



Free Reformed Soccer League Rules and By-laws

Mini Division 2011

The Free Reformed Soccer League has adopted modified **Rooball** rules for all players below Junior Divisions.

These Rooball rules are for Mini 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 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 Mini Division

No of Players:	10 + interchange
Games:	2 x 20 mins
Ball:	Size 4
Field Length:	Min 60m; Max 70m
Field Width:	Min 45m; Max 55m
Goal Circle:	7m 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-COMPETITIVE - There are no points tables or championships
- TIME OF PLAY: 2 x 20 minutes (5 minute half time break). Games will start on time.
- THE PLAYERS: Teams consist of up to 10 (ten) players on the field and additional interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. Only goalkeepers may wear caps. Players may be interchanged (3 players per team) at the halfway line after informing the referee.
- THE COACHES: Coaches are permitted on the field **only in their team's own defensive half** with the permission of the appointed referee.

- **TO START:** Before the game begins the referee will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be 7 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 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 and the kick-off is taken by the side that did not start the game.
- **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 touch line. 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.
- **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 7 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 from within the marked quarter circle. The corner flag may not be removed. Opponents must be 7 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 7 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 on edge of the semi circle. Defending players may stand on their goal line.
- **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 and is discouraged. This unsporting behaviour may be penalised by the appointed referee.**
- **SCORING:** All players are allowed to play and score within the semi circle and 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.
- **REFEREE:** Players from the Junior Divisions will be the Referee. This is co-ordinated by the Mini/Micro Co-ordinator.
- **LINESPERSONS:** A responsible person may be appointed by each team to indicate when the ball is out of play.
- **GOALKEEPERS:** The goalkeepers are permitted to handle the ball inside the semi circle. A goal keeper 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 6 seconds of controlling it.

NOTE:

- A player who is bleeding must leave the field.
- Nobody is allowed within a 7 metre radius behind or either side the goals.