

## U6 & U7 Small Sided Football –Rules of the Game

The complete rules for SSF can be found in the Football Federation Australia Small Sided Football Handbook. Every coach should have copy of these rules. If you do not have a copy, please ask your club/school or go to [www.smallsidedfootball.com.au](http://www.smallsidedfootball.com.au).

Ball Size	Goal Size	Pitch Size	Player Numbers
Size 3	Min: 1.5m x 0.90m Max: 2.0m x 1.00m	30m x 20m	4 players, no goal keeper

### *Substitutes:*

Recommended maximum of two substitutes who may rotate during the entire game. **Substitutions are to take place at the half-way line and may happen while the ball is in play. The substituted player must leave the pitch before the new player enters.**

### *Goal Keeper:*

No goal keeper. Children should continually be discouraged from permanently standing in front of the goal. All players should be encouraged to move with the ball.

### *Game Duration:*

2 x 15 minute halves with no additional time added.

All games should have a 5 minute half-time break. If a game starts late then the playing time must be reduced to ensure that the next game is able to start on time.

### *Start of Play & Restart after a Goal*

Pass forward 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 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 Touch 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.**

### *Fouls and Misconduct:*

**Indirect free kicks are awarded for all acts of deliberate 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.

Fouls and misconduct include the act or attempt to kick, trip, strike, push, hold, tackle from behind, contact before touching the ball, abusive language, deliberately handle ball or play dangerously towards an opponent or official.

*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.

### ***Additional CRJSA Guidelines***

*Tackling:*

Slide tackling and tackling from behind are not permitted. A slide tackle is one in which a player attempts to take the ball away from an opposing player by deliberately leaving their feet and sliding along the ground. An indirect free kick should be awarded, and the reason explained to the offending player. A repeat after a warning will result in that player being removed from the field.

*Coaches on field of play:*

**Only the game leader (i.e. referee) is allowed to enter the field of play while the game is in progress. Coaches should remain off the pitch, on the sidelines.**

*Injured Players:*

Play should be halted when any player is, or appears to be, injured. Injured players should only be moved by their parents/guardian, or by qualified officials.

*Drop Ball:*

When play has been stopped because of injury, the game is restarted with a drop ball. The best way is to position a player from each team facing the direction they are kicking, about 1.0m apart, and drop the ball between them from their knee height.

*Offside:*

There is no offside; however, attacking players should be discouraged from constantly standing near the goals as this is contrary to the spirit of the game. The player should be warned and asked to move, and their coach advised. If the player persists, an indirect free kick should be awarded, and the reason explained to the offending player.