

ROMA & DISTRICT JUNIOR SOCCER ASSOCIATION

SMALL SIDED GAME HANDBOOK (EXTRACT)

Under 6 & 8's:

Kick-off:

- © Determined by a choice between the “captains” as to which hand the “match leader” has his or her whistle in etc.
- © A game is started with a kick forward to a team-mate from the centre of the halfway line. The opposition must be 4.5m away from the ball at this time.
- © Note: If the player kicks the ball into the goal without a team-mate touching the ball, it is no goal; when it deflects off a defender into the goal, it is a goal.

Goal Scoring

- © A goal is scored when the whole ball crosses the line. If Cones are used for goals they must remain upright.
- © Restart from kick off position

Ball in and out of play:

- © The ball is out of play when it has wholly crossed the goal line or the back line, or when play has been stopped by the referee.

Ball crossing the side line:

- © No throw-in but a kick from behind the sideline.
- © A player has three seconds to recommence the play from a restart after such time the team leader will shout ‘GO!’
- © Defending team must be 4.5m from the ball until it is touched or team leader shouts ‘GO!’

Corner kick:

© Ball crossing the back line after touching the defending team last.

Goal kick:

© Ball crossing the back line after touching the attacking team last.

Fouls and misconduct

- © There are only indirect free kicks with the exception of a penalty kick.
- © All indirect free kicks within the penalty area shall be taken 8m from the goal line.

Penalty Kicks

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent to gain possession of the ball
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.