

### PLAYING FORMATS

Number of Players	7v7	
Game Duration	50 mins maximum	2x25 mins
Pitch Dimensions	Minimum	45x30m
	Maximum	55x35m
Goals	Minimum	3.8x1.9m
	Maximum	4x2m
Ball	Size 4	
Penalty Area	8x16m	
Goalkeepers	Yes	
Substitutions	Maximum of 3 substitutes who may rotate regularly throughout the game	

### START AND RESTART OF PLAY

A game is started with a kick to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

### SCORING GOALS

A goal is scored when the whole ball crosses the line.

### RETREATING LINE

When a team's goalkeeper catches/picks up the ball or is taking a goal kick or any player taking a Free Kick, the opposition **MUST** drop back behind the retreating line. Only after the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, can the opposition player advance over the retreating line. **Coaches are asked to encourage all players to play the ball as quickly as possible from the goal keeper and not to allow the ball to continue to roll or come to a stop.**

### OFFSIDE

The offside rule is applied in Mini Football. For 9th & 10th Grade Football, the offside law will be applied between the retreating line and goal line only. A player is in an offside position if they are nearer to the opponents' goal line than both the ball and the second last opponent (at the point the ball is passed to them).

### BALL CROSSING THE GOAL LINE

Last touched by defending team – A corner kick is awarded.  
 Last touched by attacking team – Goal kick from anywhere within the penalty area.  
 Opponents retreat to the Retreating Line.

### BALL CROSSING THE TOUCH LINE

Throw in. The ball should be thrown in to play from behind the touch line. The player should face the field of play with both feet either behind or on the touchline. Players must use both hands to deliver the ball from behind and over their head. The thrower may not touch the ball until it has touched another player and if this occurs an indirect free kick is awarded. A goal cannot be scored directly from a throw in.

### 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. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate. Once the Goalkeeper has possession any further challenge by the opposition should be promptly controlled by the referee.

### FOULS & MISCONDUCT

There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.

Free Kicks occur when a player:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempt to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind 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

A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 7m out with a GK in position.

### RETREATING LINE

To download the Retreating Line Booklet, please use this link:

<https://www.sporty.co.nz/asset/downloadasset?id=020349cc-ca81-461d-8aba-62fe6df6d8d0>

### TEAM SUPPORT

Spectators or official's standing anywhere along the goal line or directly besides, behind or between the goalposts is not permitted.

### MATCH RESULTS AND LADDERS

Published match results, ladders and tables are not applicable at Mini Football. Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs. The recording of match results can be conducted for the purpose of assigning teams' appropriate levels of competitive games, ensuring the most enjoyable experience for all players.

### PRIOR TO THE GAME

Introduce yourself to the opposition Coach and agree to work together to create a safe and enjoyable playing environment. Discussion may include, but not be limited to, the following:

- Number of players.
- Who is to referee which half, or if there is a substitute refereeing for the coach.
- Which RULES directly apply in relationship to the PLAYING FORMAT (5v5, 7v7 & 9v9).
- That both parties understand the "rolling substitute" rule.
- Possible lending of players.
- Any other rules or suggestions which may assist **the players to have an enjoyable game.**

### REFEREE

**In the first instance:** It is anticipated that the 'home team' should supply/allocate a qualified "Community Referee" (CR), and if so, this trained referee will control the whole game.

**In the second instance:** If the home team is unable to provide a suitably trained Referee but the 'away team' is able to provide a qualified "Community Referee" and as such this trained Referee will control the whole game.

**In the third instance:** Where neither team can provide a qualified "Community Referee" the coach (or a substitute of their choosing) will share the refereeing duties between them. Each team will be responsible for refereeing one half each.

**Note:** The Home team is the team listed first in the draw. The Referee is the sole timekeeper of any game.

**Remember: Children learn the rules as they play. Coaches must use common sense when interpreting the rules for different age groups.**

Coaches, team management, spectators etc are reminded that a referee – **whether qualified or not** – has the same rights and obligations as an appointed official and any abuse of any referee will be dealt with severely. **The absolute authority is vested in any referee of all games and shall be protected from abuse by the FIFA Laws of the Game and NZ Football Rules and Regulations.**

### PLAYER AND PERSONAL EQUIPMENT

All coaches are responsible for ensuring all of their players have the correct equipment prior to entering the field of play, which includes the following:

- Appropriate Shirt, Shorts and Socks
- Goal Keepers wearing different colours to differentiate themselves from other outfield players
- Football Boots and Shin Pads (must be worn on the inside and be fully covered by the players socks) are compulsory
- Players must remove all Jewellery (necklaces, watches, bracelets, rings and earrings)
- Players with fibre casts or similar brace (which may constitute a danger to themselves or another player) must be cleared by the Referee prior to kick-off.
- No OUTFIELD PLAYERS are allowed to wear a peaked cap
- Any BLEEDING players must leave the field immediately and not return until the Referee is satisfied the bleeding has stopped. (NB - Any Bloodied clothing must also be changed prior to re-entering the pitch)

### SUBSTITUTIONS

For all age-groups in the Junior Framework, rolling substitutions are allowed. However, the following stipulations apply:

- Substitutions may only occur during a stoppage in play with prior approval from the Referee
- Substitutes must enter and exit the field of play at the half-way line
- All players are entitled to equal opportunities to play, learn and experience the game
- **All coaches must notify the Referee prior to making a substitution**