



**Northern Region Football
Junior Football
Under 5 to Under 12
Playing Regulations
Season 2021**



TABLE OF CONTENTS

1	DEFINITIONS	3
2	COMPETITION	3
3	COACHING.....	5
4	DISCIPLINARY MATTERS.....	5
5	DISPUTES AND PROTESTS	5
6	EQUIPMENT	5
7	MATCH VENUES, DATES AND KICKOFF TIMES	6
8	FIELD OF PLAY.....	7
9	REFEREES	7
10	SUBSTITUTION RULES	8
11	PLAYING OF FIXTURES.....	8
12	FINANCIAL PROVISIONS	9
13	ELIGIBILITY OF PLAYERS	10
14	REGISTRATION OF PLAYERS	11
15	JUNIOR FRAMEWORK	11
16	TROPHIES, AWARDS, AND MEDALS	11
17	NON-COMPLIANCE.....	11
18	CODE OF CONDUCT.....	12
19	MISCELLANEOUS.....	12
20	REFERENCES.....	12
21.	APPENDIX ONE: GAME FORMAT VARIATIONS – U5 to U12 Football.....	13
22	APPENDIX TWO - RETREATING LINE	14
23	APPENDIX THREE - FIRST KICKS PLAYING RULES (U4-U6)	15
24	APPENDIX FOUR – FUN FOOTBALL PLAYING RULES (U7-U8).....	16
25	APPENDIX FIVE – MINI FOOTBALL U9-U10	17
26	APPENDIX SIX – MINI FOOTBALL (U11-U12).....	18
27	APPENDIX SEVEN – MINI FUTSAL (U9-U12)	19

1 DEFINITIONS

The terms given below denote the following:

- 1.1. **Competition;** any competition, tournament or league administered by the Federation including pre-season, season proper, finals series and any post season tournament or knockout cup competition.
- 1.2. **Season;** The period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.3. **Regulations;** Means these Competition regulations.
- 1.4. **NZF;** New Zealand Football Incorporated.
- 1.5. **The Federation;** Northern Region Football
- 1.6. **Club;** An affiliated member club of NZF or of NRF that enters at least one team in a Competition.
- 1.7. **Competitions Manager;** means the official appointed by the Federation from time to time to administer the Competitions
- 1.8. **Home Venue;** A match played at a Club's own nominated match venue.
- 1.9. **Home Team;** the Club named first on the Competition fixture.
- 1.10. **Home Club;** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.11. **Away Team;** The Club playing a match at an opponent's nominated match venue.
- 1.12. **Player;** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.13. **Playing;** Means taking the field of play including as a substitute. Being named on the Match Information/Team List and not taking the field of play does not constitute as playing
- 1.14. **Health and Safety Regulations;** The Health and Safety Act 2015 and all other relevant regulations.
- 1.15. **Match Day Line-up;** Refers to COMET Matchday line-up used for recording player participation in a Competition Match.
- 1.16. **COMET;** Means the NZF National Registration System and Competitions Management System.
- 1.17. **Regional Association Disciplinary Committee;** The Disciplinary Committee of a Regional Association/Federation
- 1.18. **NZF Disciplinary Committee;** The Disciplinary Committee of NZF.
- 1.19. **Age Classification;** Any Player in these Competitions must achieve the required age during the current year and prior to taking the field in any match e.g. Under 9 (U9) must be turning 9 years of age in the current calendar year.

2 COMPETITION

- 2.1 These Regulations regulate the rights, duties and responsibilities of all Clubs in these competitions.
- 2.2 These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of these competitions.
- 2.3 The NZF Statutes and Regulations, the FIFA Statutes and all FIFA Regulations in force shall apply. Any reference in these Regulations to the NZF Statutes and Regulations, the FIFA Statutes and FIFA Regulations, refers to the Statutes, Rules and Regulations valid at the time of application.
- 2.4 All matches shall be played in accordance with the IFAB Laws of the Game with limited exceptions outlined in these regulations.
- 2.5 Final decisions on interpretations of any part of these regulations shall rest with the Federation.
- 2.6 Participation in Competitions shall be open to invited clubs within the boundaries of Northern Region Football.
- 2.7 The entire control and management of these competitions shall be vested in the Federation. The Federation shall have the power to do all other things necessary to ensure the progress of these competitions through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in the Federation may be delegated to a nominee.
- 2.8 The Federation shall determine the number of teams that may compete in these competitions. The decision of the Federation as to the composition and execution of these competitions shall be final and binding.
- 2.9 The Federation may appoint a Competitions Manager or similar who shall be responsible for administration of these competitions. The Competitions Manager holds jurisdiction as per the NZF Disciplinary Code.
- 2.10 Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their acceptance of an invitation to compete in said Competitions.
 - (a) Written confirmation is to be submitted via direct entry of teams into relevant competitions in COMET.
- 2.11 Entry to, and continued participation in, these competitions may be restricted or revoked by the Federation having regard to:
 - (a) The Clubs satisfying criteria established from time to time by the Federation on a continuing basis.
 - (b) The Club satisfying terms set by the Federation from time to time.
 - (c) Clubs operating as joint talent identity are required to enter teams into Junior Competitions as their home (feeder) club.
- 2.12 From time to time the Federation may set costs of participation above and beyond the normal Federation and NZF levies which shall be payable to the Federation.
- 2.13 In the event of any Club not continuing in the Competition for whatever reason, including failing to meet the aforementioned criteria, resulting in their removal from the Competition, then the filling of the consequential vacancy shall be determined by the Federation, which may in its sole discretion choose not to fill the vacancy.
- 2.14 Each club competing in the Competition shall pay the Competition fees as directed by the Federation.

- (a) In the event of any Club not paying the relevant Competition fees as required, then, without prejudice to any other remedies available to the Federation, and at the sole discretion of the Federation, the Club may be subject to:
 - i. Suspension from participation in the Competition or any further iteration of the Competition.
 - ii. The collection of unpaid costs being directed to a collection agency.

2.15 All clubs must have a signed MOU with the Federation before their team entries will be approved.

3 COACHING

3.1 Coaching is not permitted on the field of play nor behind the goal-line (other than for First Kicks and Fun Football)

4 DISCIPLINARY MATTERS

4.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code.

4.2 The Clubs, their Players and Officials, agree to comply with:

- (a) The IFAB Laws of the Game.
- (b) the FIFA Statutes and Regulations.
- (c) The FIFA Disciplinary Code.
- (d) The FIFA Code of Ethics (in matters regarding the fight against discrimination, racism and match-fixing).
- (e) The FIFA Code of Conduct
- (f) NZF Statutes and Regulations
- (g) The NZF Disciplinary Code
- (h) The NZF Code of Ethics
- (i) The NZF Anti-Match Fixing and Sports Betting Regulation
- (j) The NZF Code of Conduct.

5 DISPUTES AND PROTESTS

5.1 Any Club in the Competition may bring a dispute or protest to the Federation who shall make a decision or refer to the appropriate Judicial Body according to NZF Statutes, and advise the party or parties concerned in accordance with the relevant regulations providing that;

- (a) The protest must be in writing to the Competitions Manager, setting out the full details of the incident or protest and must be accompanied by the prescribed Incident Report Form.
- (b) A protest shall be made by the Club Secretary or other authorised club official, no later than three (3) working days of the fixture.

5.2 Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.

6 EQUIPMENT

Playing Strips

6.1 Each Club shall inform the Federation of playing strips with two different and contrasting colours for its Club colours and alternate strips (shirt, shorts, and socks). In addition, each Club shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and contrasting from the Club colours and alternate strips.

6.2 Each Club shall register their Club colours in Comet.

- 6.3 Each Club shall wear its home strip in their Home matches, and all other matches where there is no clash of colours with the Home Team. In the event of any match being played at a neutral match venue, the named Home Team will wear their Home strip.
- 6.4 Where the strips of the two Clubs are alike or similar, the Away Team shall wear their alternate strip as long as that does not contain any of the basic colours of the Home Team and is approved by the Referee. Subject to Referee approval, it may be necessary for Clubs to change any perceived clashing strip item(s).
- 6.5 If, in the opinion of the Referee, a clash of colours will occur to the detriment of the match, the Referee may direct either or both Clubs to change or vary their strip.
- 6.6 Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

Numbers

- 6.7 For all Competitions covered by these Regulations; shirt numbering is not mandatory. It is however preferred for shirts to be numbered. If numbered, there shall be no duplication of numbers within a team. Shorts, if numbered, must carry the *same* number as the shirt number worn by an individual player.

FIFA/IFAB Requirements

- 6.8. All players shall comply with IFAB Laws of The Game - Law 4.

Match Balls

- 6.9 Home Club shall ensure match balls supplied are of the required size designated for the age group – as detailed in Appendix One.

7 MATCH VENUES, DATES AND KICKOFF TIMES

- 7.1 The Federation shall publish a fixture list including the match venues, dates, and kick-off times for the season. All matches shall be played on the dates and times as published by the Federation and shall not be varied without the prior written approval of the Federation.
- 7.2 The Competitions Manager shall determine times, dates, and grounds for any fixture in the Competition and shall always have the right to amend, postpone or cancel any fixture.
- 7.3 Games may be scheduled on grass, hybrid or approved artificial surfaces.
- 7.4 Matches shall be played at such time and on such grounds as directed by the Federation:
- 7.5 All matches must start and finish on time. If a match starts late the available time shall be divided into two (2) equal halves, with allowance for a half-time break to avoid holding up the next match. No added time for injuries shall be played in any Junior match.
- 7.6 If any Club wishes to change the match date or kick off time, they must advise both the opposing club and the Federation no less than 10 days prior to the scheduled games, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account prior to giving its decision.
- (a) The Federation may approve the request to change; or

- (b) The Federation may not approve the request to change; or
 - (c) The Federation without the opposing club's agreement may in its sole discretion agree to the change.
 - (d) In exceptional circumstances postponements may be proposed by Clubs through the Club Secretary or other recognised Club official. Such proposed postponements must be received by the Federation before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Competitions Manager.
- 7.7 Other changes to individual fixtures may be made at the sole discretion of the Federation, not instigated by a Club and not requiring permission in writing from the opposing club/team or Club.
- 7.8 Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.

Security

- 7.9 The Host Club shall be responsible for taking all practicable measures to ensure:
- (a) That all facilities and equipment comply with the Health and Safety Regulations. Certificates of compliance as required must be current.
 - (b) The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
- 7.10 Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, Players, coaches, volunteers, and spectators.

8 FIELD OF PLAY

- 8.1 All Host Clubs are to ensure that their grounds comply with the IFAB Laws of the Game, Law 1 – The Field of Play.
- 8.2 Matches may be played on natural, hybrid or approved artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.

9 REFEREES

- 9.1 The Federation will not make appointments for any Junior Competition fixture.
- 9.2 The home team may provide a Community Referee (CR) with current accreditation to control the whole fixture. If a CR is provided, he or she shall provide his/her name to the visiting coach/manager and is required to visibly wear their CR shirt.
- 9.3 If the home team does not have a CR, and the visiting team does, then the visiting CR shall control the fixture. If none of the above is available, the home team shall provide a referee for the first half and the visiting team shall provide one for the second.
- 9.4 Alternatively, teams may agree at the start of the match that one volunteer referee from each team shall officiate one half each. Once agreed, the Referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches. In any event, the Referee (Community or volunteer) controlling any part of the fixture has the same rights and obligations as an appointed official.
- 9.5 The prime purpose of anyone refereeing in the Junior Framework is to add to the enjoyment and safety of the players through the application of the IFAB Laws of the Game, these regulations, common sense, and the philosophy of fair play

COACHING

9.6 Coaching is not permitted on the field of play or from behind the goal-line (other than for First Kicks and Fun Football).

10 SUBSTITUTION RULES

Substitution Procedures

10.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game with unlimited interchange of junior players for all age groups covered by these regulations. Specific Junior details are in Appendix One.

11 PLAYING OF FIXTURES

11.1 Clubs must take all reasonable steps to arrive at a match on time.

11.2 Match durations are detailed in Appendix One.

11.3 Teams shall have the requisite number of players on the field at any time as detailed in Appendix One.

Any team having six (6) or more players present in 9v9 format or four (4) players present in 7v7 format must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match. **Postponed Matches**

11.5 In the event of a match being postponed due to any of the following the Federation will not reschedule the match:

- (a) Aborted Travel arrangements,
- (b) Adverse or unforeseen weather,
- (c) Field of play conditions or,
- (d) Any other reason preventing the commencement of the game

11.6 In the event of a late postponement by the Competitions Manager on the day of the fixture but where the two teams arrive at the ground unaware of the postponement and the match is played, the Competitions Manager shall at their absolute discretion determine whether the result of the match shall be recorded as played, postponed or abandoned.

11.7 In the event where both clubs/teams agree to a postponement of a fixture, it will be played outside of the scheduled game days. Both clubs/teams will agree upon a date, time, and venue and advise the Competitions Manager in writing.

Unforeseen Changes

11.8 In the event of a change of match venue being necessary prior to a match because of unforeseen weather or field of play conditions, the Home Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. The Federation shall make the final decision, which will be binding on all parties.

Defaults

- 11.9 Any default will be recorded as a win to the opposing team.
- 11.10 Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official.
- 11.11 A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be disqualified from the competition at the discretion of the Federation.
- 11.12 If both teams are deemed to have defaulted, a 'no result' of 0-0 may be recorded with no points attached or the match may be rescheduled at the sole discretion of the Federation.

Where a team claims a match by default on the day of the match, the Club must notify the Competitions Manager in writing via email.

Suspended or abandoned matches

- 11.14 In the event of adverse weather conditions occurring during a match, where in the view of the Referee endangers the Players or Officials, the Referee may at their sole discretion suspend play for a period of up to ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 11.15 Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Home Club and or referee shall call the Competitions Manager to discuss whether the ground is fit for play. Due notification of these circumstances shall be communicated to the Away Team by the Competitions Manager. The above procedure shall be initiated with the travelling time of the Away Team in mind.
- (a) In these circumstances, if the Away Team has been notified that a match is to be played, then all reasonable efforts shall be made to ensure that the match proceeds in accordance with these regulations.
- 11.16 Any match abandoned after kick-off, for any reason, shall be reported directly to the Federation by the referee if present AND the Home Club. Upon review, the Federation may decide that:
- (a) The score at the time of the abandonment will stand, or:
- (b) The match shall be awarded to one of the teams as a forfeit win or:
- (c) The match shall be rescheduled by the Federation.
- (d) In all cases the discretion of the Competitions Manager shall apply.

12 FINANCIAL PROVISIONS

- 12.1 The Federation has no financial provisions for teams in the Competition.
- 12.2 Any individual player that is not financial with the Federation will not be eligible to play in the Competition.

13 ELIGIBILITY OF PLAYERS

- 13.1 Dispensation are not required by the Federation for players playing up or down by one age group within the mini football age brackets U9-U12. Age group is determined by the year of birth (e.g. Under 10 (U10) is for players who will attain their 10th birthday during the calendar year of the current season).
- 13.2 Dispensations will be required by the Federation for players playing up or down by one age group outside of the mini football age brackets U9-U12.
Example:
A U8 player joining the Mini Football Framework (U9-U12),
or
A U12 player joining the NZF Youth Framework (U13-U19)
- 13.3 A Player is eligible to play in the Competition provided that:
- (a) The Player is duly registered for their club and is marked CONFIRMED in COMET for the current season in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players.
 - (b) The player is duly entered into a team catalogue in COMET and is available for selection.
 - (c) Each Club shall be solely responsible for fielding only eligible players

Team catalogues

- 13.2 Clubs must enter their Team Catalogues in COMET prior to the commencement of the Competition.
- 13.3 A player may be included in more than one Team Catalogue.
- 13.4 Teams must produce their Team Catalogues if requested by the opposition. Failure to produce the Team Catalogue on request may incur a sanction to the team's Club.

The Team Catalogue may be viewed electronically.

- 13.5 Any Club found guilty of fielding an ineligible Player for whatever reason shall be subject to the following penalties:

- (b) The team will forfeit the match. A team sanctioned by a forfeit is deemed to have lost the match.
- (c) Where a club repeatedly infringes this regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.

- 13.6 All international transfer clearances (ITC) must be processed and completed as per the NZF Regulation of Status and Transfer of Players

- 13.7 Competitions for girls only are restricted to female players only.
- 13.8 Mixed Competitions may include female players.
- (a) Females wishing to play in Competitions may play down one age group without written dispensation from the Federation.
- 13.9 Any team who is unable to field the required number of players may be made up to full strength by players registered to the opposing team's Club by mutual agreement of both teams. Where this is agreed – unless the match has already been forfeited due to a default – the result shall stand.

14 REGISTRATION OF PLAYERS

- 14.1 All players must be duly registered in accordance with the FIFA Regulations on the Status and Transfer of Players and the NZF Regulations on the Status and Transfer of Players. A player can only be registered for one (1) Club at a time and can only play for that Club.
- 14.2 The registration period for any player competing in the Competition will close as per NZF Regulation on the Status and Transfer of Players.

Dispensations

- 14.4 A Club may apply for age dispensations for individual players who wish to play (2) years up or down of their age grade.
- 14.3 Dispensations will generally only be approved for players to play above their age group in exceptional reasons or:
- (a) When there is a genuine need through insufficient numbers to form a team,
 - (b) Higher level players with birthdays close to the cut-off date.
- 14.4 Dispensations will generally only be approved for players to play below their age group in exceptional reasons or:
- (a) When there is a genuine need through insufficient numbers to form a team,
 - (b) Lower level players with birthdays close to the cut-off date.
 - (c) Players small of stature.
 - (d) Players with disabilities
- 14.5 Where a girls' only team wishes to play in a mixed Competition at any level, written permission from the Federation must be obtained prior to the team entering the Competition.
- 14.6 Applications for age dispensations must be sent to the relevant NRF Area Manager using the current dispensation form from the NRF website. The form must be completed correctly before being considered and before the player may take the field.
- 14.7 The Federation will continue to work to provide as many quality opportunities for as many players as possible for as long as possible. Following the guidance of NZF, dispensations and pooling of junior players into a single 'A' team is strongly discouraged as it is at odds with best practice player development.

15 JUNIOR FRAMEWORK

- 15.1 First Kicks – U5 & U6
Fun Football – U7 & U8
Mini Football – U9 to U12
- 15.2 First Kicks, Fun Football and Mini Football games are primarily for the development of skills. Results are required to be submitted to the Federation as directed for grading purposes and determining the make-up of the Competitions. Standings tables are not published, and Championships are not awarded.

16 TROPHIES, AWARDS, AND MEDALS

- 16.1 Trophies, Awards or Medals will not be presented to teams in any junior competitions.

17 NON-COMPLIANCE

- 17.1 Unless otherwise specified, if a Club is in breach of this Regulation, the Federation shall notify the Club in writing of the breach, and the Club will be given a reasonable period of time to rectify the breach. It is the Club's

responsibility to undertake remedial action within the timeframe set and to keep the Federation informed of progress, including any possible delays due to circumstances beyond its control.

18 CODE OF CONDUCT

- 18.1 No person is entitled to bring the NZF, the Federation, the game, or any related issue into disrepute. Coaches and Players are not entitled to communicate negative comments which results in such disrepute. Any person who breaches this clause will be liable to a fine at the sole discretion of NZF or the Federation, as appropriate.

19 MISCELLANEOUS

- 19.1 Matters not provided for in these Regulations and cases of force majeure shall be decided by the Federation. All decisions shall be final.

20 REFERENCES

- 20.1 IFAB Laws of the Game,
20.2 FIFA Disciplinary Code,
20.3 NZF Regulations on the Status and Transfer of Players,
20.4 NZF Disciplinary Code;

21. APPENDIX ONE: GAME FORMAT VARIATIONS – U5 to U12 Football

Junior Football												
	Format	Subs Rolling	Match Length	Minimum Field Size	Maximum Field Size	Penalty Area	Ball	Retreating Line	Offside	GK's	Minimum Goal Size	Maximum Goal Size
U5 Mixed	3 v 3	Whole of Football	2 x 15 = 30 3 x 10 = 30	25m x 15m	30m x 20m	N/A	3	N/a	N/A	N/A	2m x 1m	2m x 1m
U6 Mixed	3 v 3	Whole of Football	2 x 15 = 30 3 x 10 = 30	25m x 20m	30m x 20m	N/A	3	N/A	N/A	N/A	2m x 1m	2m x 1m
U7 Mixed	5 v 5	Whole of Football	2 x 20 = 40 4 x 10 = 40	25m x 20m	30m x 20m	N/A	3	N/A	N/A	N/A	2m x 1m	2m x 1m
U8 Mixed	5 v 5	Whole of Football	2 x 20 = 40 4 x 10 = 40	25m x 20m	30m x 20m	N/A	3	N/A	N/A	N/A	2m x 1m	2m x 1m
U9 Mixed & Girls	7 v 7	3 from 3	2 x 25 = 50	45m x 30 m	55m x 35m	8m x 6m	4	Yes	Yes – RL	Yes	3.8m x 1.9m	4m x 2m
U10 Mixed & Girls	7 v 7	3 from 3	2 x 25 = 50	45m x 30 m	55m x 35m	8m x 6m	4	Yes	Yes – RL	Yes	3.8m x 1.9m	4m x 2m
U11 Mixed & Girls	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	Yes	Yes - RL	Yes	4m x 2m	5m x 2m
U12 Mixed & Girls	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	Yes	Yes - RL	Yes	4m x 2m	5m x 2m
Junior Futsal												
U9 – U12	5 v 5	3 from 3	2 x 20 = 40	25m x 16m	32m x 20m	5m/6m rad. Semi-circle	Futsal 4	N/A	N/A	Yes		

22 APPENDIX TWO - RETREATING LINE

All Mini Football (U9 to U12) Competitions will play the Retreating Line rule in all fixtures.

Playing out from the back

When a team's goalkeeper has the ball in their hands, is taking a goal kick or any player taking a Free Kick, the opposition team must drop back behind the retreating line.

Only after the goalkeeper plays the ball out and a team-mate touches the ball, can the opposition players advance over the retreating line.

If the Goalkeeper plays the ball over the Retreating Line, the game continues as normal.

The teammate receiving the ball from the Goalkeeper should be encouraged to take their first touch as quickly as possible.

Infringement

If a defending player advances beyond the Retreating Line before the opponent has touched the ball (from Goalkeeper pass), or fails to drop behind the line, the referee will award an indirect free kick on the Retreating Line.

The defending team should be encouraged by their coach to drop back behind the Retreating Line when the opposition Goalkeeper has the ball or at a free kick, and to wait for the opponent's first touch before starting to press.

Offside

In 7v7 formats, the Retreating Line is used for offside, rather than the halfway line. This allows junior footballers to have the required space to play in when in possession, whilst also providing a basic introduction to the offside rule.

The attacking player is ONSIDE when receiving a pass from a team-mate in a position before the defending team's Retreating Line, even if he is beyond the last defenders. This is at the moment the ball is played by one of his teammates.

Coaches are asked to assist forwards with picking up realistic starting positions related to the defender's position rather than just standing near to the Retreating Line, behind defenders. This will help their overall development.

For 9v9 formats, the halfway line becomes the offside line. This will help prepare players for the full sided game at youth ages.

Dimensions

Pitches are always marked with the retreating lines as 30% - 40% - 30% of all size pitches.

The Retreating Line can be marked ideally using spot markers across the pitch but can be implemented with pole or high cones on the sides of the pitch. For example, for a 55-metre long pitch, the Retreating Line would be placed 16.5 metres from goal line.

23 APPENDIX THREE - FIRST KICKS PLAYING RULES (U4-U6)

Start and restart of Play

A game is started with a kick to a team mate from the middle of the halfway line.

The opposition must be 5m away from the ball at this time.

In order to score a goal from kick off it must touch someone else on the field before entering the goal.

When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

Scoring Goals

A goal is scored when the whole ball crosses the line. Goals can only be scored from the opposition's half as there are no goalkeepers.

Offside

There is no offside rule in First Kicks. Players should be discouraged from permanently standing in blatant offside positions.

Ball crossing the touch line

There are no throw ins.

The ball is to be kicked or dribbled into play from behind the touchline.

To ensure players have as much contact with the ball as possible, players have approximately three seconds to recommence the play from a restart.

The defending team should retreat to 5m away from the ball until play is restarted.

The ball must touch someone else on the field before a goal can be scored.

Ball crossing the goal line

There are no corner kicks.

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 someone else on the field before a goal can be scored.

Fouls and Misconducts

Most acts of handball or fouls and misconduct at this level are caused by accident and with little to 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 how they have broken the rules and that they should try not do this again.

Indirect free kicks are awarded for acts of handball or fouls and misconduct (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

Opponents must be at least 5m away from the ball when the indirect free kick is taken.

Match Results and Ladders

Published match results, ladders and tables are not applicable at First Kicks.

Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

24 APPENDIX FOUR – FUN FOOTBALL PLAYING RULES (U7-U8)

Start and Restart of Play

A game is started with a kick to a teammate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick-off as per the start of play.

Scoring Goals

A goal is scored when the whole ball crosses the line. Goals can only be scored from the opposition's half as there are no goal keepers.

Offside

There is no offside rule in Fun Football. Players should be discouraged from permanently standing in blatant offside positions.

Ball Crossing the Touch Line

There are no throw ins. The ball is to be kicked or dribbled into play from behind the touchline. To ensure players have as much contact with the ball as possible, players have approximately three seconds to recommence the play from a restart. The defending team should be retreat to 5m away from the ball until play is restarted. The ball must touch someone else on the field before a goal can be scored.

Ball Crossing the Goal Line

There are no corner kicks. 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 move once the ball is in play. The ball must touch someone else on the field before a goal can be scored.

Fouls and Misconduct

Most acts of handball or fouls and misconduct at this level are caused by accident and with little 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 how they have broken the rules and that they should try not do this again. Indirect free kicks are awarded for acts of handball or fouls and misconduct (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). Opponents must be at least 5m away from the ball when the indirect free kick is taken.

Match Results and Ladders

Published match results, ladders and tables are not applicable at First Kicks. Under no circumstances will match results be published publicly by

25 APPENDIX FIVE – MINI FOOTBALL U9-U10

Start and Restart of Play

A game is started with a kick to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

Scoring Goals

A goal is scored when the whole ball crosses the line.

Retreating Line

When a team's goalkeeper catches/picks up the ball or is taking a goal kick or any player taking a Free Kick, the opposition MUST drop back behind the retreating line.

Only after the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, can the opposition player advance over the retreating line.

Coaches are asked to encourage all players to play the ball as quickly as possible from the goal keeper and not to allow the ball to continue to roll or come to a stop.

Offside

The offside rule is applied in Mini Football. For 9th & 10th Grade Football, the offside law will be applied between the retreating line and goal line only.

A player is in an offside position if they are nearer to the opponents' goal line than both the ball and the second last opponent (at the point the ball is passed to them).

Ball Crossing the Touch Line

Throw in. The ball should be thrown in to play from behind the touch line. The player should face the field of play with both feet either behind or on the touchline. Players must use both hands to deliver the ball from behind and over their head. The thrower may not touch the ball until it has touched another player and if this occurs an indirect free kick is awarded. A goal cannot be scored directly from a throw in.

Ball Crossing the Goal Line

Last touched by defending team – A corner kick is awarded. Last touched by attacking team – Goal kick from anywhere within the penalty area. Opponents retreat to the Retreating Line.

Goalkeepers

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.

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.

Fouls and Misconduct

There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. Free Kicks occur 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 attempt to strike an opponent
- Pushes an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 7m out with a GK in position.

Match Results and Ladders

Published match results, ladders and tables are not applicable at Mini Football. Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

The recording of match results can be conducted for the purpose of assigning teams appropriate levels of competitive games, ensuring the most enjoyable experience for all players.

26 APPENDIX SIX – MINI FOOTBALL (U11-U12)

Start and Restart of Play

A game is started with a kick to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

Scoring Goals

A goal is scored when the whole ball crosses the line.

Retreating Line

When a team's goalkeeper catches/picks up the ball or is taking a goal kick or any player taking a Free Kick, the opposition MUST drop back behind the retreating line.

Only after the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, can the opposition player advance over the retreating line.

Coaches are asked to encourage all players to play the ball as quickly as possible from the goalkeeper and not to allow the ball to continue to roll or come to a stop.

Offside

The offside rule is applied in Mini Football. For 11th & 12th Grade Football, offside cannot be given if the player is in their own half of the field of play.

A player is in an offside position if they are nearer to the opponents' goal line than both the ball and the second to last opponent (at the point the ball is passed to them).

Ball Crossing the Touch Line

Throw in. The ball should be thrown in to play from behind the touch line. The player should face the field of play with both feet either behind or on the touchline and should use both hands to deliver the ball from behind and over their head. The thrower may not touch the ball until it has touched another player and if this occurs an indirect free kick is awarded. A goal cannot be scored directly from a throw in.

Ball Crossing the Goal Line

Last touched by defending team – A corner kick is awarded. Last touched by attacking team – Goal kick from anywhere within the penalty area. Opponents retreat to the Retreating Line.

Goalkeepers

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. 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.

Fouls and Misconducts

There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. Free Kicks occur 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 attempt to strike an opponent
- Pushes an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 8m out with a GK in position.

Match Results and Ladders

Published match results, ladders and tables are not applicable at Mini Football. Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

The recording of match results can be conducted for the purpose of assigning teams appropriate levels of competitive games, ensuring the most enjoyable experience for all players.

27 APPENDIX SEVEN – MINI FUTSAL (U9-U12)

Start and Restart of Play

A game is started with a kick to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

Scoring Goals

A goal is scored when the whole ball crosses the line.

Offside

There is no offside rule in Futsal.

Ball Crossing the Touchline

There are no throw ins in Futsal. The ball is to be kicked into play from on/behind the touchline. The kicker may not touch the ball until it has touched another player. A goal cannot be scored directly from a kick in without the ball touching a player before going in the goal. The defending team should be retreat to 5m away from the ball until play is restarted. The ball must touch someone else on the field before a goal can be scored.

Ball Crossing the Goal Line

Last touched by defending team – A corner kick is awarded. Last touched by attacking team – Goal clearance from anywhere within the penalty area.

Goalkeeper

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.

An indirect free kick is awarded if the goalkeeper commits any of the following offences:

- Touches the ball with their hands after it has been deliberately kicked to them by a team mate.
- After playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it

Fouls and Misconducts

There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. Free Kicks occur 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 attempt to strike an opponent
- Pushes an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 7m out with a GK in position.

Match Results and Ladders

Published match results, ladders and tables are not applicable at Mini Football. Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

The recording of match results can be conducted for the purpose of assigning teams appropriate levels of competitive games, ensuring the most enjoyable experience for all players.