

| PLAYING FORMATS | | |
|-------------------|--|---|
| Number of Players | 5 v 5 | |
| Game Duration | 40 minutes Max Rotorua 7 th /8 th , EBOP 7 th Thames Valley U8 | 2 x 20 mins 2x 15 mins 3 x 12 mins 3 x 10 mins |
| Pitch Dimensions | Minimum Maximum | 25 x 20m 30 x 20m |
| Goals | Minimum Maximum | 1.8 x 0.9m 2 x 1m |
| Ball | Size 3 | |
| Penalty Area | No penalty area required | |
| Goalkeepers | No GKs at this age | |
| Substitutions | Maximum of three substitutes who can rotate regularly throughout the game | |

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 goal keepers.

OFFSIDE

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

GOALKEEPERS

Players are **NOT** permitted to stand in close proximity to the goal for a prolonged period of time away from the play (e.g. acting as a pseudo goalkeeper). All players should be encouraged to be actively involved by moving up and down the pitch in relation to the play.

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 & 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 to 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.

TEAM GUIDELINES AND SUPPORT

7th Grade – Both coaches can be on the field at the same time encouraging the players, but only one will be the referee.

8th Grade – Spectators or officials standing anywhere along the goal line or directly, besides, behind or between the goal posts is not permitted.

MATCH RESULTS AND LADDERS

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

PRIOR TO THE GAME

Introduce yourself to the opposition Coach and agree to work together to create a safe and enjoyable playing environment. Discussion may include, but not be limited to, the following:

- Number of players.
- Who is to referee which half, or if there is a substitute refereeing for the coach.
- Which RULES directly apply in relationship to the PLAYING FORMAT (5v5, 7v7 & 9v9).
- That both parties understand the “rolling substitute” rule.
- Possible lending of players.
- Any other rules or suggestions which may assist **the players to have an enjoyable game.**

REFEREE

In the first instance: It is anticipated that the ‘home team’ should supply/allocate a qualified “Community Referee” (CR), and if so, this trained referee will control the whole game.

In the second instance: If the home team is unable to provide a suitably trained Referee but the ‘away team’ can provide a qualified “Community Referee” and as such this trained Referee will control the whole game.

In the third instance: Where neither team can provide a qualified “Community Referee” the coach (or a substitute of their choosing) will share the refereeing duties between them. Each team will be responsible for refereeing one half each.

Note: The Home team is the team listed first in the draw

The Referee is the sole timekeeper of any game.

Remember: Children learn the rules as they play. Coaches must use common sense when interpreting the rules for different age groups.

Coaches, team management, spectators etc are reminded that a referee – **whether qualified or not** – has the same rights and obligations as an appointed official and any abuse of any referee will be dealt with severely.

The absolute authority is vested in any referee of all games and shall be protected from abuse by the FIFA Laws of the Game and NZ Football Rules and Regulations.

PLAYER AND PERSONAL EQUIPMENT

All coaches are responsible for ensuring all of their players have the correct equipment prior to entering the field of play, which includes the following:

- Appropriate Shirt, Shorts and Socks
- Football Boots and Shin Pads (must be worn on the inside and be fully covered by the players socks) are compulsory
- Players must remove all Jewellery (necklaces, watches, bracelets, rings and earrings)
- Players with fibre casts or similar brace (which may constitute a danger to themselves or another player) must be cleared by the Referee prior to kick-off.
- No OUTFIELD PLAYERS are allowed to wear a peaked cap
- Any BLEEDING players must leave the field immediately and not return until the Referee is satisfied the bleeding has stopped. (NB - Any Bloodied clothing must also be changed prior to re-entering the pitch)

SUBSTITUTIONS

For all age-groups in the Junior Framework, rolling substitutions are allowed. However, the following stipulations apply:

- Substitutions may only occur during a stoppage in play with prior approval from the Referee
- Substitutes must enter and exit the field of play at the half-way line
- All players are entitled to equal opportunities to play, learn and experience the game
- **All coaches must notify the Referee prior to making a substitution**