



3.14 MINIROOS FOOTBALL RULES

NSFA conducts matches in MiniRoos under Football Federation of Australia (FFA) Aldi MiniRoos National Playing Formats and Rules.

3.14.1 The Field of Play

a) The field of play shall be rectangular. Minor variations in the length and width are acceptable. The recommended dimensions for fields are:

1. i) Under 6 and Under 7 – maximum: 30m x 20m. Two (2) fields of this size required.
2. ii) Under 8 and Under 9 – minimum: 40m x 30m; maximum 50m x 40m.
3. iii) Under 10 and Under 11 – minimum: 60m x 40m; maximum 70m x 50m.

3.14.2 Field Markings

The outside boundaries shall be marked. A halfway line shall run parallel to the goal lines from one sideline to the other. The following markings are also required:

1. a) In Under 8 and Under 9, a penalty area shall be drawn six (6) metres from the centre of the goal line on both sides and extending five (5) metres into the field of play.
2. b) In Under 10 and Under 11, a penalty area shall be drawn ten (10) metres from the centre of the goal line on both sides and extending ten (10) metres into the field of play.

NOTE: If any of the lines are not marked, teams may use cones or other safe methods to mark out the field of play.

3.14.3 Goals

In Under 6 and Under 7, portable goals are used. In Under 8 to Under 11 should be permanent but if this is not possible portable goals may be used. Clubs must anchor portable goals securely to the ground. The maximum sizes for each age group are:

5. e) Under 6 & Under 7 – maximum internal height – one (1) metre; width – two (2) metres;
6. f) Under 8 & Under 9 – maximum internal height – two (2) metres; width – three (3) metres;
7. g) Under 10 and Under 11 – maximum internal height – two (2) metres; width – five (5) metres;

3.14.4. Method of Scoring

A goal occurs 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 substitute for goals, a goal occurs when the ball passes between the cones without touching them, below shoulder height of the player.

3.14.5 The Ball

1. a) Under 6 to Under 9 matches play with a FIFA-approved size three (3) ball;
2. b) Under 10 and Under 11 matches play with a FIFA-approved size four (4) ball.

3.14.6 Duration of Matches

1. a) Under 6 and Under 7 – two (2) periods of twenty (20) minutes each;
2. b) Under 8 and Under 9 – two (2) periods of twenty (20) minutes each;

3. c) Under 10, Under 11 - two (2) periods of twenty-five (25) minutes each;
4. d) Half time break - maximum of five (5) minutes in all matches.
5. e) In Under 6 and Under 7, the Ground Controller will signal the start, half time, restart and finish of all matches.
6. f) In Under 8 to Under 11, the "game leader" of each match will signal the start, half time, restart and finish of the match.
7. g) Where a match commences after the scheduled kick-off time the "game leader" shall shorten the duration of the match such that it finishes no later than five (5) minutes prior to the scheduled kick-off time of the following match.

3.14.7 Number of Players

1. a) In Under 6 and Under 7, squads divide into two (2) teams that 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. A squad shall forfeit the match if it has fewer than six (6) players available.
2. b) In Under 8 and Under 9, a maximum of seven (7) players shall be on the field for each team at any one time, one of whom must be a goalkeeper, with a maximum of four (4) players nominated as substitutes. A team shall forfeit the match if it has fewer than five (5) players available.
3. c) In Under 10 and Under 11, 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, with a maximum of four (4) players nominated as substitutes. A team shall forfeit the match if it has fewer than six (6) players available.
4. d) Players may interchange at any time during a match. Interchanges may take place while the ball is in play. The substitute player may not enter the field of play until the substituted player has left it.
5. e) If a team or squad is short, it may borrow players from any other team or squad of equal or similar ability from the same club. (see Note below)
6. f) In Under 6 and Under 7 players cannot transfer from one team from his/her squad to the other team from his/her squad during a fixture 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.
7. g) All players in attendance at a match must receive equal playing time.

NOTE: Most clubs do not grade all MiniRoos teams 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 match.

3.14.8 Playing Rules

a) Under 6 and Under 7

1. i) Play should be as continuous as possible with no stoppages.
2. ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
3. iii) The "game leader" determines which team kicks off using the "which hand is the whistle, rock etc. in" method.
4. iv) The match starts with a kickoff at halfway. The kicker must pass the ball to a teammate 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 five (5) metres away from the ball until it is in play. A team cannot score a goal directly from a kick-off.
5. v) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until he/she plays the ball or the "game leader" has finished his countdown and has called "Go".
6. 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 halfway line and can only move once the ball is in play. The ball is in play once the kicker kicks it and it moves. The team can only score if the ball has touched a teammate before it enters the goal.
7. vii) There are no throw-ins. A player from the opposing team to the player that touched the ball last before crossing the sideline will place the ball on the sideline and pass or dribble the ball into

play. Opponents must remain at least five (5) metres away from the ball until it is in play. A team can only score a goal if the ball has touch a teammate before it enters the goal.

viii) When a goal is scored play is restarted from the halfway line as per **clause iv) above**.

ix) All free kicks are indirect free kicks and the kicker must kick the ball 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 the kicker has kicked it and it moves. The team can only score a goal 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.

b) Under 8 to Under 11

1. i) Play should be as continuous as possible with no stoppages.
2. ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
3. iii) A player may only enter the opposition’s penalty area when the ball is in the same half of the field.
4. iv) The “game leader” determines which team kicks off using “which hand is the whistle, rock, etc. is in” method.
5. v) The match starts with a kick off at halfway. The kicker must pass the ball to a teammate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must stay at least 5 metres away from the ball until it is in play. A team cannot score a goal directly from a kick-off.
6. vi) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until he/she has played the ball or the “game leader” has finished his/her countdown and has called "Go".
 - vii) When a goal is scored play restarts with a kick-off at halfway as **per clause v) above**.
 - viii) When the ball crosses the goal line (and no goal has been scored) 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 in play. The ball is in play when the player kicks the ball and it moves. Players may score a goal directly from a corner kick.
9. ix) 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 a teammate of the player taking the kick has touched the ball. The ball is in play when it has left the penalty area. The correct distance for each age group is:
 - Under 8 and Under 9 – opponents must remain behind the halfway line;
 - Under 10 and Under 11 - opponents must remain fifteen (15) meters from the penalty area.
10. x) When the ball goes over the sideline and out of play, the non-offending team restarts play 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 sideline, use both hands and deliver the ball from behind and over the head. Opposition players must remain at least five (5) metres 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.
11. xi) All free kicks are indirect free kicks, except in the circumstances outlined in **clause xii) below**. Players take indirect free kicks from the point where the offence occurred and must kick the ball 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 a player kicks it and it moves. A team can only score a goal if the ball subsequently touches any other player before it enters the goal.
12. xii) A penalty kick shall be awarded if a player deliberately commits any of the following offences in his own penalty area:
 - 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 in a careless, reckless or dangerous manner;
- Holds or otherwise impedes an opponent;
- 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 match.

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 (teammate or opposition) 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. Goalkeepers must not use a punt kick or drop kick to release the ball into play.

xvii) 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 teammate 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.

3.15 ON-FIELD COACHING

1. a) NSFA does not allow on-field coaching.
2. b) NSFA does not allow coaches or spectators to stand near the goal line.
3. c) NSFA does allow one (1) spectator only to stand behind the goal line at each end to retrieve the ball.