

yes
OPTUS

small sided

Football

FFA

www.smallsidedfootball.com.au



GAME LEADER

RESOURCE

EFFECTIVE FROM 1 JANUARY 2010



FOOTBALL
FEDERATION
AUSTRALIA

yes
OPTUS

Game Leader Resource

Under 6 & 7 age group

The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. This person can be a club official, parent, older child or player or beginning referee.

The basic laws and playing conditions;

- **Number of Players** – 4 players per side (no goalkeeper)
- **Ball Size** – Size 3
- **Field Size** – 30m x 20m
- **Duration of Game** – 2 x 15 minutes (half time break 5 minutes)
- **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).

The Game Leader should;

- Encourage all children to have fun and different children to take re-starts.
- Ensure the correct number of players are on the field.
- Discourage players from permanently over-guarding the goal.
- Use a "Ready, Set, Go" prompt to encourage quick decisions when restarting play.
- Encourage children to dribble or pass the ball into play from all re-starts rather than a big kick.
- Ensure opposing team is back to the half way line, for all goal line restarts.
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing.
- Encourage children to be involved in all aspects of the game, attacking and defending.
- Remember most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. If you decide a deliberate or serious act of handball or foul and misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.
- Let the game flow and give instruction to all players on the run where you can.
- Praise and encourage both teams.
- Be enthusiastic, consistent and approachable.
- Most Importantly - Remember the children are learning the game – be flexible and patient.