



Free Reformed Soccer League Rules and By-laws

Micro Division 2011

The Free Reformed Soccer Association has adopted modified **Rooball** rules for all players below the Junior Division.

These Rooball rules are for Micro Division teams playing within the Free Reformed Soccer League.

The guidelines and rules of this form of soccer are reproduced below for the benefit of players, parents, coaches and spectators so that everyone involved may continue to enjoy our chosen sport.

Rationale

- Rooball was introduced in the strong belief that adult pressure should not be imposed on the developing child. It has been devised to give young players the maximum opportunity to participate in the game to develop ball skills, to have fun and to continue to play soccer throughout their life.
- At primary school age we're not looking for fitness or tactics, we're looking for smiles and laughter and that's what Rooball is all about.
- Rooball is designed to give every young player as many opportunities to kick a soccer ball as possible whilst at the same time gain social skills from playing in a team.
- The game will not only aid physical development but will develop social skills through teamwork and thoughtful development through decision making and communication.
- Players may be interchanged. Interchanging is encouraged to provide all players equal playing time.
- Coaches should rotate players so that they don't think of themselves as defenders, goalkeepers etc but as Soccer Rooball players.
- No coaching is allowed from the sideline except by the coach, and then only if information is conveyed quietly without excessive emotion.
- All players must wear team coloured shirt, boots or training shoes and shin pads.

Rooball Rules for Micro Division

No of Players:	8 on field + interchange
Games:	2 x 20 mins
Ball:	Size 3
Field Length:	Min 40m; Max 50m
Field Width:	Min 30m; Max 35m
Goal Circle:	6m radius

These Rooball rules are for teams playing within the Free Reformed Soccer Association and may differ slightly from the rules used by other soccer associations/federations

- GAMES ARE NON-COMPETATIVE - There are no points tables or championships
- TIME OF PLAY: 2 x 20 minutes (5 minutes half time break). Referees are to ensure games start at the advertised time; there is no time added on for stoppages or injuries.
- THE PLAYERS: Teams each consist of not more than 8 (eight) players on field and additional interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Field players may wear soft brimmed hats. Players may be interchanged at any time. Interchanging is not to be governed by ability **but rather is encouraged to provide all players equal game time.**

- THE COACHES: Coaches are **encouraged to rotate players so they don't think of themselves as keepers, defenders or strikers**, but as ROO BALL SOCCER PLAYERS. Coaches are permitted on the full field to give his/her players guidance.
- TO START: Before the match begins the referee will toss a coin. The coach of the team winning the toss chooses ends, the other team kicks off from the centre mark. **Opponents must be 6 metres from the ball.** From a kick-off, the ball must be played forward and the kicker must not play the ball again until it has touched another player. **A goal may not be scored directly from a kick-off.** After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends. The side that did not start the game takes the kick-off.
- IN/OUT OF PLAY: The ball is not out of play until the whole of the ball has crossed the whole of the goal line or touchline. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.
- THROW-INS: A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crossed the touchline. The thrower must face the field; keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt is given. **Following 2 foul attempts, possession passes to the opposing team.** A goal cannot be scored direct from a throw-in. players are to be 3m away from the player throwing the ball to prevent crowding.
- GOAL KICKS: A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be 6 metres away from the ball. A goal can be scored directly from a goal kick.
- CORNER KICK: A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner. The corner flag may not be removed. Opponents must be 6 metres away from the ball. A goal can be scored directly from a corner kick.
- FREE KICK: A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. **All free kicks are indirect - a goal can not be scored unless the ball touches another player before it goes into the goal.** All opposing players have to be 6 metres away from the ball. If a free kick is awarded to the attacking team within the semi circle, the free kick is to be taken 6 metres from the semi circle. Defending players may stand on the semi circle if they wish.
- OFF SIDE: There is **NO off side in Rooball, but deliberately placing a player in an "off side" position is contrary to the spirit of the game. This unsporting behaviour may be penalised by the appointed referee.**
- SCORING: **A goal can only be scored from outside of the semi circle.** A goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar. If the goal keeper walks back over the goal line with the ball, it is NOT deemed as a goal.
- REFEREE: Players from the Junior Divisions will be the Referee. This is co-ordinated by the Mini/Micro Co-ordinator.
- LINEPERSONS: A responsible person may be appointed by each team to indicate when the ball is out of play.
- GOALKEEPERS: Only the goalkeepers are permitted inside the semi circle. They are allowed to handle the ball within this area, however, a goalkeeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a team mate. This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 10 seconds of controlling it (taking into account the capabilities of the player). If a defending team continually plays the ball inside the semi circle, a free kick should be awarded to the attacking team.

NOTE:

- A player who is bleeding must leave the field.
- Nobody is allowed within a 6 metre radius behind, or either side the goals.