SPORTS ASSOCIATION
for Adelaide Schools

SAAS Primary Soccer Rules

Year Level	Played	Game Time	Off Side	Ball Size	Max Team Numbers	Game Length	Pitch Size	Goal Size
Year 2/3	Friday 4.00	4.00 pm	NO	Size 3	4 v 4	15 mins x 2	30 x 20 m Quarter Pitch	2m x 1m Pugg or Alpha Goals
Year 4	Friday 4.00	4.00 pm	NO	Size 4	7 v 7 / 7 v 7 14 Players total = 2 teams	20 mins x 2	40 x 30 m Half Pitch	3m x 2m
Year 5	Saturday Morning	8.30 / 9.30 / 10.30	NO	Size 4	9 v 9	25 mins x 2	60 x 45m 3/4 Pitch	5m x 2m
Year 6	Saturday Morning	8.30 / 9.30 / 10.30	YES	Size 4	9 v 9	25 mins x 2	60 x 45m 3/4 Pitch	5m x 2m

Team numbers may be modified by agreement between coaches to allow the maximum participation

Year 2/3 – Both teams to provide a game leader / coach to assist both teams – no referee required

The game leader must use common sense to ensure that the game flows as much as possible. He or she must assist the 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 any intent. Try to give advantage to the attacking team when you can. Be fair to both sides.

Year 4-6 Instructions

Home Team - To supply a ball of match playing standard and two Linesman (Assistant Referee) flags
Home Team – To provide a central Referee
Linesman (Assistant Referee) – Each team to supply.

Interchange and Substitution

At **all** levels **four interchange players** can be used.
Note no stoppage time added
Year 6 teams play full rules - foul throw is a direct turn over to the other team.

Red / Yellow Cards Apply

Should a very serious offence occur,
Yellow card – A player is to leave the playing field for 10 minutes and can be replaced by another player.
Red Card - A Major offence will incur exclusion from the rest of the game and a referral to the player's school for formal follow up.

Ball in and out of play

The ball is out of play when it has fully crossed the goal line or the back line, or when play has been stopped by the referee.

Throw in

Throw in: Player faces the field of play, part of each foot either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower may not touch the ball again until it has touched another player. If he/she does, then a free kick is rewarded against him/her. Can also be kicked (early part of season)

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

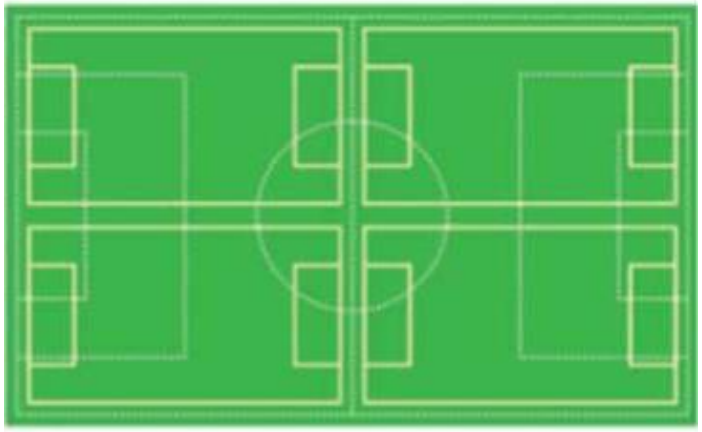
There is no offside for the Under Year 2/3 & Year 4 and 5 age groups.

Field layouts

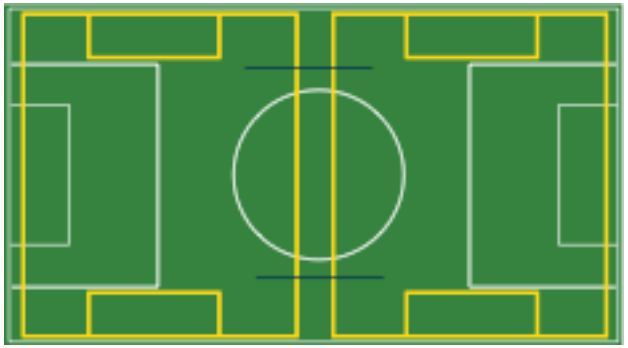
Year 2/3 – Four pitches per full-size pitch if required. Short Sided Game pitches to the correct dimensions can also be set up on existing smaller fields or open grass areas.

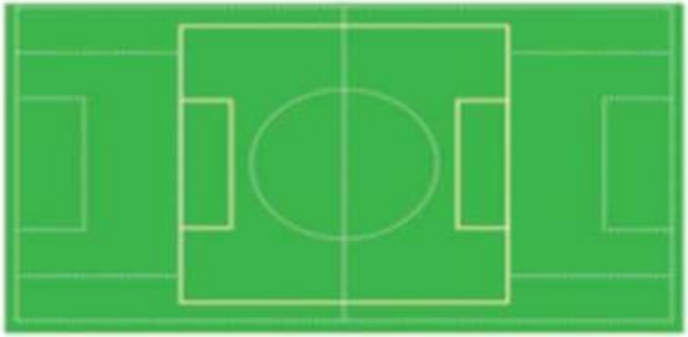
Year 4, Year 5 & Year 6 - Two pitches per full-size pitch if required. Short Sided Game pitches to the correct dimensions can also be set up on existing smaller fields or open grass areas. Best practice for Year 6 is box to box.

Year 2-3 Pitches



Year 4-6 Pitches (2 half pitches or Box-box)





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 from behind 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 of age groups, no player is allowed to deliberately handle the ball with his or her hand and or arm anywhere on the field. In Under 9, 10, 11 and 12 years of age group, no player is allowed to deliberately handle the ball with his or her hand and or arm anywhere on the field. Only the goalkeeper inside their penalty area is allowed to handle the ball.

National Playing Formats and Rules

Start of play and re-start after a goal

Pass to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 metres away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the Game Leader.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Shin guards

Shin guards must be worn by all players without exception.

Concussion

Any player suspected of suffering from concussion should be examined by a medial practitioner before returning to play. As a general rule; “If in doubt, sit it out”.

Substitutions

Players may be rotated on and off the field at any time during the game. A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on. Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field.

Regular rotation of players is key. Kids don’t register to watch football – they just want to play! If there is space on the sidelines, substitutes should be encouraged to set up small-sided games or practice their skills in a designated area, not interfering with play.

Game Leaders

Each game is to be controlled by one Game Leader.

The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment
that ensures that all players have fun, are learning the game and have maximum involvement.

The Game Leader can be a club official, parent, older child/player or beginner referee and should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

The Game Leader should:

• Encourage all children to have fun and different children to take re-starts; • Ensure the correct number of players are on the field;
• Discourage players from permanently over-guarding the goal;
• Check all players are wearing shin guards;

• Use a “Ready, Set, Go” prompt to encourage quick decisions when restarting play;

• Encourage children to dribble or pass ball to team mates rather than kick the ball long;

• Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts;

• Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children;

• Encourage children to be involved in all aspects of the game, attacking and defending;

• Award free kicks as appropriate to help children learn the rules and consequences of committing fouls;

• Explain the rules to players and why a free kick has been awarded;

• Let the game flow and give instruction to all players on the run where you can;

• Praise and encourage both teams; and • Be enthusiastic and approachable.

Game leaders are encouraged to undertake a free FFA MiniRoos Certificate prior to start of the season.