



LAWS OF SMALL SIDED FOOTBALL UNDER 6 – 10s

WAGGA WAGGA & DISTRICT AMATEUR FOOTBALL ASSOCIATION

THE LAWS OF SMALL SIDED FOOTBALL - UNDER 6 TO UNDER 10

Small Sided Games are aimed at young people of all abilities, not simply the more talented players in each age group, with the emphasis on participation and enjoyment of the game of football, and an associated **removal of the emphasis on the importance of winning**. SSG overwhelmingly highlights benefits such as more touches, greater participation as well as more enjoyment for the children.

1. Competition

To ensure that SSG are played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, associations and clubs adopt and promote the following guidelines:

Under 6, 7, 8, 9 No **competition** or official recording of tables, results, finals and statistics

Games focus on player development.

2. Number of Players

2.1. Under 6 - 4 v 4 – no goalkeeper

- Maximum of two substitutes who may rotate during entire game.
- The coach or parent helper is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

2.2 Under 7 & 8 - 6 v 6 – no goalkeeper

- Maximum of three substitutes who may rotate during entire game. The coach or parent helper is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

2.3 Under 9 & 10 - 7 v 7 – includes goalkeeper

- Maximum of three substitutes who may rotate during entire game. The coach or parent helper is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

3. A player can play up one year from 6 – 10s *with the approval from Football Wagga Wagga and players club, approval maybe based on player's physique, stamina, strength.*

4. Match Ball

- Under 6 – 9s: size 3
- Under 10: size 4

5. Player's Equipment

- A player will not wear anything that is dangerous to him/herself or to another player.
- Boots and shin pads must be worn.

6. Duration of the game

- Under 6, 7 & 8: 2 halves of 20 minutes each.
- Under 9 & 10: 2 halves of 25 minutes each.
- A half time interval of 5 minutes is allowed for all age groups.

7. Ready to Play

- Teams must be on the field waiting for the central hooter to signal the start of play.
- Coaches, parents or spectator are not permitted behind the goal line at any time.

8. Team Sheets

- Coaches are responsible for correctly completing the team sheet before the start of play with player's first and last name. At the end of the match the completed team sheet is to be placed in the tin provided at the amenities block centre of Bolton Park.
- **Home Team is responsible for Team Sheet (Home Team listed first on draw).**

9. The Start of Play

- It is important that coaches/parents who start with this age group have minimal involvement in the actual game – all they need to do is tell the players which goal they need to score in! Let them have fun and assist them where necessary to enjoy the game even more.
- In principle there are no rules, just a ball and eight players running and trying to get the ball into the opposition's goal!

9.1 Under 6 – 10s, kick-off is determined by a choice between the “captains” as to which hand the “match leader” has his whistle in, or coin, or grass or any other alternative.

- A game is started with a kick forward to a team - mate from the middle of the halfway line. The opposition must be 4.5m away from the ball at this time.
- **NOTE:** if the player kicks the ball into goal without a team - mate touching the ball, it is no goal; when it deflects off a defender into the goal, it is a goal.

9.2 For the under 6, 7 & 8s, when a goal is scored, there is no kick-off but restart from the back line.

9.3 For the under 9s & 10s, the restart takes place at the halfway line with the side conceding taking the kick.

10. Ball in and out of play

- The ball is out of play when it has wholly crossed the goal line or the back line, or when play has been stopped by the referee.

10.1. Ball crossing the side line:

10.1.1. Under 6, 7 and 8 years of age:

- No throw-in but a kick from behind the sideline. To encourage quick restarts and decision-making under pressure, the team in possession has three seconds to recommence

FWW Laws of Small Sided Football

the play from a restart. This can be done by the match leader having a countdown of “Ready-set-go!” When the match leader shouts out: ”Go!”, the ball is deemed to be in play and the defending team can encroach within the 4.5m zone and attempt to win the ball.

10.1.2. Under 9 & 10 years of age:

- Throw in: Player faces the field of play part of each foot either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower may not touch the ball again until it has touched another player. If he/she does, then a free kick is rewarded against him/her.

10.2. **Ball crossing the back line after touching the defending team last:**

- Under 6–10 years of age: Corner kick.

10.3. **Ball crossing the back line after touching the attacking team last:**

- Under 6, 7 and 8 years of age: Goal kick off the ground from the back line.
- Under 9 & 10 years of age: Goal kick from anywhere inside the penalty box.

11. Method of scoring

- A goal is scored when the whole ball crosses the line. When original goals or goal posts (poles) are not available and cones are used for goals then a goal is scored when the ball passes between the cones without knocking them over.

12. Offside

- There is no offside for the under 6–10-year-old age groups.

13. Game Leader/Referee

- All players must get an equal amount of playing time.
- Three goal margin rule: When the difference between the two teams is three or more goals at any point during the match the opposition is allowed to restart from middle line when a goal is scored against them.
- Under 6, 7 and 8: When an individual player is completely dominating the game and has already scored three goals and their team has a three goal margin, he/she can only score another goal when one of their team-mates has scored a goal.
- This is to encourage good players to include other members of their team and to force them to create opportunities for others. If the particular player scores a fourth goal before any of his team-mates has scored and the goal margin is three or more goals, the goal does not count and play is restarted with a goal kick/dribble.
- The game leader must use common sense to ensure that the game flows as much as possible. He or she must assist the players in getting the game moving quickly. He or she should try to encourage as many players as possible to get involved. The idea is that the game leader is not

punishing players but “instructing” them to enjoy the game all of the time. Most fouls and hand balls at this level are committed through lack of coordination. There is rarely any intent.

- Try to give advantage to the attacking team when you can. Be fair to both sides.
- Once a player has been allocated to a team of five players on game day, he/she cannot be transferred across to the other field to help out a losing team, unless a player on the other field is unable to continue due to an injury and not transferring the player would result in a team being one player short.

14. Role of the referee (Team Leader)

14.1. Under 6, 7 and 8 years of age groups:

- We advise that a club member or parent assist the players during the game. His or her main role is to keep the game moving fluently and with minimal breaks. He or she is more of a game leader than a referee. Their main role as game leader is to explain to the children that when the ball goes behind the back line or when a goal is scored the game is restarted from the back line. Keep the opponents 4.5m away from all restarts.
- **Note:** Football is a contact sport and each action is dealt with at the time it occurs. Explain the foul in simple terms, restart and let the game continue!

14.2. Under 9 & 10 years of age groups

- **The referee should act as an “instructing referee”.**
- The club can appoint a club member to act as the referee, a beginning referee or may get an official referee from the association. This person’s “official” role is to control the game to ensure it is played fluently and instruct the players on how to behave, what a foul is, what a free kick is and how to throw in etc. He or she can correct the players without blowing their whistle and stopping the game. If it occurs a second time, the referee should stop the game and let them do it again. Keep the opponents 4.5m away from all restarts.
- **Note:** Football is a contact sport and each action is dealt with at the time it occurs. Explain the foul in simple terms, restart and let the game continue!

15. Fouls and misconduct

- There are only indirect free kicks with the exception of a penalty kick (refer below). All indirect free kicks within the penalty area shall be taken outside the 8m penalty box line.
- Fouls and misconduct are:
 - 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

FWW Laws of Small Sided Football

- tackles an opponent to gain possession of the ball
 - making contact with the opponent before touching the ball
 - holds an opponent
 - spits at an opponent
 - handles the ball deliberately
 - plays in a dangerous manner
 - impedes the progress of a player
- In Under 6, 7 and 8 years of age groups, no player is allowed to deliberately handle the ball with his or her hand and or arm anywhere on the field.
 - In Under 9 years of age group, no player is allowed to deliberately handle the ball with his or her hand and or arm anywhere on the field. Only the goalkeeper inside their penalty area is allowed to handle the ball.
 - A penalty kick is given because of deliberate “hand ball” in the penalty area or when the opponent commits a deliberate serious foul such as: kicking an opponent, striking an opponent, tackling an opponent in a dangerous manner etc.
 - In Under 6, 7 and 8 years of age, the penalty kick is taken from an 8m spot with an empty goal – all other players must stand behind the halfway line.
 - In Under 9 years of age, the penalty kick is taken from behind the 8m line with a goalkeeper in position – all other players must stand behind the halfway line. When a penalty kick is taken, the next penalty kick has to be taken by another player until all players have been used.

16. Code of Behaviour

- The behaviour of players, their parents, spectators, officials and administrators is absolutely critical in ensuring that our young players enjoy an appropriate environment in their formative years of playing football. Bearing in mind that the whole philosophy of SSG is based on replicating street football, where children play without adults and referees, the major focus should be on letting the children play with minimal instruction and plenty of encouragement. Below are a series of codes of behaviour that all people involved in junior football, and in particular SSG, must be aware of and abide.

16.1. Players Code of Behaviour

- Play by the rules.
- Never argue with an official.
- Control your temper. Verbal abuse of officials, sledging other players or deliberately distracting or provoking an opponent is not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in your sport as you like to be treated. Do not bully or take unfair

FWW Laws of Small Sided Football

advantage of another competitor.

- Cooperate with your coach, team-mates and opponents. Without them, there would be no game.
- Participate for your own enjoyment and benefit, not just to please your parents and coaches.

16.2. Coaches Code of Behaviour

- Remember that young people participate for pleasure.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the "just average" need and deserve equal time.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same.
- Show concern and caution towards sick and injured players.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

16.3. Parents Code of Behaviour

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on your child's efforts and performance rather than whether they win or lose.
- Encourage children to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performance and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for volunteer coaches, officials and administrators. Without them, your child could not participate.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.