



# *Instructing Referee*

**MiniRoos Under 10 & 11**

**Rules &  
Basic Guidelines**

## **Newcastle Football:**

**SSF Under 10 & 11 (Effective from 1<sup>st</sup> January 2018)**

***The field of play:*** Maximum 70m x 50m / Minimum 60m x 40m. Half full-size pitch.

***Markings:*** Markers or painted line markings.

***Goal size:*** Maximum 5.00 metres wide x 2.00 metres high

***Penalty area:*** Rectangular – 10 metres depth x 20 metres width

***The ball:*** Size 4.

***The number of players:*** 9 v 9 – including goalkeeper

### ***Goalkeeper***

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. *The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground\*.*

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

***\* Goalkeeper Progression***

*The developmental progression of the game becoming “live” when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.*

***Duration of the game***

**2 x 25 minutes (Half time break 5 minutes)**

**(1) 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 5m away from the ball until it is in play.

*The ball must touch a team mate from the kick off before a goal can be scored*

**(2) 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 Cadet referee.

### **(3) Throw-in**

Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

### **(4) Ball crossing the goal line after touching the defending team last**

#### **Corner kick**

A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

### **(5) Ball crossing the goal line after touching the attacking team last**

#### **Goal kick**

From anywhere within the penalty area, Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

## **(6) 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.

## **(7) Offside**

**No offside** – Blatant offside will no be allowed.

**Under 10 & 11 - FFA advises that the keeping of point's tables and playing of finals must not be done.**

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- (1)** If the goalkeeper kicks the ball back into play from his hands, award an Indirect Free Kick to the opponent's team, from where he kicked the ball.
- (2)** An Indirect Free Kick must touch another player before a goal can be scored.
- (3)** The whole of the ball over the line

**(4) Throw in; If there is a foul throw then stop play give the player a second chance. If they foul throw again, award a throw in to the opponent's team. A goal cannot be scored direct from a throw in.**

**(5) Corner Kick (demonstration by coach).**

**(6) Goal Kick (demonstration by coach).**

**(7) Method of Scoring (demonstration by coach).**

**(8) There is NO OFFSIDE in these games.**

**(9) Foul Identification.**

**(10) Positioning by Referees.**

**(11) Skills with the Whistle.**

**(12) Referees should call the fouls when they happen. They should also explain briefly to the player the reason for the call. You are there to teach the players the rules of the game, as well as enforcing them.**

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**On behalf of your Clubs, Newcastle Football & NF Referees we thank you for attending the course and being an active participant within the Instructing Referees program.**

**Once you have gained confidence and would like to move onto an active Match Official role – join NF Referees - please ask your Club, Newcastle Football or contact NF Referees for the next steps in completing the Referee Course.**

**Enjoy you time as an Instructing Referee and thanks once again.**