

# ROOS GOONDIWINDI JUNIOR SOCCER CLUB

## MANAGER'S BOOKLET

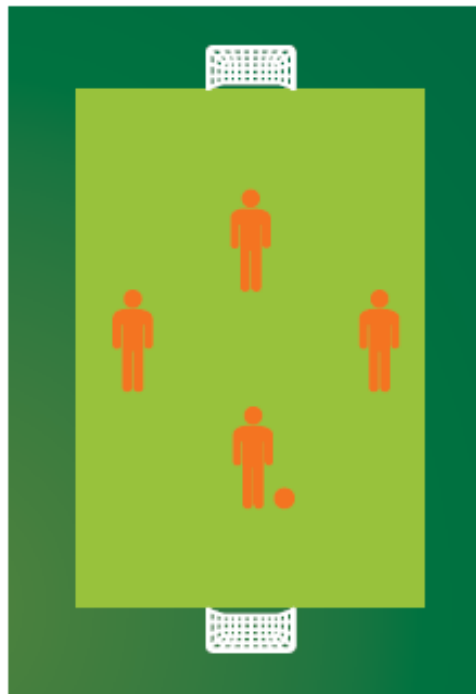
### Contents:

- MANAGERS ROLE
- GAME RULES
- TEAM LIST
- GAME TIME
- DRAW
- FFA Code of Respect



## Under 6 and Under 7 Age Group:

Thank you for making the effort to manage this football team this season. Your enthusiasm and effort will help all the children enjoy their football experience. Below are some Managers tips to get you started:



### Managing Tips:

- Teams of 4 players (no goalkeepers). No players are to stand in front of the goal for the whole game.
- No 'coaching' only stimulating and praising
- 'Natural' development through just playing and discovering through trial & error.
- Emphasis on fun and building a love of the game.
- In 4 v 4 football, the 'coach' should not worry about 'tactics' other than encouraging the kids to try and score when they have the ball and win it back when the other team has the ball in order to prevent them from scoring.
- Players should also be encouraged to pass the ball to each other & try to score.
- Aim for equal playing time for all children.

### Manager Responsibilities

- Collection of team jerseys at the start of the season
- Recording which player is allocated which numbered jersey for the season. Most managers let the children take the jersey for the whole season. Others collect the shirts and wash them each week.
- Setting an example by being at the correct field 15 minutes prior to the start of each game and doing a warm up with the kids.
- Helping the kids get on the field ready to play.
- In conjunction with the opposite manager "referee" as an instructing Game Leader.
- Allocate to ANOTHER parent the job of time keeper and rotating the children from the sideline. You are not expected to be ensuring all the kids have equal time while managing the on-field game. Delegate to another parent.
- Ensure the children play and finish the game in an atmosphere of good teamwork and sportsmanship.
- Return of all team jerseys at the end of the season.
- If you have any concerns or queries during the season please contact your age co-ordinator.

#### PLAYERS' ETIQUETTE

- SHIRTS TUCKED IN
- TO START, TEAMS RUN ONTO THE FIELD FROM HALFWAY IN SINGLE FILE OUT TO THE MIDDLE AND GREET THE REF
- AT THE END OF THE GAME, TEAMS MEET IN THE MIDDLE OF THE FIELD, IN SINGLE FILE, TO SHAKE HANDS

## Game Leader Resource Under 6 & 7 age group

The basic laws and playing conditions;

- Number of Players – 4 players per side (no goalkeeper)
- Ball Size – Size 3

### • Start of play & Re-start after a goal

Pass 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 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.

### • Offside – No offside.

### • Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

“Sided Football is implemented for the development and enjoyment of the children. It’s their game, we as adults only need to create a stimulating and entertaining environment for them”.

**ROOS GOONDIWINDI JUNIOR SOCCER CLUB**  
**JERSEY LISTS & CONTACT DETAILS**



|                  |   |
|------------------|---|
|                  |   |
| <b>TEAM NAME</b> |   |
| <b>AGE GROUP</b> |   |
|                  |   |
| <b>NUMBER</b>    | <b>PLAYER NAME - PARENT CONTACT - PARENT MOBILE</b> |
| <b>1</b>         |   |
| <b>2</b>         |   |
| <b>3</b>         |   |
| <b>4</b>         |   |
| <b>5</b>         |   |
| <b>6</b>         |   |
| <b>7</b>         |   |
| <b>8</b>         |   |
| <b>9</b>         |   |
| <b>10</b>        |   |
| <b>11</b>        |   |
| <b>12</b>        |   |
|                  |   |
| <b>MANAGER</b>   |   |

## Season Game Times

| <b>Age Group</b>  | Players                                    | Goalkeeper | <b>Start Time</b> | Halves | Half Time | Finish Time |
|-------------------|--|------------|-------------------|--------|-----------|-------------|
| <b>Under 6</b>    | 4 x 4                                      | No         | <b>8.45 am</b>    | 15 Min | 5 Min     | 9.20 am     |
| <b>Under 9</b>    | 7 x 7 (Incl Goalie)                        | Yes        | <b>8.45 am</b>    | 20 Min | 5 Min     | 9.30 am     |
| <b>Under 7</b>    | 4 x 4                                      | No         | <b>9.30 am</b>    | 15 Min | 5 Min     | 10.05 am    |
| <b>Under 11</b>   | 9 x 9 (Incl Goalie) or 8 x 8 (Incl Goalie) | Yes        | <b>10.15 am</b>   | 25 Min | 5 Min     | 11.10 am    |
| <b>Under 12 +</b> | 11 v 11                                    | Yes        | <b>11.30 am</b>   | 25 Min | 5 Min     | 12.25 pm    |
| <b>Squirts</b>    |  |            | <b>10:00 AM</b>   |        |           | 10.30 am    |