



Sunshine
Coast

Visit
Sunshine Coast

WINTER FEST 25

PLAYING FORMAT



FQ ACADEMY U9 PLAYING GAME FORMAT



PLAYING FORMAT U9 BOYS



PLAYING FORMATS

THE NUMBER OF PLAYERS	7-a-side including a goalkeeper. Maximum of 3 interchange players.
THE FIELD OF PLAY	7 a side: 50m long x 40m wide
GOAL SIZE	5m wide x 2m high
BALL SIZE	Size 3
DURATION OF THE GAME	2x15min. Minimum 5 min half time break.
PENALTY AREA	5m deep x 12m wide.
OFFSIDE LINE	The official offside rule (Law 11, FIFA Laws of the Game) does not apply to FA MiniRoos Under 9.



BALL CROSSING THE TOUCH LINE

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 hand and delivers the ball from behind and over their head. The ball is in play once it enters the field of play. (First foul is to repeat the throw in and then 2nd foul throw will be a changeover.



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 or within 1 metre of the corner, nearest to the point where the ball crossed the line. Opponents must be at least 5 metres 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.

PLAYING FORMAT U9 BOYS



OFFSIDE

Offside

The official offside rule (Law 11, FIFA Laws of the Game) does not apply to FA MiniRoos Under 9

Goals can be scored from the offside position.

Coaches should direct players permanently standing in blatant offside positions to move into onside positions.

Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.



BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST

Goal kick from anywhere within the penalty area. Opponents remain at least 10 Metres outside the penalty area until the ball is in play.

The Referee should not restart play until they are satisfied all opposition players are at least 10 Metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

PLAYING FORMAT U9 BOYS



GOAL TYPE

It is mandatory that solid portable goals (bow-nets or similar are not acceptable) are used. The use of poles and markers as goals is prohibited. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground.

The use of sandbags or pegs is recommended when using portable goals. For more information on Australian Safety Standards please visit the Product Safety Australia website:
www.productsafety.gov.au



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 may be thrown, rolled from the hands or played from the ground with their feet but can not be kicked or drop kicked directly from their hands. The goalkeeper has 6 seconds to restart play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Referees should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

PLAYING FORMAT U9 BOYS



FOULS AND MISCONDUCT

Indirect and Direct (**Direct FK, Attacking Half Only**) free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.



FOULS AND MISCONDUCT ARE

- Kicks or attempts to kick an opponent;
- Trips or attempts to trip an opponent;
- Jumps at an opponent;
- Charges at an opponent;
- Strikes or attempts to strike an opponent;
- Pushes an opponent;
- Tackles an opponent from behind to gain possession of the ball;
- Makes contact with the opponent before touching the ball;
- Holds an opponent;
- Spits at an opponent;
- Handles the ball deliberately;
- Plays in a dangerous manner;
- Foul language
- Impedes the progress of a player

PLAYING FORMAT U9 BOYS

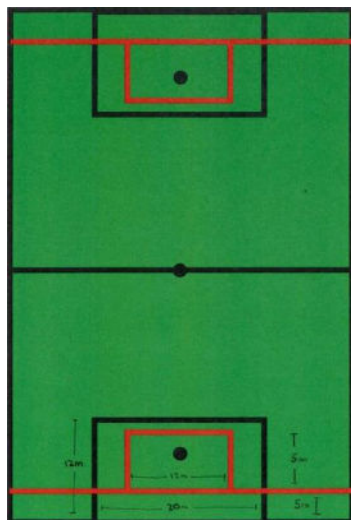


MATCH RESULTS AND POINTS TABLES

The recording of match results will NOT be conducted in all games. Points tables will not be used and results won't be published.



FIELD LAYOUTS



OTHER RULES

All other rules will be applied using the IFAB Laws of the Game. Rules of competition will also be used by the competition administrator. The use of sin-bin will not apply.



FIELD LAYOUTS

Diagrams below illustrate the field markings to be used for games.

THE FIELD OF PLAY	50 x 40m fields
GOAL SIZE	5m wide x 2m high
PENALTY AREA	5m deep x 12m wide.

FQ ACADEMY U10/11 PLAYING GAME FORMAT



PLAYING FORMAT U10/11 BOYS & U11 GIRLS



PLAYING FORMATS

THE NUMBER OF PLAYERS	9-a-side including a goalkeeper. Maximum of 4 interchange players.
THE FIELD OF PLAY	9 a side: 70m long x 47m wide
GOAL SIZE	5m wide x 2m high
BALL SIZE	Size 4
DURATION OF THE GAME	2x15 Minimum 5 min half time break.
PENALTY AREA	12m deep x 20m wide.
OFFSIDE LINE	The official offside rule (Law 11, FIFA Laws of the Game) does not apply to FA MiniRoos Under 10/11



BALL CROSSING THE TOUCH LINE

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 hand and delivers the ball from behind and over their head. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in. (First foul is to repeat the throw in and then 2nd foul throw will be a changeover.



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 or within 1 metre of the corner, nearest to the point where the ball crossed the line. Opponents must be at least 5 metres 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.

PLAYING FORMAT U10/11 BOYS & U11 GIRLS



OFFSIDE

Offside

The official offside rule (Law 11, FIFA Laws of the Game) does not apply to FA MiniRoos Under 10/11

Goals can be scored from the offside position.

Coaches should direct players permanently standing in blatant offside positions to move into onside positions.

Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times



BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST

Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play.

The Referee should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

PLAYING FORMAT U10/11 BOYS & U11 GIRLS



GOAL TYPE

It is mandatory that solid portable goals (bow-nets or similar are not acceptable) are used for games. The use of poles and markers as goals is prohibited. To comply with Australian Safety Standards, portable goals must be anchored securely to the ground.

The use of sandbags or pegs is recommended when using portable goals. For more information on Australian Safety Standards please visit the Product Safety Australia website:
www.productsafety.gov.au



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 may be thrown, rolled from the hands or played from the ground with their feet but can not be kicked or drop kicked directly from their hands. The goalkeeper has 6 seconds to restart play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Referees should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

PLAYING FORMAT U10/11 BOYS & U11 GIRLS



FOULS AND MISCONDUCT

Indirect and Direct (**Direct FK, Attacking Half Only**) free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the Direct/indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.



FOULS AND MISCONDUCT ARE

- Kicks or attempts to kick an opponent;
- Trips or attempts to trip an opponent;
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- Makes contact with the opponent before touching the ball;
- Holds an opponent;
- Spits at an opponent;
- Handles the ball deliberately;
- Plays in a dangerous manner;
- Foul language
- Impedes the progress of a player

PLAYING FORMAT U10/11 BOYS & U11 GIRLS

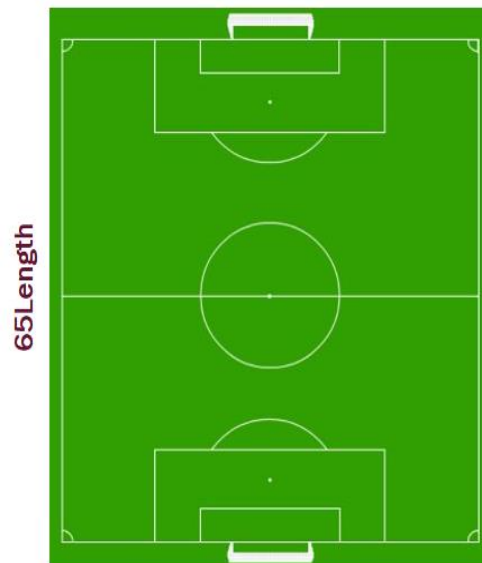


MATCH RESULTS AND POINTS TABLES

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FIELD LAYOUTS



45m Wide



OTHER RULES

All other rules will be applied using the IFAB Laws of the Game. Rules of competition will also be used by the competition administrator. The use of sin-bin will not apply to Under 10/11.



FIELD LAYOUTS

Diagrams below illustrate the field markings to be used for Under 10/11.

THE FIELD OF PLAY	Maximum: 70m long x 50m wide. Best Practice: 65m long x 45m wide. Minimum: 60m long x 40m wide.
GOAL SIZE	5m wide x 2m high
PENALTY AREA	12m deep x 20m wide.

SUBSTITUTIONS

Substitutions (Interchange)

In all FQ Academy Winterfest fixtures, unlimited Return Substitutions (Interchange) are permitted. A player who has been substituted may return to the field for another player.

Referees are to be notified before changes are made. Substitutions o happen at dead-ball moments, breaks, or unless of injury and fatigue.

Substitutions will be able to be made throughout the first 10 minutes of each half and at half-time, but not within the last 5 minutes of either half unless required due to injuries.



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