

## **SCISSA PRIMARY SOCCER RULES**

### **LAWS**

F.I.F.A. laws and regulations shall govern ALL games played under the control of the SCISSA - Primary Grade 6 and 7 competition.

Interchange of up to five (5) players is allowed as per F.I.F.A guidelines in Primary Grade 6 and 7 age groups, unless agreed otherwise by the teams coaches at the start of the game.

Grade 4/5 will play Rooball as per Soccer Australia guidelines.

### **GROUNDS SIZE**

Where possible and practical the following pitch size and goal size will be provided as per FIFA and Soccer Australia guidelines

	MAXIMUM	MINIMUM
Grade 6/7	120 x 90	90 x 45
Grade 4/5	70 x 50	60 x 45

### **Goal SIZE**

Grade 4/5                      6m X 2m    (internal) - 7m Radius semi circle

Grade 6/7                      7.32m X 2.44m

### **OFFICIALS**

Grade 6/7 team coaches and managers are to remain in the technical area while the game is in progress.

Grade 4/5 coaches are permitted on the field in their team's defensive half, away from the goal area.

### **GAME TIME DETAILS:**

When possible the games will follow the following format. Coaches may alter the duration of the game by mutual decision at the start of the fixture.

Grade 4/5                    25 mins each way   -   5 mins half time   -   Ball size 4 24" – 25"  
Grade 6/7                    25 mins each way   -   5 mins half time   -   Ball size 4 24" – 25"

### **Rooball Rules and Guidelines Grade 4/5**

It is the objective of the SCISSA to provide a modified rules program for young soccer players, which will then provide them the opportunity to develop skills and team participation in an enjoyable program.

The aim is to train young players in skills and rules of the game and teach them to develop good sportmanship and sports behaviour.

#### **Number of Players**

The Number of players for Rooball provides for the optimum involvement and development of the young players and should be:

##### **Maximum Number of players in a match**

Grade 4/5: Two equal teams of 9 players including the goalkeeper.

##### **Minimum Number of players in a match**

Grade 4/5: Two equal teams of 7 players including the goalkeeper.

Interchange of players is permitted during all Rooball games. Interchange is encouraged to provide each player equal time and a chance for a supportive coach to help the young players. The interchange can be conducted while the game is in play.

#### **Players Equipment**

A player taking the field of play shall not wear anything which is dangerous to themselves or to another player.

Boots or training shoes and shin pads must be worn.

## Referee's

At this level Official Referees are not necessary. Players generally in these age groups rarely attempt to deliberately break the law. If they do other players will all too readily draw attention to it.

Teachers or another responsible adult organising games will referee the game.

The role of the referee in such games should be to encourage the participants and offer constructive advice where appropriate, and also give positive praise to players from both sides.

## The Start of Play

A game is started by a kick-off from the centre mark.

The team winning the toss of a coin will have the choice of ends and taking the kick-off.

After a goal is scored the game is restarted from the centre mark with the side conceding the goal taking the kick.

Following half-time the game is restarted with the teams changing ends and the kick-off being taken by the side who did not start the game.

A goal cannot be scored direct from the kick-off.

## MARKINGS

To simplify the markings there is to be a half-way line, a centre spot and a goal area. There is no need for the corner-area to be marked for Rooball. Corners are taken from the point where the side-line and goal-line meet.

## The Goal Area

The size of the goal area should be:

Grade 4/5: 7m in radius from the goal line.

Grade 4/5: All players are permitted to be in the goal area, therefore, **the Goalkeeper and any player is permitted to take a goal-kick.**

**N.B.** No person shall be allowed within the radius directly behind the goal area.

## Throw-In

When the whole of the ball passes out of the field of play along the side-line is awarded to the opposing side to that of the player who has last played or touched the ball.

- The ball is thrown-in from the spot where the ball left the field of play
- At this level players should be given a second attempt if the first throw is invalid
- The referee or coach should assist the player to achieve the correct method
- Following two foul attempts then possession will pass to the opposing team.

## The Corner Area

There is no need for the corner area to be marked for Rooball. Corners can be taken from the point where the goal line and the side line meet

## Ball in & out of Play

The ball is out of play when it has wholly crossed the goal-line or side-line, or when play has been stopped by the referee. These lines are part of the field of play.

## Method of Scoring

A goal is scored when the ball is wholly crossed the goal-line between the goal-posts and under the cross-bar.

## Offside

There is no off-side rule in Rooball, but deliberate placing of a player or players in an offside position is contrary to the spirit of the game and is discourage.

## Fouls and Misconduct

This is an important rule and relates to the behaviour of players during play. In all games a player must **not intentionally** kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent.

- The rule specifies that all of the above offences must be committed **intentionally** to warrant being penalised

- Other parts of the law emphasises the need for players to behave in a manner appropriate for a sportsperson.
- **At Rooball level it is important for the referee to determine the intentions of players relative to the above offences and at all times encourage and at all time encourage sporting conduct.**
- **Young players lack the coordination of older players and it is important that this be taken into account when a referee determines intent or lack of intent.**
- Only goalkeepers are permitted to touch the ball with their arms or hands, and only within the goal-area. Should a goalkeeper pick up the ball outside the goal-area, the referee will inform the goalkeeper of the rule and make sure the keeper's kick is taken from inside the area. No penalty should be applied as goalkeepers will be performing the goalkeeping role on a rotation basis and this should be encouraged as part of the learning the rules of the game.

### **Free Kicks - Indirect**

The "Indirect" free kick is one where a goal cannot be scored unless it has been touched by another player (including goalkeeper), other than the kicker.

In Rooball all free-kicks are deemed to be "indirect".

All the opposing players should be at least 7 metres from the ball when a free-kick is taken.

If a free kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area.

All other free kicks are taken from where the foul occurs.

### **Goal-Kick**

A Goal-kick is when the attacking team attempts to kick a goal and misses. Goal-kicks may be taken from anywhere within the goal area.

Goal-kicks are awarded when the whole of the ball has crossed the goal-line (except for the scoring of a goal) and last touched by one of the attacking team. Opponents must be 7 metres from the ball.

Grade 4/5 the opposing players **MUST** be seven (7) metres back from the ball

## **Corner-Kick**

When the ball passes wholly over the goal-line (as above) and was not last touched by a player from the defending team then a corner-kick is awarded. Opposing players should be 7 metres from the