

SOUTHERN SMALL WHITES FOOTBALL



PUKEKOHE, TUAKAU & DRURY FOOTBALL CLUSTER 2024

Fun Football 7th and 8th Grades

Played at the A & P Showgrounds, off Station Road.

Key Principles of Mini Football

The sports research behind the programme has identified the key principles that underpin the Junior Player Development. The Framework ensures the training provided is correct in the following,

- Accumulation of hours and number of touches
- Early engagement
- Recognition of development age
- Training time allocation
- Four corner approach – Technical & Tactical, Physical, Mental, Social/Emotional
- Age appropriate games

Competition Structure

The competition philosophy is to ensure continuous football with minimal stoppages. The teams will be in a round robin tournament with two games each Saturday. In the event of uneven team numbers entered, a Bye may be issued.

The competition format will be 5 v 5 to accelerate the technical development of players by increasing the frequency of touches, decision making and player involvement.

Although there is a competition format the coaching focus must be on player development. A coach should measure their success on how well players improve, not where the team finishes in the league.

Game Format

Round 1 will be for our U7 teams and will run from 830-915am. Round 2 will be for our U8 teams and will run from 920-1005am.

Round 1 - U7 Teams

8:30am first game, 9 mins each way, no half time

8:48am 9 mins half time (move to 2nd field, have a drink)

8:57am second game, 9 mins each way, no halftime

9:15am finish - move off fields immediately for end of game talk/PoD certificates

Round 2 - U8 Teams

9:20am first game, 10 mins each way, no half time

9:40am 5 mins half time

9:45am second game, 10 mins each way, no halftime

10:05am finish up, pack down fields & stack gear for collection by 1015, then end of game talk/PoD certificates

Timing

There will be an air horn to start each game (1 blast) and end each game (2 blasts). Please keep to time. You will need to switch direction halfway through yourselves.

Referee

One parent from each team will referee one half respectively, unless otherwise agreed. If they are available, Club Based Referees will control the whole game. Referees must promote continuous play and encourage players to spread out and pass the ball. It is recommended that parents of the team share the refereeing duties. It should not be the responsibility of the coach – he has to coach and run subs. The Coach should not be refereeing also.

Field Format

Teams will play 5 v 5 and it is suggested coaches should try to teach outfield players to play in a diamond formation as described below. This gives depth, width and height in a full-sided game.

PLEASE NOTE – THERE ARE NO GOALKEEPERS AT THIS AGE.



- Field size will be 35 x 25 metres approx.
- Goal size will be 2 x 1 metres.
- Ball Size: 3

Field Set-up

U7 Teams will be responsible for field set-up and U8 Teams will be responsible for field set down. Note that we may use more fields for U8 so some weeks, some U8 teams will need to do set up and set down.

What is set up?

- Parents can set up the fields at the start of the U7 round while the coach/manager is warming up the team.
- Metal goals dragged from the fenceline out to field you are playing on.
- Nets attached to the goals.

What is set down?

- Parents can pack the fields down at the end of the U8 round while the coach/manager is wrapping up with the team.
- Return all nets, cones, flags etc from the fields to the small trailer that will be sitting in the middle of the Fun Football fields.
 - Corner flags can be stood upright in the trailer
 - Goal nets can be folded and placed into the wheelie bins.
 - Coaches, please inform parents of the set up and set down procedure – please do not just allow parents to throw the equipment on the ground and walk away.

Rules

Start and Restart of Play:

- A game is started with a kick to a team mate from the middle of the halfway line.
- The opposition must be 5 metres away from the ball at this time.
- In order to score a goal from kick off it must touch someone else on the field before entering the goal.
- When a goal is scored, play is restarted at the halfway line with the side conceding the goal, taking the kick off as per the start of play.

Scoring Goals:

- A goal is scored when the whole ball crosses the line.
- Goals can only be scored from the opposition's half as there are no goalkeepers.
- Any player can score a goal from inside the goal circle, which will be awarded.

Offside:

- There is no off-side rule in Fun Football. Players should be discouraged from permanently standing in blatant offside positions.
- No goal will be allowed that is scored by a player waiting offside in the retreating line area.
- Referees should encourage players to stay onside and not wait in an off side position.

Ball crossing the touch line (side line):

- There are no throw ins. The ball is to be kicked or dribbled into play from behind the touchline.
- To ensure players have as much contact with the ball as possible, players have approximately three seconds to recommence the play from a restart.
- A goal cannot be scored directly from a side line kick in.

Ball crossing the goal line (back line):

- There are no corner kicks.

- Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed, will place the ball anywhere along the goal line and pass or dribble the ball into play.
- Opponents must retreat to the Retreating Line and can move once the ball is in play.
- The ball must touch someone else on the field before a goal can be scored.

Fouls and Misconduct:

- Most acts of handball or fouls and misconduct at this level are caused by accident and with little intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child how they have broken the rules and that they should try not do this again.
- Indirect free kicks are awarded for acts of handball or fouls and misconduct.
- An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- Opponents must be a least 5 metres away from the ball when the indirect free kick is taken.
- Free Kicks occur when a player:
 - Kicks or attempts to kick an opponent
 - Trips or attempts to trip an opponent
 - Jumps at or on an opponent
 - Charges an opponent
 - Strikes or attempt 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 or grabs an opponent's t shirt to impede their acceleration
 - Spits at an opponent
 - Handles the ball deliberately with their hands
 - Plays in a dangerous manner
 - Impedes the progress of a player

Substitutions:

- Unlimited rolling substitutions are allowed but play will continue while substitutions are made. The Referee's approval is not required for a substitution to be made.
- Substitutions must be made from the half way. The substituted player must leave the field before the substitute player can come onto the field.
- Substitutions who are standing on the side line must wear a coloured bib to distinguish between on and off field players.

Retreat Line Rule/No Tackle Zone:

- The fields will be marked with a 'retreat line'. (Usually a painted broken line or marked with a line of discs at 30% of pitch length from each goal.) Coaches please use discs to set up the retreat line, if the Council have not marked a broken retreat line with field paint.
- When a team's attacking player has the ball on the ground and is taking a goal kick, the opposition team must drop back behind the retreating line.
- In this area after a Goal Kick, the attacking player can pass the ball and no opposition player can enter the area behind the retreat line to challenge/tackle the attacking players until the first touch has been taken.
- Only after the attacking player plays the ball out and a team-mate touches the ball, can the opposition players advance over the retreating line.
- If the attacking players play the ball over the Retreating Line, the game continues as normal.

- The team mate receiving the ball from the Goal Kicking attacking player should be encouraged to take their first touch as quickly as possible.
- Opposition players who are already in the Retreating Area when the attacking player takes possession of the ball, must retreat outside the line. The purpose of this rule is to encourage passing and playing from the back and reduce long balls down the field.
- Infringement - If a defending player advances beyond the Retreating Line before the opponent has touched the ball (from Goal Kick pass), or fails to drop behind the line, the referee will award an indirect free kick on the Retreating Line.
- The defending team should be encouraged by their coach to drop back behind the Retreating Line when the opposition player has the ball or at a free kick, and to wait for the opponent's first touch before starting to press.

Goalkeepers:

- There are no Goalkeepers at this age group. Coaches/Referees please discourage players from 'hovering' in the goal mouth. We are trying to encourage all 5 on field players to play 'on-field'.

Restarts:

- When the ball is out of play across the side line, restarts will be by a kick in. This will increase speed of play and touches.
- When the ball is out of play across the back goal line, Goal Kicks will apply. Goal kicks must be taken on the ground, not from a player's hands.

Free Kicks & Penalties:

- Free kicks outside the retreat zone can be awarded and goals may be scored from any free kick.
- Penalties can be awarded for offences behind the retreat line and are to be taken on the retreat line directly opposite the goal.
- Penalties should only be awarded in the most obvious cases, such as deliberately tripping, deliberately pushing, or deliberately holding back of a player by grabbing their t shirt.

Parking

On Saturdays, parents and players can park in the paddock through Gate 7 or on the main road. If there are any wet areas these will be roped off, so people don't get stuck. Please do not park through any other entrance, or inside A&P, or you will be towed. Parking represented below by the purple/pink rectangles past Gate 7.



Match Results and Ladders

All results, ladders and tables are not applicable at Fun Football.

Wet Weather – Fields Closed

Upon very wet weather the A & P Showgrounds may be closed. If the games are cancelled for one week due to wet weather – please miss these games out. We do not play 'catch up' games. Follow the draw and play the games that are listed for the correct date.

There are two places that you can look to for cancellation information. **The decision to cancel the morning's play will be made by 7am** and the places below will be updated immediately:

1. Please check the 'Southern Small Whites Wet Weather Line' for game cancellations. **Please phone: 027 483 4078.** Listen to the message to check for cancellations. Please do not leave a message as this phone number is unmanned.
2. Join the Small Whites Facebook page
<https://www.facebook.com/groups/514044011987454/>