



Rules of Participation

(Small Sided Games - Under 6/7/8)

2008

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RULES OF PARTICIPATION – Small Sided Games

1 STRUCTURE

Age Groupings

Football Brisbane will arrange age restricted fixtures for junior players as per the following table. Age groupings may be mixed or gender specific as determined by Football Brisbane.

Age Group	Year of Birth qualification
Under 8	Players attaining the age of 8 years in registration year
Under 7	Players attaining the age of 7 years in registration year
Under 6	Players attaining the age of 6 years in registration year

All age groups 6 to 8 years must play under the Small Side Games (SSG) Rules as listed in Appendix A and abide by Football Brisbane rules and procedures. Any club found guilty of breaching the rules and procedures may be sanctioned.

Players should participate in their own age group wherever numbers permit and must be registered in accordance with current FFA and Football Brisbane regulations. Players and teams in these age groups are not to be graded.

Small Sided Games are modified football games for children 6 to 8 years old, played on smaller fields with less players, fewer rules and modified equipment.

There are no premiership points or final series and therefore no results or tables are recorded. The games are designed to allow the frequent interchange of players so that all players get equal time on the field. This helps young players develop the skills needed for all positions and players can, in later years, make a decision about which position they enjoy the most.

In House Divisions

Football Brisbane promotes the concept of in-house fixtures in the 6, 7 and 8 years age groups, dependent on individual club registration numbers. Clubs must have a minimum of 36 players in the 6 year age group nominated and 42 players in each of the 7 year and 8 year age groups.

Teams participating in these age groups are required to complete and forward, on a regular basis, an official Match Sheet to Football Brisbane for each game played. Players are not required to sign these sheets.

Hubs

Where clubs are unable to meet these conditions, Football Brisbane will arrange the formation of 'hubs' to facilitate matches. These will be arranged giving maximum consideration to travel considerations.

Teams participating in these age groups are required to complete and forward, on a regular basis, an official Match Sheet to Football Brisbane for each game played. Players are not required to sign these sheets.

2 FIXTURES

Scheduling

Football Brisbane will co-ordinate the dates, times and locations of all matches. These scheduled matches will be advised to participating teams prior to the commencement of the season.

Clubs running in-house competitions must submit a copy of the matches for each age group to Football Brisbane prior to commencement of the season.

Duration

The duration of matches for each age group are outlined in the table below. The Game Leader has the right to abandon any match if, in his/her opinion, playing conditions compromise player safety.

Age Group	Duration	Interval
Under 8	2 x 20 mins	5 mins
Under 7	2 x 20 mins	5 mins
Under 6	2 x 15 mins	5 mins

3 APPLICATION FOR ALTERATION TO FIXTURES

Any application for an alteration to scheduled fixtures shall be submitted, using the appropriate form, to Football Brisbane at least ten (10) working days prior to the scheduled fixture.

Each request will be determined on its merits. Football Brisbane's decision in regards to the rescheduling of fixtures will be final.

4 NON-PARTICIPATION IN A FIXTURE

Any member club or affiliated club that fails to fulfil any of its fixture or finals obligations arranged by Football Brisbane, shall be fined per offence, and may be subject to further disciplinary action.

In the event the home or visiting team is not ready to commence the fixture **within 15 minutes of the scheduled kick-off time**, the match will be forfeited.

Should any team claim such a forfeit they must forward a completed Official Match Sheet, signed by the appointed Game Leader or a club official, noting the circumstances of the non-playing of the fixture to Football Brisbane.

If, for any reason, a team intends to forfeit a scheduled fixture match, the Club is to provide two (2) clear days written notice of the forfeit to the office of Football Brisbane. Football Brisbane shall be responsible for notification to the opposition team.

A team, which persistently forfeits, may, at the discretion of Football Brisbane, be withdrawn from that division.

5 WITHDRAWAL/REMOVAL FROM FIXTURES

If any team in any division withdraws or is removed after fixtures are set then a bye may be substituted.

6 INTERCHANGE OF PLAYERS

In all Small Sided Games, unlimited interchange will be permitted, with no more than two (2) substitutes permitted to be listed on the Match Sheet.

Only players' names listed on the Match Sheet are permitted to take part in the match. A player who has been interchanged may return to the field for another player.

Interchange players may rotate during the entire game. The change is allowed to be made while the ball is in play but must wait until the interchanged player has left the field.

7 PLAYER REGISTRATION

Players can register at any time and, unless cancelled earlier, is effective from the date of registration until 31 December 2008.

A player can not be registered if he/she has not attained the age of five (5) years.

Players can not re-register with another club within the Football Brisbane Zone after 30 June 2008.

All requests for refund of registration fees for players who have not taken part in a fixture match must be received by 30 June each year.

8 GRADING OF PLAYERS

Players and teams are not to be graded and should play in teams as of equal standard as possible as decided by the club. Players should participate in their own age group wherever numbers permit.

If a player is playing out of their age group, they must have been assessed in line with the Player Age Policy.

9 BORROWING PLAYERS

Registered players may be borrowed any number of times by club teams in their own age group provided that the team is short of players.

They may be borrowed to play in a higher age group if that team is short of players provided that they have completed the appropriate Player Assessment Forms.

10 ELIGIBILITY/NON-ELIGIBILITY OF PLAYERS

Eligible Players

A player is eligible to play in his/her team, provided he/she has been registered in line with Football Federation of Australia National Registration Regulations and Football Brisbane Registration Procedures and Guidelines, and is not under suspension by Football Brisbane or any other Federation.

A player is eligible to take part in a scheduled Football Brisbane match provided his/her name has been listed on the Match Sheet **prior to the commencement of the match.**

Ineligible Players

Any player not registered as per current Football Federation Australia, Football Queensland and Football Brisbane Registration Regulations is considered ineligible and is not permitted to participate in any scheduled Football Brisbane match.

Any player under suspension by Football Brisbane or any other Federation is deemed ineligible, and not permitted to participate in any fixture until that suspension is served.

A player whose name is not listed on the Match Sheet prior to the commencement of any scheduled Football Brisbane match is considered ineligible and is not permitted to participate in that match.

The Player Age Policy outlines the guidelines and process for any player to be assessed to play above or below their age group. Players playing without the correct assessment will be deemed ineligible.

Football Brisbane reserves the right to investigate the eligibility of any player participating in any division.

11 VISA PLAYERS

If the player's country of birth is not Australia, clubs must check the player's residential/visa status prior to registration. Clubs must abide by all regulations as advised by Football Federation Australia, Football Queensland and Football Brisbane. Clubs are permitted to sign an unlimited number of visa players.

12 CLUB RESPONSIBILITIES

Facilities/Ground Arrangements

The home club must ensure:

- the ground is correctly marked;
- it provides suitable goals;
- it provides toilet facilities and dressing room facilities that are hygienic and clean;
- it has adequate refreshment/canteen facilities open to the public;
- it provides a safe environment for players, officials and spectators;

Any club whose facilities do not meet the requirements specified may be fined, suspended or have its home fixtures played away.

Wet Weather Procedure

Clubs can advise if their fields are unplayable on days with scheduled fixtures by contacting the office of Football Brisbane (3849 5999) or designated office staff. Updated information on fields / matches that have been cancelled will be made available on Football Brisbane's website or by calling **3849 1104**.

In the event of the cancellation or abandonment of a fixture through rain rendering grounds unplayable, Football Brisbane shall determine whether the fixture will be rescheduled.

Field Lighting

Clubs wishing to host night fixtures during the season must submit field lighting audits as requested and have approval for competition play by Football Brisbane.

Recommendations for football field lighting detailed in the Australian Standard AS2560 Part 2.3 "Lighting for Football" includes: Minimum Service Illuminance Lux (Average) 100 and Minimum Uniformity Ratio (Min: Ave) 0.5 for competition matches. To achieve this level for the whole season, the Minimum Service Illuminance (Average) at the commencement of the season should be 110 Lux.

Stretchers and First Aid

It is compulsory that all clubs allocate one stretcher suitable for first aid and emergency use at all fixtures. Clubs who fail to provide this equipment may be sanctioned. Clubs must ensure that stretchers are placed inside the barrier/fence in a safe and accessible position to first aid staff.

Match Sheets

On match day, both teams participating in a Small Sided Game are required to complete a Football Brisbane Match Sheet prior to the commencement of any match.

A Match Sheet must:

- list all match details (age group, division, date, fixture number, participating teams, and venue);
- list all players taking part in the match with full names and corresponding shirt numbers;
- list borrowed players usual team in the appropriate column;
- list all Team Officials;
- be supplied to the Game Leader **at least 15 minutes** prior to the scheduled kick-off.

Players participating in such matches are not required to sign the Match Sheet. If an opposing team challenges the identity of a player they should lodge a report with the Game Leader and then to Football Brisbane for investigation. Each club is to forward the original of completed Match Sheets to Football Brisbane office on a regular basis.

Match Balls

The host Club shall provide one football of correct size and in good order and condition for each match. Both ages shall play with a size three (3) match ball supplied from one of the following licensed manufacturers:

Adidas, Attack, Buffalo, Covo, Gorilla, Hummel, Kombat, Mitre, Nike, Official, SSI, Uhlsport, Umbro, Veto

Football Queensland regulations provide that any clubs that breach the match ball licensing requirements will be liable to a fine for each breach.

Playing Strips

All clubs must nominate a "Home" and have available an "Alternate" strip, compliant with the Football Queensland Marketing Agreement. The alternative strip (shirts, shorts & socks) should not clash with the nominated "Home" strip.

Where club colours are similar the HOME team will be required to wear their registered alternate strip.

All playing strips (with the exception of socks) must have the "Q" logo attached by the manufacturing company. This must be requested when ordering. All playing strips must have clearly visible numbers on the back of the jerseys.

Junior teams are not permitted to advertise any alcohol or tobacco related products on their playing strips.

Goalkeepers shall wear any colour provided it does not clash with either team.

NB - Goalkeepers MUST wear licensed strips (i.e. no replica strips allowed).

The licensed apparel manufacturers for the current season are as follows;

Adidas, Attack, Buffalo, Covo, Gorilla, Hummel, Kombat, Mitre, Nike, Official, SSI, Uhlsport, Umbro, Veto

Football Queensland regulations provide that any club that breaches the apparel licensing requirements will be liable to a fine for each breach.

Ground Officials

It is the responsibility of the home club to provide sufficient ground officials to oversee all games on all fields at their facility. Should several fields be in use at the same time, more than one official may be on duty.

The ground official must wear a ground official's vest and be very visible at all times in case assistance is needed by any of the teams or officials. The ground official cannot be the coach or manager whose game is in progress on the park, nor can the ground official be the canteen supervisor.

Alcohol Consumption

Alcohol is only to be consumed in defined licensed areas at any club. Failure of any person to adhere to rules in this regard may jeopardise that club's license. The club ground official is responsible for ensuring persons comply with this rule.

Should persons be seen to be in breach of this rule, the ground official must advise such person to conform to the rules immediately. Should such person refuse to adhere to this request, the ground official shall be at liberty to liaise with the Game Leader to have the game stopped until the situation is resolved.

Should this still not resolve the situation, the ground official shall be at liberty to contact the police to have such person removed.

Team Officials

Clubs are accountable for their appointed team officials (coaches, managers, and medical staff) and they should be made aware that they are governed by a Code of Conduct. Penalties including suspension of team officials, fines, and good behaviour bonds, can be levied upon such persons and clubs, where it is found that team officials have breached the Code of Conduct.

1. Team officials are only covered by insurance provided the club has appointed and registered them. With regards to team trainers or medical staff, clubs should not use the services of any other person to treat players in regard to injuries, unless such persons have their own insurance coverage to safeguard themselves if any legal action is implemented as a result of treatment of injuries.
2. Team officials are required to wear a Football Brisbane Identification Card at all times in the technical area. Failure to do so may incur a disciplinary fine.
3. Team officials are responsible for trying to keep players behaving in an appropriate manner at all times before, during and after any game.
4. Team officials are not to argue or address any disagreements or comment direct to a Game Leader. Any complaints should be directed to Football Brisbane on club letterhead.
5. A team official can only enter the field of play when the Game Leader indicates to do so.

Water Bottles

Due to health concerns, buckets and sponges are banned. Water bottles or individual cups are recommended. For safety reasons, water bottles are not to be thrown either on or off the field.

13 DECISIONS OF THE MATCH OFFICIAL

All decisions of the Game Leader regarding the facts connected with play (including whether a goal is scored or not and the result of the match) are final, and no protest can be lodged.

14 MATCH OFFICIALS INFORMATION

Extreme Weather Conditions

In extreme weather conditions, Football Brisbane or the appointed Game Leader reserves the right to postpone, delay or abandon any fixture. If the appointed Game Leader postpones, delays or abandons any fixture due to extreme weather conditions, he / she must outline the reasons in writing to Football Brisbane.

All clubs, players, and match officials are requested to please note the following;

- If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game; *and*
- If conditions are considered extreme by the Game Leader, he or she has discretion to allow a 2-minute break during the course of each half.

Players' Equipment

It is the Game Leader's responsibility to ensure all players take the field of play are wearing equipment that is safe to themselves and any other person. All players must wear shin-guards whilst on the field of play.

Jewellery

In accordance with FIFA 'Laws of the Game', a player is forbidden to wear any type of jewellery. This includes rings, ear-rings, eye-rings, nose-rings, lip-rings and any other type of piercing. It also includes necklaces or other types of neck adornment and bracelets, bangles or other types of wrist adornment. No taping of any type is permitted including wedding rings.

All jewellery must be removed before a player enters the field of play in the course of a match. There are no exceptions to this rule.

Referees are also subject to this restriction on the wearing of jewellery with the exception of watches.

Blood Rule

In the event a player suffers an injury or wound which results in the loss of blood, the Game Leader will request that the injured player receive attention outside the field of play and only when he /she is satisfied that the injury or wound is safely covered and contained, will the player be permitted to rejoin the game.

In the event the player's uniform or attire is splattered with blood, the Game Leader will instruct that player to change his attire before being permitted to rejoin the game. Should the injured player be required to change his uniform, then the appointed Game Leader will show discretion in allowing the player to wear an alternative numbered shirt if necessary.

15 DISCIPLINARY

Please refer to the Football Brisbane Disciplinary policy as at 1 February 2008.

16 FFA CODE OF CONDUCT

This code applies to the conduct and behaviour of all players, coaches, club officials and referees currently under the direct control of Football Brisbane, and should be read in conjunction with FIFA Fair Play Code. Both the FFA Code of Conduct and the FIFA Fair Play Code are available on the website (www.footballbrisbane.com.au).

A breach of this Code of Conduct could be seen as bringing the game into disrepute and could result in disciplinary action by Football Brisbane. The FFA Code of Conduct clearly defines the behaviour expected by all parties involved, and any breach of the code will be dealt with by an independent judiciary in accordance with the Associations Incorporation Act and its rules of Natural Justice.

17 FFA SPECTATOR CODE OF BEHAVIOUR

This code applies to the conduct and behaviour of all spectators at matches under the direct control of Football Brisbane. The FFA Code of Behaviour is available on the website (www.footballbrisbane.com.au).

18 NATIONAL FLAGS/SLOGANS/EMBLEMS

No club is permitted to display national flags, slogans or emblems at home venues under any circumstances, except for the Australian flag. Clubs who are in breach of this requirement may be sanctioned.

Clubs will be allowed to dress/decorate their respective social clubs (internally) as they see fit provided flags, slogans or emblems are not visible from the playing arena.

Football Brisbane reserves the right to request the removal of any national flags or slogans at any time. The incorporation of national flags, slogans or emblems on any part of the player's attire or the uniform worn by a club official is strictly prohibited. Clubs found to be in breach will be subject to disciplinary action.

19 INSURANCE

Player Accident and Associated Liability Insurance cover is taken out by Football Queensland. Policy details and Claims procedures are available from the Football Brisbane office.

20 SCHEDULE OF FINES

Fines – Clubs		
	Misconduct/Bringing the Game into Disrepute	***
	Ineligible Player	***
	Unregistered Player	***
	Team Official non-wearing of ID (<i>per occurrence</i>)	10.00
	Ground Official non-wearing of Vest (<i>per occurrence</i>)	20.00
	Match Card Breaches (<i>per offence</i>)	10.00
	Team Withdrawal - after drawing of fixtures	
	All Divisions	100.00
	Team Forfeits	
	All Divisions	20.00
Fines – Disciplinary		
	Not applicable for Junior Players	
	*** Amount as determined by the Zone Council	

APPENDIX A

Small Sided Games Formats

Playing Format	Under 6	Under 7 & 8
Numbers	4 v 4	5 v 5
Field Size	30m x 20m	30m x 20m
Field Markings	Markers or painted line markings	Markers or painted line markings
Penalty Area	Nil	Nil
Goal Size	Min: 1.80m x 0.90m Max: 2.00m x 1.00m	Min: 1.80m x 0.90m Max: 2.00m x 1.00m
Goal Type	Markers, Poles, Goals	Markers, Poles, Goals
Ball Size	Size 3	Size 3
Goalkeeper	No	No
Recommended Playing Time	2 x 15 minutes	2 x 20 minutes
Half Time Break	5 minutes	5 minutes
Referee	Game Leader	Game Leader
Competition	No	No

LAWS OF SMALL SIDED GAMES

The field of play

Dimensions

The field of play should be rectangular in shape. Sizes for each age group are as follows:
Under 6, 7 & 8 years of age – 30m x 20m

Markings

Markers or painted line markings.

Goal Size

The size of the goal should be:

Under 6, 7 & 8 years of age – Minimum 1.80m x 0.90m Maximum 2.00m x 1.00m

Penalty Area

Under 6, 7 & 8 years of age – No penalty area

Goal Type

Goals, markers or flags can be used as goals.

The ball

Under 6, 7 & 8 – Size 3

The number of players

Under 6 years of age – 4 v 4 (no goalkeeper)

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

Under 7 & 8 years of age – 5 v 5 (no goalkeeper)

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

Duration of the game

Under 6 years of age – 2 x 15 minutes (half-time break 5 minutes)

Under 7 & 8 years of age – 2 x 20 minutes (half-time break 5 minutes)

Referees

Under 6, 7 & 8 years of age – Game Leader

The start of play

Under 6 years of age

It is important that parents/teachers/coaches 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!

Kick-off is determined by the Game Leader. 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 the 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.

When a goal is scored there is no kick-off but a restart from the back line (goal kick off the ground). The team that did not kick-off the first half starts the second half.

Under 7 – 8 years of age

Kick-off is determined by a choice between the "captains" as to which hand the Game Leader has his or her whistle in, or coin, or grass with soil 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 the 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.

When a goal is scored there is no kick-off but a restart from the back line (goal kick off the ground). The team that did not kick-off the first half starts the second half.

Ball in and out of play

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

Ball crossing the side line

Under 6, 7 & 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 the play. 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.

Ball crossing the back line after touching the defending team last

Under 6, 7 & 8 years of age - Corner kick.

Ball crossing the back line after touching the attacking team last

Under 6, 7 & 8 years of age - Goal kick off the ground from the back line.

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.

Offside

There is no offside for the Under 6, 7 & 8 year-old age groups.

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
- Tackles an opponent in a dangerous manner 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 age groups, no player is allowed to deliberately handle the ball with his or her hand and or arm anywhere on the field.

A penalty kick is given when a player 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.

When a penalty kick is taken, the next penalty kick has to be taken by another player until all players have been used.

Some practical recommendations

- All players must get an equal amount of playing time.
- Three-goal margin rule: When the difference in score between the two teams reaches three or more goals at any point during the match the losing team is allowed to restart from the middle line when a goal is scored against them instead of from their own back line – Under 8 years of age and below.
- When an individual player is completely dominating the game and has already scored three goals and their team is winning by 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/her 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 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 and helping 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 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.

Warm-up

The following are recommended:

- Before the match starts the “coach-parent” will do a short warm-up. This can be done by starting with small-sided games or position game between the members of the team (3 v 3, 4 v 3, 5 v 2).
- Put the players in a circle of 10m and let them dribble the ball to a team-mate and take his/her position. Later pass the ball and take his/her position, or the coach stands in the middle and passes the ball to a player and receives it back and the player runs around the circle until he/she is back in his/her own position etc.

Note: Directly after each match each player is allowed to take a “penalty” from the 8m spot. First, all players of the A-team and second, all players of the B-team take their penalty kicks (free shot from 8m spot – no goalkeeper).

Note for the Game Leaders/team leaders/parents

It is advised by FFA to use the breaks to make some internal changes to the team when one team is far too strong and leading with more than three or four goals.

It is a good measure to create more equal teams and play 2 x 20 minutes but start the second half again with a blank score, so there might be two winners that day. The same option is open to start a “new match” every 10 minutes (even more fun for the children).

Role of the Game Leader

Under 6, 7 & 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 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!
