

Girls Year 1-6 and Boys 1/2 Soccer Regulations

SOCCKER

Age Group: Years 1-6 Girls, Years 1-2 Boys

Ground size (minimum approximate), Markings and Goal Width:

- Grounds should be 35m x 40m
- Goal width should be 3.6m (twice the width of the agility poles that are used as goals)
- The ground is marked with markers along the sideline at 5 metres (signifying the goalkeepers' area), at halfway and at the corners.

Duration of Game: 2 x 20 min halves with a five minute break at half time

Number of Players: five outfield players and one goalkeeper OR six outfield players (with no player to handle the ball in the field of play).

Referee/Umpire: Host team referees the game.

Equipment Needed:

- Ball sizes: *Years 1 – 4* size 3, *Years 5 – 6* size 4.
- Shin pads are compulsory.
- Mouth guards are optional but recommended.
- Goalkeepers should wear a goalkeepers top (or a different top to the outfield tops worn) and gloves

Rules of the Game:

- The host team/coach referees the game with the mindset of helping to educate players on both teams. The referee should be old enough to control the game and preferably have adult support on the sideline. Should the opposing team coach wish, he/she can offer to share refereeing.
- The game commences with a normal kick-off situation, as it does after the scoring of a goal. *At the kick-off the ball can now be kicked in any direction, including backwards so no team-mates are allowed to stand in opponents' half.*
- The games involve interchange and not substitution; eg, players can go off and then back on. The game should be stopped for an interchange to occur.
- The goalkeeper can handle the ball in the area that is no further out than the first markers on the touchline, which should be approximately 5 metres from the corner of the ground. Goalkeepers should be made aware of where the markers are prior to the start of the game and then the rule applied within reason. *Note: If the younger players have difficulty with football kicking from the hand then they can place the ball on the ground to kick as per a goal kick. This should be discussed by the coaches and made clear to the players.*

- The majority of refereeing will involve throw-ins. If a throw-in is performed incorrectly then the referee should correct the mistake and allow the player a chance to have another go. If the player continues to perform the throw-ins incorrectly ask for a player from the same team that can do throw-ins correctly to take the throw-in, so that the offending player can see the correct technique and put this in to practice next time. *Note: Correct throw-in: both feet on the ground and hands should move behind the head prior to releasing the ball.*
- A goal is scored if it crosses the goal line under the height of the top of the goal post. If there is significant doubt, then a goal kick or corner is awarded.

Other Notes:

- *Wet Weather:* In the case of inclement weather or an unsuitable playing surface, the host school will make a decision to cancel the game and will notify the opposing team no later than 2pm. Where possible, the school office and delegate should be contacted by telephone, not email. In other circumstances (eg, wet weather but no overall cancellation) coaches are to make a decision regarding safety prior to the start of the game. Both coaches are to agree to play – if one coach deems the conditions too dangerous to play, the game will be declared a washout.
- *Time:* Games should start at 4pm unless stated otherwise – if players are not in position to commence fifteen minutes after the rostered start time, the team will forfeit the match.
- *Supervision:* Any team not accompanied and supervised by an adult with a current WWVP card will forfeit the match.