



Optus Small-Sided Football LAWS



FOOTBALL
FEDERATION
AUSTRALIA

'yes'
OPTUS



The field of play

30 metres x 20 metres

Goal size

Minimum 1.80 metres wide x 0.90 metres high

Maximum 2.00 metres wide x 1.00 metres high

Penalty area

No penalty area

The ball

Size 3

The number of players

4 v 4

Maximum of two substitutes who may rotate during the entire game

Goalkeeper

No Goalkeeper

Duration of the game

2 x 15 minutes (Half time break 5 minutes)

This may be flexible depending on implementation format

Start of play

Game is started with a kick forward to a team-mate from the middle of the halfway line. A goal can not be scored with a direct kick from the kick-off. It must touch a team-mate or opposition player to be counted as a goal.

Re-start after a goal

A player from the team that conceded the goal, will kick, pass or dribble the ball into play from anywhere along the goal line. Upon a goal being scored defenders should retreat and line up along the halfway line and can move once the ball is in play.

Ball crossing the touch line

Kick, pass or dribble ball into play from touch line. For quick decision making a ready, set, go countdown should be used. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the defending team last

Corner kick from corner arc or junction of the touch and goal line. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the attacking team last

A player from the defending team will kick, pass or dribble the ball into play from anywhere along the goal line. Defenders should retreat and line up along the halfway line and can move once the ball is in play.

Offside

No offside

Fouls and misconduct

For acts of fouls and misconduct a free kick is awarded. All free kicks are indirect, with defenders 4.5m away from the ball, with exception of a penalty kick (outlined below). Fouls and misconducts include the act or attempt to kick, trip, strike, push, holds, tackle from behind, contact before touching the ball, abusive language, handles ball or play dangerously towards an opponent or official.

A Penalty kick is awarded for deliberate hand ball or serious acts of fouls and misconduct occurring in the attacking half. A penalty kick will be taken from an 8m spot with an empty goal – all other players must stand behind the half way line

Most fouls and misconduct at this level are not deliberate and serious and often caused by lack of coordination or skill. Game Leaders should give advantage to the attacking team, be fair to both teams and continue play limiting stoppages.

Method of scoring

A goal is scored when the whole ball crosses the line. Where cones are used as goals, a goal is scored when the ball passes through the cones without touching or knocking them over.

Referee

A game leader is used as the referee. This person's main role is to keep the game moving fluently, limit stoppages and assist players with all match restarts. This person can be a club official, parent, older child / player or beginning referee.

The official recording of competition tables, statistics and playing of finals is not permitted at this age. At all times the focus of these games should remain on player development and providing the best experience possible through participation and enjoyment for the players. This environment will be created by clubs, officials, game leaders and parents.



The field of play

30 metres x 20 metres

Goal size

Minimum 1.80 metres wide x 0.90 metres high
Maximum 2.00 metres wide x 1.00 metres high

Penalty area

No penalty area

The ball

Size 3

The number of players

5 v 5
Maximum of two substitutes who may rotate during the entire game

Goalkeeper

No Goalkeeper

Duration of the game

2 x 20 minutes (Half time break 5 minutes)
This may be flexible depending on implementation format

Start of play

Game is started with a kick forward to a team-mate from the middle of the halfway line. A goal can not be scored with a direct kick from the kick-off. It must touch a team-mate or opposition player to be counted as a goal.

Re-start after a goal

A player from the team that conceded the goal, will kick, pass or dribble the ball into play from anywhere along the goal line. Upon a goal being scored defenders should retreat and line up along the halfway line and can move once the ball is in play.

Ball crossing the touch line

Kick, pass or dribble ball into play from touch line. For quick decision making a ready, set, go countdown should be used. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the defending team last

Corner kick from corner arc or junction of the touch and goal line. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the attacking team last

A player from the defending team will kick, pass or dribble the ball into play from anywhere along the goal line. Defenders should retreat and line up along the halfway line and can move once the ball is in play.

Offside

No offside

Fouls and misconduct

For acts of fouls and misconduct a free kick is awarded. All free kicks are indirect, with defenders 4.5m away from the ball, with exception of a penalty kick (outlined below). Fouls and misconducts include the act or attempt to kick, trip, strike, push, holds, tackle from behind, contact before touching the ball, abusive language, handles ball or play dangerously towards an opponent or official.

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The field of play

40 metres x 30 metres

Goal size

Minimum 4.80 metres wide x 1.60 metres high
Maximum 5.00 metres wide x 2.00 metres high

Penalty area

Rectangular – 8 metre length x 16 metre width
This can be marked through use of marked lines, flat or soft markers or cones

The ball

Size 3

The number of players

7 v 7 (6 field players and goalkeeper)
Maximum of three substitutes who may rotate during the entire game

Goalkeeper

Each team will have a goalkeeper. The goalkeeper is permitted to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not permitted to kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet. Goal kicks can be taken from anywhere in the penalty area.

Duration of the game

2 x 25 minutes (Half time break 5 minutes)
This may be flexible depending on implementation format

Start of play and re-start after a goal

Game is started at the start of each half and after a goal with a kick forward to a team-mate from the middle of the halfway line. A goal can not be scored with a direct kick from the kick-off. It must touch a team-mate or opposition player to be counted as a goal.

Ball crossing the touch line

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; a free kick is awarded if this happens. Defenders should be 4.5 metres away from the ball. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick from corner arc or junction of the touch and goal line. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere inside the penalty area. Defenders should be 4.5 metres away from the ball.

Offside

No offside

Fouls and misconduct

For acts of fouls and misconduct a free kick is awarded. All free kicks are indirect, with defenders 4.5m away from the ball, with exception of a penalty kick (outlined below). Fouls and misconducts include the act or attempt to kick, trip, strike, push, holds, tackle from behind, contact before touching the ball, abusive language, handles ball or play dangerously towards an opponent or official.

A Penalty kick is awarded for deliberate hand ball or serious acts of fouls and misconduct occurring in the penalty area. A penalty kick will be taken from an 8 metre spot with a goalkeeper in position – all other players must stand behind the half way line.

Instructing referees should instruct the players and attempt to give advantage to the attacking team, be fair to both teams and continue play limiting stoppages if the foul or misconduct is not deliberate and serious.

Method of scoring

A goal is scored when the whole ball crosses the line. Where cones are used as goals, a goal is scored when the ball passes through the cones without touching or knocking them over.

Referee

An instructing referee is used as the referee. This person's main role is to control the game to ensure it is played fluently and instruct and correct the players without blowing the whistle on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

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The field of play

60 metres x 40 metres

Goal size

Minimum 4.80 metres wide x 1.60 metres high
Maximum 5.00 metres wide x 2.00 metres high

Penalty area

Rectangular – 8 metre length x 16 metre width
This can be marked through use of marked lines, flat or soft markers or cones

The ball

Size 4

The number of players

9 v 9 (8 field players and goalkeeper)
Maximum of three substitutes who may rotate during the entire game

Goalkeeper

Each team will have a goalkeeper. The goalkeeper is permitted to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not permitted to kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet. Goal kicks can be taken from anywhere in the penalty area.

Duration of the game

2 x 30 minutes (Half time break 7.5 minutes)

Start of play and re-start after a goal

Game is started at the start of each half and after a goal with a kick forward to a team-mate from the middle of the halfway line. A goal can not be scored with a direct kick from the kick-off. It must touch a team-mate or opposition player to be counted as a goal.

Ball crossing the touch line

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; a free kick is awarded if this happens. Defenders should be 4.5 metres away from the ball. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick from corner arc or junction of the touch and goal line. Defenders should be 4.5 metres away from the ball.

Ball crossing the goal line after touching the attacking team last

Defenders should be 4.5 metres away from the ball.

Offside

No offside

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