



# Macarthur District Soccer Football Association Inc.

## MDSFA SSG FORMATS AND RULES

### U6 & U7

PLAYING FORMAT	UNDER 6 & 7
No. of players	4 V 4
Coach on field during play	Yes
Field size	Length 30m Width 20m
Field markings	Markers or line markings
Penalty area	No
Goal size	Width 1.5 – 2.0m Height 0.9 – 1.0m
Goal type	Portable goals or poles or markers
Ball size	Size 3
Goalkeeper	No
Playing time	2 x 15 mins
Half time break	5 mins
Referee	Game leader
Points table	No
Interchange players	No limit
Throw in	No
Corner kick	No
Offside	No
Free kicks	All Indirect

#### Field of Play markings

Where possible and practical, there should be a semi circle in place around each goal. This area will be determined a **no stopping zone** for all players. The idea is to discourage players standing in front of the goals in either an attacking or defending position. The semi circle should be no more than 3 metres in span.



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## **Macarthur District Soccer Football Association Inc.**

### **Start of play and restart after a goal**

Pass the ball 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 in and out of play**

The ball is out of play when it has wholly crossed the goal line or the side line either on the ground or in the air or when the game has been stopped by the game leader or instructing referee.

In the event the ball is kicked out across the goal line the attacking side shall retreat to the halfway line allowing the team defending every opportunity to counter attack.

### **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.

### **Method of scoring**

A goal is scored when the whole of the ball crosses over the goal line between the goal posts and under the cross bar. When portable goal posts are not available and cones or poles are used a goal is scored when the ball passes between the markers without touching them, below shoulder height of the player.

### **Goalkeeper**

No Goalkeeper. The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal.



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# Macarthur District Soccer Football Association Inc.

## **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball and fouls and misconduct. Opponents must be at least 10 metres away from the ball when an indirect free kick is taken. *Where a free kick is awarded within 10 metres of the goal line to the attacking team, the game Leader shall move the free kick to a point no closer than 10 metres out from the goal line. Both defending and attacking players shall be permitted to stand 5 metres away from where the kick is to be taken but are not permitted to stand in or enter the penalty area.*

A goal can only be scored following an indirect free kick if it touches another player.

Reasons to award an indirect free kick are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Makes 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



# Macarthur District Soccer Football Association Inc.

## MDSFA SSG FORMATS AND RULES

### U8 & U9

PLAYING FORMAT	UNDER 8 & 9
No. of players	7 V 7
Field size	¼ Full size pitch Length 40m – 50m Width 30m – 40m
Field markings	Markers or line markings
Penalty area	5-6m width x 3-4 m deep
Goal size	Width 2.5 – 3.0m Height 1.8 – 2.0m
Goal type	Portable goals or Poles or markers
Ball size	Size 3
Goalkeeper	Yes
Playing time	2 x 20 mins
Half time break	5 mins
Referee	Instructing referee
Points table	No
Interchange players	No limit
Throw in	Yes
Corner kick	Yes
Offside	No
Free kicks	All Indirect

#### Field of Play markings

Where possible and practical, there should be a circle around the centre point of the field. This should be 10 metres in diameter. Where there are no centre markings, it shall be at the discretion of the referee as to how far back the opposing players shall retreat for a kick off starting play.

Goal mouths shall have a rectangle area with a maximum size of 6m x 4 m, known as the goal area. Goalkeepers are encouraged to play the ball back into play following a save by throwing the ball over arm or rolling to a team mate or from a place kick on the ground within the goal area.



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## **Macarthur District Soccer Football Association Inc.**

Once the goal keeper has possession of the ball in his/her hands all players must retreat 5m outside the goal area to allow play to recommence. The ball is not in play until it leaves the goal area.

### **Start of play and restart after a goal**

Pass the ball 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 in and out of play**

The ball is out of play when it has wholly crossed the goal line or the side line either on the ground or in the air or when the game has been stopped by the game leader or instructing referee.

### **Goal Kicks**

In the event the ball is kicked out across the goal line by the attacking side, and not between the goal posts a goal kick will be awarded, the attacking side shall retreat 5 metres from the goal area allowing the team defending every opportunity to counter attack.

### **Corner Kicks**

In the event that the defending side kicks the ball over the goal line, and not between the goal posts, a corner kick is to be awarded. Both attacking and defending teams are permitted to be in the goal area.

### **Method of scoring**

A goal is scored when the whole of the ball crosses over the goal line between the goal posts and under the cross bar. When portable goal posts are not available and cones or poles are used a goal is scored when the ball passes between the markers without touching them

### **Goalkeeper**

The goalkeeper is allowed to handle the ball anywhere in the goal 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 goal area; the ball is in play once it moves out of the goal area. An indirect free kick is awarded if the goalkeeper



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touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

### **Goal Area**

Players from both attacking and defending teams are permitted to enter the goal area at any time throughout the game for the purpose of attacking or defending. Once the keeper has control of the ball all players must leave the goal area and retreat at least 5 metres, including the taking of a goal kick.

### **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball and fouls and misconduct. Opponents must be at least 10 metres away from the ball when an indirect free kick is taken. *Where a free kick is awarded within 10 metres of the goal line, the referee shall move the free kick to a point no closer than 10 metres out from the goal line. Both defending and attacking players shall be permitted to stand 5 metres away from where the kick is to be taken but are not permitted to stand in or enter the goal area.*

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

A goal can only be scored following an indirect free kick if it touches another player.

Reasons to award an indirect free kick are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Makes 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



# Macarthur District Soccer Football Association Inc.

## MDSFA SSG FORMATS AND RULES

### U10 & U11

PLAYING FORMAT	UNDER 10 & 11
No. of players	9 V 9
Field size	1/2 Full size pitch Length 60m – 70m Width 40m – 50m
Field markings	Markers or line markings
Penalty area	12m width x 5m deep
Goal size	Width 4.5 – 5.0m Height 2.0m
Goal type	Portable goals or Poles or markers
Ball size	Size 4
Goalkeeper	Yes
Playing time	2 x 25 mins
Half time break	5 mins
Referee	Instructing referee
Points table	No
Interchange players	No limit
Throw in	Yes
Corner kick	Yes
Offside	No
Free kicks	All Indirect

#### Field of Play markings

Where possible and practical, there should be a circle around the centre point of the field. This should be 10 metres in diameter. Where there are no centre markings, it shall be at the discretion of the referee as to how far back the opposing players shall retreat for a kick off starting play.



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## **Macarthur District Soccer Football Association Inc.**

Goal area shall have a rectangle area with a maximum size of 12m x 5m. Goalkeepers are encouraged to play the ball back into play following a save by throwing the ball over arm or rolling to a team mate or placing it on the ground and kicking it.

### **Start of play and restart after a goal**

Pass the ball 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 in and out of play**

The ball is out of play when it has wholly crossed the goal line or the side line either on the ground or in the air or when the game has been stopped by the game leader or instructing referee.

### **Goal Kicks**

In the event the ball is kicked out across the goal line by the attacking side, and not between the goal posts a goal kick will be awarded, the attacking side shall retreat 5 metres from the goal area allowing the team defending every opportunity to counter attack.

### **Corner Kicks**

In the event that the defending side kicks the ball over the goal line, and not between the goal posts, a corner kick is to be awarded. Both attacking and defending teams are permitted to be in the goal area.

### **Method of scoring**

A goal is scored when the whole of the ball crosses over the goal line between the goal posts and under the cross bar. When portable goal posts are not available and cones or poles are used a goal is scored when the ball passes between the markers without touching them

### **Goalkeeper**

The goalkeeper is allowed to handle the ball anywhere in the goal 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 goal area and cannot move inside of the goal area until the ball is in play. The ball is in play once it moves out of the goal area or the goalkeeper places the ball on the ground. An indirect free kick is





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

### **Goal Area**

Players from both attacking and defending teams are permitted to enter the goal area at any time throughout the game for the purpose of attacking or defending. Once the keeper has control of the ball all players must leave the goal area and retreat at least 5 metres, including the taking of a goal kick.

### **Fouls and misconduct**

Indirect free kicks are awarded for all acts of handball and fouls and misconduct. Opponents must be at least 10 metres away from the ball when an indirect free kick is taken. *Where a free kick is awarded within 10 metres of the goal line, the referee shall move the free kick to a point no closer than 10 metres out from the goal line. Both defending and attacking players shall be permitted to stand 5 metres away from where the kick is to be taken but are not permitted to stand in or enter the goal area.*

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

A goal can only be scored following an indirect free kick if it touches another player.

Reasons to award an indirect free kick are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Makes contact with the opponent before touching the ball
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- Plays in a dangerous manner
- Impedes the progress of a player



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# Remember

- Ensure ***that all*** SSG coaches & Managers receive a copy of these rules.
- Put these rules up on your website for all your clubs members and parents to read.
- These rules are to be followed with no alteration by any team, coach or manager.
- If you have any issues with these rules especially on game day, do not discuss or argue with the referee. Send in appropriate concerns through your club Secretary.
- The referees will be using these same rules when they officiate on SSG games.
- The main aim of SSG is to ensure that the players are learning the rules of the game, learning new playing techniques but most importantly;

### They are having fun

We wish you all the best for 2012 and hope you all have a rewarding season.

Glenn Armstrong  
General Manager  
MDSFA

Jason Robbins  
Secretary & Branch Coach  
MDFRA

