Macarthur District Soccer Football Association Inc.

MDSFA SSG FORMATS AND RULES

U6 & U7

PLAYING FORMAT	UNDER 6 & 7
No. of players	4 V 4
Coach on field during play	Yes
Field size	Length 30m Width 20m
Field markings	Markers or line markings
Penalty area	No
Goal size	Width 1.5 – 2.0m Height 0.9 – 1.0m
Goal type	Portable goals or poles or markers
Ball size	Size 3
Goalkeeper	No
Playing time	2 x 15 mins
Half time break	5 mins
Referee	Game leader
Points table	No
Interchange players	No limit
Throw in	No
Corner kick	No
Offside	No
Free kicks	All Indirect

Field of Play markings

Where possible and practical, there should be a semi circle in place around each goal. This area will be determined a **no stopping zone** for all players. The idea is to discourage players standing in front of the goals in either an attacking or defending position. The semi circle should be no more than 3 metres in span.

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Start of play and restart after a goal
Pass the ball forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play
The ball is out of play when it has wholly crossed the goal line or the side line either on the ground or in the air or when the game has been stopped by the game leader or instructing referee.

In the event the ball is kicked out across the goal line the attacking side shall retreat to the halfway line allowing the team defending every opportunity to counter attack.

Ball crossing the touch line
There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball crossing the goal line
There is no corner kick. 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 half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

Method of scoring
A goal is scored when the whole of the ball crosses over the goal line between the goal posts and under the cross bar. When portable goal posts are not available and cones or poles are used a goal is scored when the ball passes between the markers without touching them, below shoulder height of the player.

Goalkeeper
No Goalkeeper. The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal.

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Fouls and misconduct

Indirect free kicks are awarded for all acts of handball and fouls and misconduct. Opponents must be at least 10 metres away from the ball when an indirect free kick is taken. *Where a free kick is awarded within 10 metres of the goal line to the attacking team, the game Leader shall move the free kick to a point no closer than 10 metres out from the goal line. Both defending and attacking players shall be permitted to stand 5 metres away from where the kick is to be taken but are not permitted to stand in or enter the penalty area.*

A goal can only be scored following an indirect free kick if it touches another player.

Reasons to award an indirect free kick 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
- Impedes the progress of a player