



Blacktown Districts Soccer Football Association
Incorporated.

SMALL SIDED FOOTBALL – 2012

*GUIDELINES FOR CLUB ADMINISTRATORS, SSF CO-ORDINATORS
COACH'S & REFEREES*

Non Competitive & Small Sided Football **Formats & Rules for the 2012 Season**

This BDSFA booklet is designed to provide clubs and team officials with the rules and a general guide to Small Sided Football (SSF) in the district in 2012.

The roll-out of SSF is an ongoing process across the district, state & nation. You may find that what we are doing in the roll out process is not quite the same as what is going on in a neighbouring district. This is due to districts beginning the change to SSF at different times. However, the overall aim of our governing body is to complete the roll out by season 2013.

The SSF program has now been mandated by the FFA to be completed by 2013 covering up to (and including) U11 age group.

Our district is progressing towards the target date. For 2012 the under 11's will play under local rules. However, 2013 will see the under 11's fully compliant and the program will be complete.

This document will tell you:

1. The format for where games will be played in 2012 for each age group in our district
2. The format for games in each age group U5 to U10 in our district
3. The Rules as they apply to each age group in our district

Under 5, 6 & 7 Age Groups

Internal Club Structure for SSF & Coaching Support/Education

All clubs are required to appoint a Small Sided football co-ordinator/mentor.

The Association provides coaching support and conducts regular Grass Roots Coaching courses that are highly recommended no matter whether a coach/team leader is new to the sport or a “seasoned veteran”.

Format

There are no expected FFA changes to the format for 2012. The Association fully supports and complies with this section of SSF.

1. On field players - 4 per team
2. Maximum number of players registered to each team – 7 per team.
3. No goal keeper
4. Field Size – 30m x 20m
 - Field may be permanently marked, but this is not considered necessary. FFA encourages the use of cones or markers to define field areas to allow clubs to
 - Be flexible in where they locate the fields within their venue
 - delay the cancellation of activities due to “regular field area” being unplayable
 - reduce wear & tear on playing surfaces
 - make better use of small spaces
 - place SSF fields within the area of a larger field.
5. Ball Size – 3 (For under 5's BDSFA has provided Size 2 Balls)
6. Game duration – 2 x 15 minute halves
7. Referee – Yes A referee will be in place at each game to control kick offs, kick-ins etc.
8. Goal Size – Min: 1.8m x 0.90m - Max: 2.0m x 1.00m.
9. **Coaches are not permitted on the field**

Rules – Under 5-7

It's important to remember that as this age group is playing a modified form of the game, they also need to have some modified rules that they can follow. When coaching and “refereeing” these games, please remember that these games are about development and enjoyment and “enforcing” the rules should be done with the player's intent in mind; i.e. 5, 6 & 7 year old players rarely mean to play unfairly or to foul players on purpose, so was it an accident? If yes, play on if players are safe and able to do so.

Starting the game

The game is started from the centre of the half way line by kicking the ball forwards towards the opponent's goal. If the ball goes directly over the goal line from the kick off without touching any other player then no goal is awarded. Play restarts as a goal kick (covered later).

Which team kicks off at the start of play is decided traditionally by either tossing a coin and one team player calling either heads or tails. Other methods can choose which hand the whistle is in or even a game of scissor, paper, rock.

Whichever team kicks off at the start of the first half does not restart the game for the second half.

Re-starting the game.

After a goal is scored, the game restarts from the half way line by the team that conceded the goal.

The ball is out of play when the whole of the ball has crossed the whole of the line. If this happens on the side line, the team that didn't kick it out has a kick in from where the ball crossed the line. The player can either kick it to a team mate in any direction or may choose to dribble it in themselves. Opposing players should stand a minimum of 4 - 5 metres from the ball to ensure they are safe.

If the ball goes over the end line a goal kick is awarded regardless of who kicked it out. Once again the ball is placed on the end line where the ball crossed the line and the player can either kick it to a team mate or dribble the ball back into play. Opposing players need to go back to the half way line before the ball is played.

Free Kicks.

As previously mentioned free kicks will only need to be awarded for hand balls and serious fouls. All free kicks are indirect, which means that the ball has to be touched by 2 different players from either team before a goal can be scored. If the ball goes over the line between the goals with only 1 player touching the ball, then a goal kick is given.

If a foul has been awarded, the ball is placed as close to possible to where the foul occurred and the opposing team need to stand a minimum of 4.5 metres from the ball. The ball can then be kicked into play.

If a foul is committed close to the defending team's goal, an indirect free kick is given and the ball should be placed approximately 8 metres from the goal line.

Goalkeeper.

No Goalkeeper

The referee, coaches and managers should continually discourage children from permanently standing in front of the goal.

PLEASE NOTE:

There are **NO** corners – all balls kicked over the end line are given as kick ins to the defending team

There are **NO** throw ins – all balls kicked over the side line are given as kick ins to the other team

There are **NO** penalties – there is no penalty area, all fouls are awarded as indirect free kicks

There are **NO** goalkeepers – players should be discouraged from standing in front of goal and “goal tending”

There are **NO** offsides – players should be discouraged from standing in front of goal and “goal poaching”

U8 & U9 Age Group

Format

The BDSFA will comply with the FFA model for U8 & U9 in 2012

1. On field players - 7 per team
2. Maximum number of players registered to each team – **10** per team
3. Goal Keeper - Yes
4. Field Size 40m-50m x 30m-40m
 - Field may be permanently marked, but this is not considered necessary. FFA encourages the use of cones or markers to define field areas to allow clubs:
 - to be flexible where they locate the fields within their venue
 - delay the cancellation of activities due to “regular field area” being unplayable
 - reduce wear & tear on playing surfaces
 - make better use of small spaces
 - place SSF fields within the area of a larger field
5. Penalty area – 12m x 5m
6. Ball Size – 3
7. Game duration – 2 x 20 minute halves & 5 minute half time break.
8. Referee –Referee
9. Goal Size –3m x 2m.
10. Under 8 & 9 age groups will play a “home & away” format.
11. No coaches permitted on the field during the game, unless invited by Referee to treat an injured player.

Rules – Under 8 & 9

It's important to remember that as this age group is playing a modified form of the game, they also need to have some modified rules that they can follow. When coaching and refereeing these games, please remember that these games are about the development of and enjoyment of players.

Starting the game.

The game is started from the centre of the half way line by kicking the ball forwards towards the opponent's goal. If the ball goes directly over the goal line from the **kick off** without touching any other player then no goal is awarded. Play restarts as a goal kick (covered later).

Which team kicks off at the start of play is decided traditionally by either tossing a coin and one team player calling either heads or tails or by guessing which hand the referee has their whistle. Whichever team kicks off at the start of the first half does not restart the game for the second half.

Re-starting the game.

After a goal is scored, the game restarts from the half way line by the team that conceded the goal.

The ball is **out of play** when the whole of the ball has crossed the whole of the line. If this happens on the side line, the team that didn't kick it out has a **throw in** from where the ball crossed the line. The player faces the field of play and has part of each foot on or behind the side line, uses both hands and delivers the ball from behind and over his head. Opposing players must stand a minimum of 5 metres from the ball until it is in play. A goal cannot be scored directly from a throw in.

If the ball goes over the end line a **goal kick** is awarded if it was last touched by an attacking player. The ball is placed anywhere within the penalty area and opponents must stand at least 5 metres from the ball until it is in play. The ball is in play once it has left the penalty area.

If the ball goes over the end line a **corner kick** is awarded if it was last touched by a defending player. The ball is placed at the corner of the end line and sideline. Opposing players need to stand a minimum of 5 metres from the ball.

Free Kicks.

Free kicks are awarded for handball or fouls and misconduct. All free kicks are **indirect**, which means that the ball has to be touched by 2 different players from either team before a goal can be scored. If the ball goes over the line between the goals with only 1 player touching the ball, then a goal kick is awarded.

For deliberate or serious acts of handball or fouls and misconduct inside the penalty area, a penalty kick is awarded from a penalty mark 8 metres from the goal line with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

If a foul has been awarded in general play, the ball is placed as close to possible to where the foul occurred and the opposing team must stand a minimum of 5 metres from the ball. The ball can then be kicked into play.

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
- tackles an opponent from behind 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

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, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

PLEASE NOTE:

There **ARE** throw ins – these have been introduced as new skills to acquire from under 8 upwards.

There **ARE** penalties – refer to section marked free kicks.

There are **NO** offsides – players should be discouraged from standing in front of goal and “goal poaching”

U10 Age Group

Format

BDSFA will be complying with the FFA mandates in 2012.

1. On field players - 9 per team
 - Maximum number of players registered to each team – **12** per team
2. Goal Keeper - Yes
3. Field Size 60m-70m x 40m – 50m
 - Field may be permanently marked, but this is not considered necessary. FFA encourages the use of cones or markers to define field areas to allow clubs
 - flexibility in where they locate the fields within their venue
 - delay the cancellation of activities due to “regular field area” being unplayable
 - reduce wear & tear on playing surfaces
 - make better use of small spaces
 - placement of SSF fields within the area of a larger field
4. Penalty area – 12m x 5m
5. Ball Size – 4
6. Game duration – 2 x 25 minute halves & 5 minute half time break
7. Referee –Referee
8. Goal Size – 5m x 2m.
- 9. Under 10 age group will play in graded divisions using a home & away format throughout the district. There will be no “Final” series in this age group as this is not part of the FFA mandate for this age group.**

Rules - Under 10

It is important to remember that this age group is still playing a modified form of the game and they require some modified rules that they can follow. When coaching and refereeing these games, please remember that these games are still primarily concerned with the development of and enjoyment of players.

Starting the game.

The game is started from the centre of the half way line by kicking the ball forwards towards the opponents goal. If the ball goes directly over the goal line from the **kick off** without touching any other player then no goal is awarded. Play restarts as a goal kick (covered later).

Which team kicks off at the start of play is decided traditionally by either tossing a coin and one team player calling either heads or tails or by guessing which hand the referee has their whistle. Whichever team kicks off at the start of the first half does not restart the game for the second half.

Re-starting the game.

After a goal is scored, the game restarts from the half way line by the team that conceded the goal.

The ball is **out of play** when the whole of the ball has crossed the whole of the line. If this happens on the side line, the team that didn't kick it out has a **throw in** from where the ball crossed the line. The player faces the field of play and has part of each foot on or behind the side line, uses both hands and delivers the ball from behind and over his head. Opposing players must stand a minimum of 5 metres from the ball until it is in play. A goal cannot be scored directly from a throw in.

If the ball goes over the end line a **goal kick** is awarded if it was last touched by an attacking player. The ball is placed anywhere within the penalty area and opponents must stand at least 5 metres from the ball until it is in play. The ball is in play once it has left the penalty area.

If the ball goes over the end line a **corner kick** is awarded if it was last touched by a defending player. The ball is placed at the corner of the end line and sideline. Opposing players need to stand a minimum of 5 metres from the ball.

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, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

Free Kicks.

Free kicks are awarded for handball or fouls and misconduct. All free kicks outside of the penalty area are **indirect**, which means that the ball has to be touched by 2 different players from either team before a goal can be scored. If the ball goes over the line between the goals with only 1 player touching the ball, then a goal kick is awarded.

For deliberate or serious acts of handball or fouls and misconduct inside the penalty area, a penalty kick is awarded from a penalty mark 8 metres from the goal line with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

If a foul has been awarded in general play, the ball is placed as close to possible to where the foul occurred and the opposing team must stand a minimum of 5 metres from the ball. The ball can then be kicked into play.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
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- charges an opponent
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- 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

PLEASE NOTE:

There **ARE** throw ins – these have been introduced as new skills to acquire from under 8 upwards.

There **ARE** penalties – see under free kicks.

There are **NO** offsides – players should be discouraged from standing in front of goal and “goal poaching”