



MACARTHUR DISTRICT FOOTBALL REFEREES ASSOCIATION INC.

AFFILIATED TO N.S.W.S.R. Inc

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Small Sided Games Laws of the Game U8 & U9

- Field of play is a minimum 40m x 30m, maximum is 50m x 40m
- Ground markings are either by markers or painted lines
- Minimum goal size is 2.50m wide x 2.00m high, maximum is 3.00m wide x 2.00m high
- Penalty area is rectangular – 5m depth x 12m width
- The ball size is a 3
- Number of players is 7x7 inc a keeper, maximum number of interchange is 3
- 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 keeper is **NOT** allowed to kick or drop kick the ball from their hands. The ball **MUST** be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. All opponents must be at least 5m outside the penalty area until the ball is in play, the ball is in play once it moves outside the penalty area.
- The game is played by 2x 20 minute halves with a 5 minute half time.
- The referee is there as an instructing referee to control the game, with minimal use of the whistle. They are to instruct players on how to behave, what the rules are and to assist in teaching the players the correct way to play. If an indiscretion occurs a second time the referee should then enforce the laws with the appropriate action/s.
- To restart after a goal the team who had the goal scored against them takes the kick off from the middle of halfway, the ball must be passed forward to a team mate and the opposing team 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.
- The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the referee.
- When the ball crosses the touch line it becomes a throw in. The player must face the field of play, has part of each foot on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower cannot touch the ball again until it has been touched by another player, all opponents must be 5m away from the ball until it is in play, the ball is in play once it enters the field and a goal cannot be scored directly from a throw in.
- A goal kick is taken anywhere inside the penalty area, all opponents must remain 5m outside the penalty area until the ball is in play, the ball is in play when it leaves the penalty area.
- A corner kick is to be taken in the arc closest to where the ball crossed the touchline, opponents must be at least 5m away from the ball. The ball is in play when it is kicked and a goal can be scored from a corner.
- A goal is scored when the ball passes over the goal line in between the goalposts and under the crossbar. If using cones as goals, the ball must pass between the cones without touching them and must not exceed the height of the keepers shoulders.
- There is no offside.
- Handball or Fouls and Misconducts are all indirect free kicks, unless it is a deliberate or serious acts of handball or fouls & misconduct in the penalty area. A penalty is awarded where the kick is taken from the 8m penalty mark. All players except for the keeper & penalty kick taker must be 5m behind the penalty mark. (An indirect free kick is where a goal can only be scored if the ball subsequently touches another player, before entering the goal)

It should always be noted that SSG is for players to learn how to play in the spirit of the game including by the laws of the game. They do not play for points, they play to learn and to enjoy the sport and this is what all coaches, managers, spectators and referees should be encouraging. Referees are also learning just like the players, so please do not get frustrated and take it out on referees.