

# ROOS GOONDIWINDI JUNIOR SOCCER CLUB

## MANAGER'S BOOKLET

### **Contents:**

- MANAGERS ROLE
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## Under 9 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:

### 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.
- Helping the kids get on the field ready to play.
- Referees in most games will be supplied. Your role is to be a "Game Leader".
- Allocate to ANOTHER parent to 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.

## Instructing Game Leader Under U9 age group

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

The basic laws and playing conditions;

- Number of players – Under 9 – 7 players per side (including goalkeeper)
- Ball size – Under 8 & 9 – 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 – Throw in. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- Goalkeepers – 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 ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.

The ball is in play once it moves out of the penalty area.

#### • Offside – No offside

- Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct with opponents at least 5m away from the ball. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

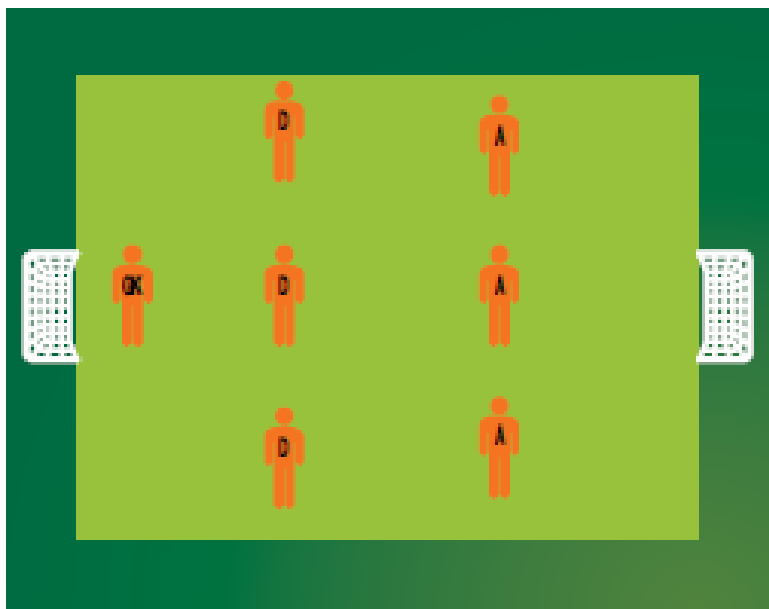
“Small Sided Football is implemented for the development and enjoyment of the children. It’s their game, we as adults only need to create a stimulating and entertaining environment for them”.

#### **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

## Positional Play

In the U9 age group we begin to move towards children understanding positions. The basic positions we suggest are shown below. A tip is to use coloured hair bands worn on the wrist to remind players of their positions (3 x red Defenders, 3 x Yellow Attackers).



The players now begin to understand what the game's purpose is (winning by scoring more goals than the opponent). There will still be a lot of individual play but the players start to understand that they have to work together in order to be successful.

- A basic 'feeling' for team play, direction and dealing with an opponent starts to develop
- Preference and talent for a specific position starts to show: you can start working on a basic organisation (1 in goal; 3 at the back; 3 up front) and a basic understanding of some team tasks (how to defend and attack as a team)
- The coach should still let every player play in every position regularly. One week they want to be goalie, next time the centre forward. Let them!
- Bigger goals with goalkeepers automatically appeal to aiming and shooting: give them all plenty of opportunities to shoot (or be the goalkeeper).
- In 7 v 7 football, the coach should still not be too concerned with 'tactics'. The focus in training is on the individual player, so in the weekend game the players should have the opportunity to apply their skills in a game setting. The coach organises the players into two lines of three with a Goalkeeper behind. The players just need simple tasks so they do not become confused or overwhelmed with information (Examples: 'You three try to defend more than you attack' 'you three try to attack more than you defend' 'let's see if we can always have one of our players pushed right up in the middle of the pitch' 'when the opponent has the ball, can we get one of our team near every one of their players on the goal side', etc)
- At half-time, the coach should rotate players around to experience different aspects of the game (e.g. the three defenders become the three attackers)
- Aim for equal playing time

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