

Under 7'S Game Info

(Coach from each team allowed on field to act as Game Leader)

Players per team: **4** max (or even) Game Duration: **2 x 15 mins** Ball size: **3**

Goalkeeper:

- ☞ there is **no goalkeeper** – no player is allowed to pick the ball up anywhere on the field

Start of play & restart after goal:

- ☞ pass forward to a team mate from middle of halfway line
- ☞ all opposition players must be 5 metres away and in their own half
- ☞ ball must touch team-mate before goal can be scored
- ☞ **each player** can score a **maximum of three (3) goals** (encourages FAIR PLAY)

Ball crosses touchline:

- ☞ **no throw-ins**
- ☞ kick-in (can pass or dribble)
- ☞ opposition players must be 5 metres away
- ☞ ball must touch team-mate before goal can be scored

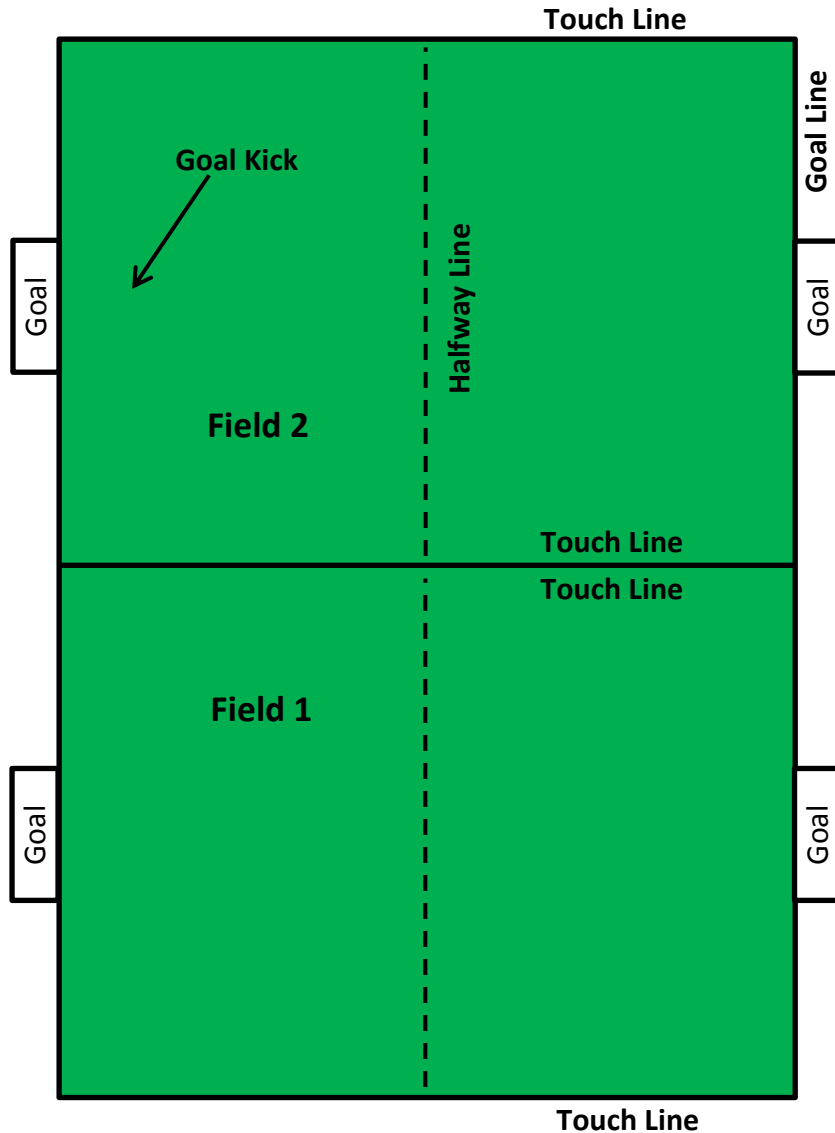
Ball crosses goal line (outside goal):

- ☞ **goal kick** (no corner kicks) – to be taken anywhere inside goal area
- ☞ can be passed or dribbled into play
- ☞ **opposition players to be at halfway line** – cannot move until ball is in play
- ☞ ball must touch team-mate before goal can be scored

Offside:

- ☞ there is **no offside in general play**, but **FAIR PLAY** rules apply

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Remember: Your team's game must start and finish within the allotted time slot. If you are late, the game time may have to be reduced to finish on time!!

Advice to Game Leader:

- ☞ keep the game moving and limit stoppages by assisting players with restarts
- ☞ encourage all children to have fun and rotate restarts between players
- ☞ discourage players from permanently standing in front of goal
- ☞ encourage players to dribble for restarts (instead of big kick)
- ☞ ensure all opposing players are back the required distance for restarts

Advice to Parents:

- ☞ Children participate for their enjoyment, not yours
- ☞ encourage **FAIR PLAY** for all children
- ☞ limit constant instruction – let the players guide themselves
- ☞ Never ridicule or yell at a player or official – **you are bound by a Code of Conduct**
- ☞ **RESPECT** the official's decision – this teaches the players to do the same