



JUNIOR FRAMEWORK – PLAYING RULES 2018

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’ is able to 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

Remember: Children learn the rules as they play and Coaches must use commonsense 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
- Goal Keepers wearing different colours to differentiate themselves from other outfield players
- 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)

GENERAL RULES (across all grades/playing formats)

START OF PLAY

- Kick-off is decided by the toss of a coin. (The team winning the toss decides which goal they will attack in the first half. Team losing the toss takes the kick off to start the game).
- The ball is in play as soon as it is kicked and moved in any direction.
- The opposing players must remain outside of the centre circle, or at least 3m away if no centre circle (7th & 8th Grade) until the ball is in play.
- On scoring of a goal, the game is restarted by a kick-off from the centre circle, by the team who conceded the goal.
- After half time the teams change ends and the kick-off is taken by the team that did not start the game.

A goal may be scored directly from a kick-off.

DURATION OF THE GAME

The Referee is the sole time keeper of any game.

The duration of the game shall be two equal periods, as per the age-group playing format

(see specific playing format rules 5v5, 7v7 & 9v9).

A GOAL IS SCORED or BALL IS OUT OF PLAY

Only if the ball has wholly crossed the goal line or touch line on the ground or in the air.

SUBSTITUTIONS

For all age-groups in the Junior Framework, rolling substitution 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**

OFFSIDE

See playing format rules as to how the offside rule applies to each particular playing format in the Junior Framework (5v5, 7v7, & 9v9).

DROPBALL

A dropped ball is a way of restarting the game after a temporary stoppage which may be necessary.

The referee drops the ball at the place where play stopped; the ball must touch the ground first before being kicked.

PLAYING FORMAT & SPECIFIC RULES

5 v 5 PLAYING FORMAT (FUN FOOTBALL)

REFER FUN FOOTBALL PROPOSED PLAYING FORMAT 2018 IN RELATION TO GAME DAY STRUCTURE FOR THE 2018 SEASON.

Pitch Dimensions

Grade	Game Duration	Ball Size	Pitch Size	Goal Size	Goal Box	Penalty Area	Centre Circle
7th Grade	2 x 15 minute games*	Size 3	min 25 x 20m max 30 x 20m	min 1.8 x 0.9m max 2 x 1m	NO	NO	NO
8th Grade; U8 Girls Only	2 x 20 minute games*	Size 3	min 25 x 20m max 30 x 20m	min 1.8 x 0.9m max 2 x 1m	NO	NO	NO

*Rotorua 7th & 8th grade, EBOP 7th grade & Thames Valley u9s rotation format 3 x 10 minute games

5 v 5 Specific Rules

Grade	No of players	Recommend squad size	Off Sides	Retreating line	Corners	Goal Kicks	GK	Throw-Ins
7th Grade	5 (no GK)	6 – 8	NO	half-way	NO	YES	NO	NO
8th Grade; U8 Girls Only	5 (no GK)	6-8	NO	half-way	NO	YES	NO	NO

GAME DAY WARM UP

Prior to Kick-off all coaches are expected to deliver two games (8-10 minutes each game) from the Junior Framework Training Component (General Movement, Football Coordination or Football Technique) as part of the warm up prior to the scheduled kick-off time.

BALL IN AND OUT OF PLAY

Ball crossing the side-line

- **NO THROW-INS:** The ball is to be kicked or dribbled into play from behind the side-line
- Restart the game ASAP, which can be managed by the Referee or Coach by using “ready-set-go”
- Defending team to retreat 4.5m away from the ball until “go” is heard
- In order to score a goal, the ball must be touched by someone else on the field of play before entering the goal

Ball crossing the goal line

- **NO CORNER KICKS**: A goal kick is awarded from anywhere along the goal line
- **RETREAT LINE**: All opposition players must retreat into their own half until the ball is kicked into play

GOAL SCORING

Goals can only be scored from the opposition's half as there are no Goal Keepers.

GOAL KEEPERS

No Goalkeepers in 5 v 5 football

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 goal keeper). All players should be encouraged to be actively involved by moving up and down the pitch in relation to the play.

FOULS & MISCONDUCTS

There are only Indirect free kicks for fouls and misconducts with the exception of penalty kicks.

An '**Indirect Free Kick**' is awarded when a player:

1. Kick or attempts to kick an opponent
2. Trips or attempts to trip an opponent
3. Jumps at an opponent
4. Charges at an opponent
5. Strikes or attempts to strike an opponent
6. Pushes an opponent
7. Tackles an opponent from behind to gain possession of the ball
8. Makes contact with the opponent before touching the ball
9. Holds an opponent
10. Spits at an opponent
11. Handles the ball deliberately
12. Plays in a dangerous manner
13. Impedes the progress of a player

A goal can only be scored from an **Indirect Free Kick** if the ball subsequently touches another player before it enters the goal (the ball is in play as soon as it is kicked and moves). If an indirect free kick is kicked directly into the opponents' goal without touching another player, a goal kick is awarded.

A '**Penalty Kick**' is awarded for the following which is taken 8m out from goal with no GK occupying the goal.

- Deliberate handball or serious misconduct which denies an obvious goal scoring opportunity

OFFSIDES

There are **NO OFFSIDES** in this small sided game format, but poaching (standing waiting in front of goal) should be discouraged.

SENDING OFF

No sending off, a verbal warning should be sufficient.

TEAM GUIDELINES & SUPPORT:

7th Grade only

Both coaches can be on the field at the same time encouraging the players but only one will be the referee.

7th & 8th Grades:

Spectators or officials' standing anywhere along the goal line or directly beside, behind or between the goalposts is not permitted.

7 v 7 PLAYING FORMAT (MINI FOOTBALL 9TH & 10TH Grade)

Pitch Dimensions

Grade	Game Duration	Ball Size	Pitch Size	Goal Size	Goal Box	Penalty Area	Centre Circle
9 th Grade	2 x 25 minute halves	Size 4	min 45 x 30m max 55 x 35m	min 3.8 x 1.9m max 4 x 2m	NO	8m x 16m	NO
10 th Grade; U10 Girls Only	2 x 25 minute halves	Size 4	min 45 x 30m max 55 x 35m	min 3.8 x 1.9m max 4 x 2m	NO	8m x 16m	NO

7 v 7 Specific Rules

Grade	No of players	Recommend squad size	Off Sides	Retreating line	Corners	Goal Kicks	GK	Throw-Ins
9 th Grade	7 (inc GK)	8 – 10	NO	YES	YES	YES	YES	YES
10 th Grade; U10 Girls Only	7 (inc GK)	8 - 10	NO	YES	YES	YES	YES	YES

BALL IN AND OUT OF PLAY

Ball crossing the side-line

THROW-INS:

When throwing in the ball the player must:

- Face the field of play
- Keep both feet on the ground either behind or on the side line
- Deliver the ball with both hands
- Deliver the ball from behind and over the head

A goal cannot be scored directly from a throw-in

A GK is not permitted to receive the ball with their hands from a throw-in from a player in their own team

Foul-Throw: Although players should always attempt to keep both feet on the ground and throw correctly, a degree of leniency should be allowed for a genuine effort. In the event of a serious foul-throw the throw is to be retaken.

Ball crossing the goal line

If the last player to touch the ball is the:

- a) Defending team - a corner kick is awarded, or

b) Attacking team - a goal kick is awarded

Goal Kicks: The goalkeeper is permitted to handle the ball anywhere in the penalty area and can restart play with their hands or on the ground. Coaches should encourage goalkeepers wherever possible to roll out of their hands or play from the ground; however it is recognised that kicks out of their hands may be required every now and again.

RETREATING LINE: All opposition players must drop back behind the retreating line and must wait until the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, before an attacking player can advance over the retreating line to pressure the ball.

NB: the GK doesn't have to wait until the opposition players have retreated behind the line to distribute the ball.

(Refer: Retreating Line Information Document for more information)

A goal may be scored directly from a goal kick but only against the opposing team.

GOAL KEEPERS (In General Play)

Goalkeepers are permitted to handle the ball anywhere in the penalty area and can restart play either from their hands (kicked, thrown or rolled) or on the ground.

Once the Goalkeeper has possession any further challenge by the opposition should be promptly controlled by the referee.

Retreating Line: All opposition players must drop back behind the retreating line and must wait until the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball before an attacking player can advance over the retreating line to pressure the ball.

NB: the GK doesn't have to wait until the opposition players have retreat behind the line to distribute the ball.

(Refer: Retreating Line Information Document for more information)

Coaches should encourage the GK wherever possible to roll out of their hands or play from the ground.

FOULS & MISCONDUCTS

A Free Kick is classified under two headings:

Direct: From which a goal can be scored.

Indirect: from which a goal cannot be scored unless another player has touched the ball.

Both Direct and Indirect Free Kicks are taken from where the offence occurred.

A **Direct Free Kick** is awarded for the following offences, if they are **committed intentionally**

1. Kicks or attempts to kick an opponent.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.
4. Charges an opponent.
5. Strikes or attempts to strike an opponent.
6. Pushes an opponent.
7. When tackling an opponent, makes contact with the opponent before touching the ball.
8. Holds an opponent.
9. Spits at an opponent.
10. Handles the ball deliberately (except for the goalkeeper within his own penalty area).

If a Direct Free Kick is kicked directly into the opponent's goal, a goal is awarded.

An **Indirect Free Kick** is awarded for the following offences:

- Plays in a dangerous manner.
- Obstructs the progress of an opponent.
- Retreating line Infringement

A goal can only be scored from an **Indirect Free Kick** if the ball subsequently touches another player before it enters the goal (the ball is in play as soon as it is kicked and moves). If an Indirect Free Kick is kicked directly into the opponents' goal without touching another player, a goal kick is awarded.

The back pass rule does not apply in the 7 v 7 format; Goalkeepers can handle the ball at any time within their Penalty Area without infringing the rules

PENALTY KICKS

A penalty kick is awarded if a defender commits any of the above 10 direct free kick offences inside his/her own penalty area.

When a penalty kick is awarded:

- The ball is placed 8m from the center of the goal
- Only the Goalkeeper and the player taking the kick are allowed in the penalty area
- All other players must remain outside the penalty area, but still on the field of play until the ball has been kicked
- The goalkeeper stands on the goal line between the goal posts. He/she can move along the line, but cannot step back or forward off the line
- The kicker can't play the ball a second time until it has touched another player

OFFSIDES

The retreating line is the offside line on attack (*Refer: Retreating Line Information Document for more information*). Players should **only be penalised for blatant offside** (including goal-tending) and referees and/or coaches should utilise any opportunity to give instruction to players who are blatantly offside. An indirect free kick is only awarded to the opposing team if a player continues to deliberately remain in an offside position (persistent infringement) after being given instructions.

SENDING OFF

No sending off, a verbal warning should be sufficient.

Please remember: the role of all officials is to educate rather than punish, so should you feel the need to red card a junior player, talk to the opposition coach about taking the player off for a time. The safety and enjoyment of the game by the players is paramount.

TEAM SUPPORT:

Spectators or officials' standing anywhere along the goal line or directly beside, behind or between the goalposts is not permitted.

9 v 9 PLAYING FORMAT (MINI FOOTBALL 11TH & 12TH Grade)

Pitch Dimensions

Grade	Game Duration	Ball Size	Pitch Size	Goal Size	Goal Box	Penalty Area	Centre Circle
11 th Grade	2 x 30 minute halves	Size 4	min 64 x 45m max 70 x 50m	min 4 x 2m max 5 x 2m	NO	8m x 16m	NO
12 th Grade; U12 Girls Only	2 x 30 minute halves	Size 4	min 64 x 45m max 70 x 50m	min 4 x 2m max 5 x 2m	NO	8m x 16m	NO

9 v 9 Specific Rules

Grade	No of players	Recommend squad size	Off Sides	Retreating line	Corners	Goal Kicks	GK	Throw-Ins
11 th Grade	9 (inc GK)	10 – 12	YES	YES	YES	Yes	YES	YES
12 th Grade; U12 Girls Only	9 (inc GK)	10- 12	YES	YES	YES	Yes	YES	YES

BALL IN AND OUT OF PLAY

Ball crossing the side-line

THROW-INS:

When throwing in the ball the player must

- Face the field of play
- Keep both feet on the ground either behind or on the side line
- Deliver the ball with both hands
- Deliver the ball from behind and over the head

A goal cannot be scored directly from a throw-in

A GK is not permitted to receive the ball with their hands from a throw-in from a player in their own team

Foul-Throw: If the throw in not taken correctly the player is allowed one retake before the opposition team gains the throw.

Ball crossing the goal line

If the last player to touch the ball is the:

- a) Defending team - a corner kick is awarded, or
- b) Attacking team - a goal kick is awarded

Goal Kicks: A goal kick can be taken from anywhere inside the penalty area. The ball must be kicked outside the penalty area before it can be touched by another player, or the kick is retaken.

RETREATING LINE: All opposition players must drop back behind the retreating line and must wait until the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, before an attacking player can advance over the retreating line to pressure the ball.

NB: the GK doesn't have to wait until the opposition players have retreated behind the line to distribute the ball.

(Refer: Retreating Line Information Document for more information)

A goal may be scored directly from a goal kick but only against the opposing team.

GOAL KEEPERS (In General Play)

Goalkeepers are permitted to handle the ball anywhere in the penalty area and can restart play from either from their hands (kicked, thrown or rolled) or on the ground.

Once the Keeper has possession any further challenge by the opposition should be promptly controlled by the referee.

Retreating Line: All opposition players must drop back behind the retreating line and must wait until the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball before an attacking player can advance over the retreating line to pressure the ball.

NB: the GK doesn't have to wait until the opposition players have retreated behind the line to distribute the ball.

(Refer: Retreating Line Information Document for more information)

Coaches should encourage GK wherever possible to roll out of their hands or play from the ground

Back Pass Rule applies

Prohibiting the GK from handling the ball under the following circumstances:

- when the ball is intentionally kicked to him by a teammate
- when receiving it directly from a throw-in
- when he has already released the ball to the ground after a save

A goalkeeper who violates the back pass rule will be penalised with an indirect free kick from the point where he picks up the ball.

FOULS & MISCONDUCTS

A Free kick is classified under two headings:

Direct: From which a goal can be scored.

Indirect: from which a goal cannot be scored unless another player has touched the ball.

Both Direct and Indirect Free Kicks are taken from where the offence occurred.

A **Direct Free Kick** is awarded for the following offences, if they are **committed intentionally:**

- 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
- When tackling an opponent, makes contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

If a Direct Free Kick is kicked directly into the opponent's goal, a goal is awarded

An **Indirect Free Kick** is awarded for the following offences:

- Offside
- Dangerous play
- Obstructs the progress of an opponent.
- Infringement of the Pass Back rule
- Dissent

- Unsporting Behaviour (against anyone)
- Retreating line Infringement

A goal can only be scored from an **Indirect Free Kick** if the ball subsequently touches another player before it enters the goal (the ball is in play as soon as it is kicked and moves). If an Indirect Free Kick is kicked directly into the opponents' goal without touching another player, a goal kick is awarded.

PENALTY KICKS

A penalty kick is awarded if a defender commits any of the above 10 Direct Free Kick offences inside his/her own penalty area.

When a penalty kick is awarded:

- The ball is placed 8m from the center of the goal
- Only the Goalkeeper and the player taking the kick are allowed in the penalty area.
- All other players must remain outside the penalty area, but still on the field of play until the ball has been kicked.
- The goalkeeper stands on the goal line between the goal posts. He/she can move along the line, but cannot step back or forward off the line.
- The kicker can't play the ball a second time until it has touched another player.

OFFSIDES

The off-side law **WILL** be applied in these grades. However, the retreating line acts as the offside line on attack.

(Refer: Retreating Line Information Document for more information)

The Offside Law

A player is in an offside position if they are nearer to the opponent's goal line than both the ball and the second to last opponent. (Generally, the Goal Keeper and one opposition player).

(Note: In line with the opponents is **NOT** offside).

A player shall only be penalised for being in an offside position if, at the moment the ball touches or is played by one of their team, they are, in the opinion of the referee, involved in active play by:

- Gaining advantage by being in that position
- Interfering with play
- Interfering with an opponent

A player shall not be declared offside:

- By merely being in an offside position

- If they receive the ball, direct from a goal kick, a corner kick or a throw in
- They are in their own half of the field of play
- They are **LEVEL** with the second last opponent or the last two opponents

SENDING OFF

We do not expect any sending offs at these levels, but we expect a firm control will be taken with the following offences which under FIFA rules would result in a sending off:

- Violent Conduct
- Serious Foul Play
- Foul and Abusive Language
- Persisting in misconduct after having received cautions

Any written report of the incident must be sent via your Club Secretary (within 5 days) to the Waikato Bay of Plenty Football Federation.

Time Out:

A 10 minute (cool down period) for offending players is an option which could be implemented by responsible officials.

Any player removed for “time out” can be replaced by another player until their return into the game.

Please remember: the role of all officials is to educate rather than punish, so should you feel the need to red card a junior player, talk to the opposition coach about taking the player off for a time. The safety and enjoyment of the game by the players is paramount.

TEAM SUPPORT:

Spectators or officials’ standing anywhere along the goal line or directly beside, behind or between the goalposts is not permitted.