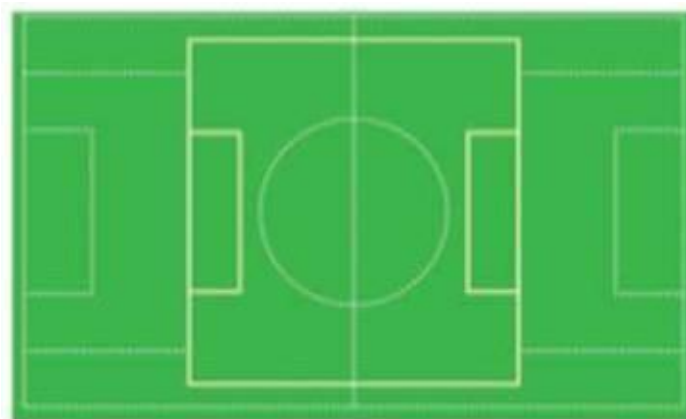
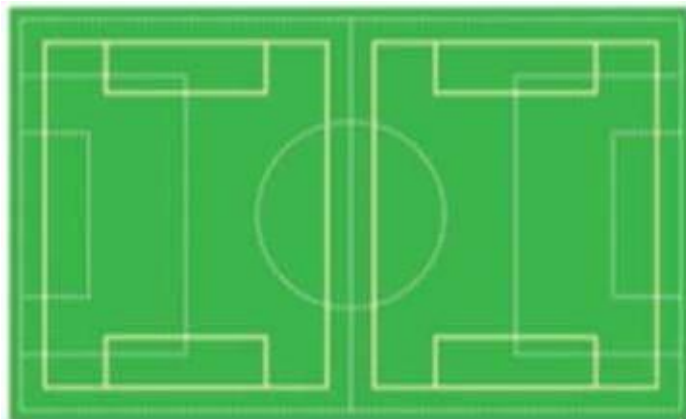
Under 8

Up to 4 pitches on a full-size football pitch



Under 10 and U12

Maximum of 2 pitches on a full-size football pitch.
Alternatively 1 pitch can be set-up penalty box to penalty box.



Field Markings

Cones, markers or painted line markings are suitable. This includes the penalty areas in the U8 – U10 age categories.

Start of Play and Restart after 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 5 metres 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 Game Leader/Referee.



Playing Formats and Rules

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.

Shin Guards

Shin guards **MUST** be worn by all players without exception.

Concussion

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".

Substitutions

Players may be rotated on and off the field at any time during the game. A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on. Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field.

Regular rotation of players is key. Kids don't register to watch football – they just want to play! If there is space on the sidelines, substitutes should be encouraged to set up small-sided games or practice their skills in a designated area, not interfering with play.

Game Leader/Coach

Each game is to be controlled by one Game Leader/Coach.

The main role of the Game Leader/Coach 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,

are learning the game and have maximum involvement.

The Game Leader/Coach can be a club official, parent, older child/player or beginner referee and should hold a Current "Form 2" they should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

The Game Leader/Coach should:

- Encourage all children to have fun and different children to take re-starts;
- Ensure the correct number of players are on the field;
- Discourage players from permanently over-guarding the goal;
- Check all players are wearing shin guards;
- Use a "Ready, Set, Go" prompt to encourage quick decisions when restarting play;
- Encourage children to dribble or pass ball to team mates rather than kick the ball long;
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts;
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children;
- Encourage children to be involved in all aspects of the game, attacking and defending;
- Award free kicks as appropriate to help children learn the rules and consequences of committing fouls;
- Explain the rules to players and why a free kick has been awarded;
- Let the game flow and give instruction to all players on the run where you can;
- Praise and encourage both teams; and
- Be enthusiastic and approachable.

Game leaders/Coaches are encouraged to undertake a free FFA MiniRoos Certificate prior to start of the season.