

PLAYING FORMATS





Playing Formats

Calves Program

	Under 5/6	Under 7	Under 8-9/10
The number of players	4 v 4 with no GK Max 2 subs	5 v 5 with no GK Max 2 subs	6 v 6 incl GK Max 2 subs
Field size	30m x 20m	40m x 30m	40m x 30m
Goal size	2m wide x 1m high	3m wide x 2m high	3m wide x 2m high
Ball size	Size 3	Size 3	Size 3
Duration of the game	20 min halves 5 min half-time	20 min halves 5 min half-time	20 min halves 5 min half-time
Penalty area	2.5m Arc	2.5m Arc	5m deep x 12m wide

Football Queensland

	Under 6 & 7	Under 8 & 9	Under 10-12
The number of players	4 v 4 with no GK Max 3 subs	7 v 7 incl GK Max 4 subs	9 v 9 incl GK Max 5 subs
Field size	30m x 20m	40m x 30m	60m x 40m
Goal size	2m wide x 1m high	3m wide x 2m high	5m wide x 2m high
Ball size	Size 3	Size 3	Size 4
Duration of the game	20 min halves 5 min half-time	20 min halves 5 min half-time	25 min halves 5 min half-time
Penalty area	No penalty area	5m deep x 12m wide	10m deep x 20m wide

	Under 13	Under 14	Under 15, 16 & 17
The number of players	9 v 9 incl GK Max 4 subs	11 v 11 incl GK Max 5 subs	11 v 11 incl GK Max 5 subs
Field size	65m x 45m	Full Size	Full Size
Goal size	5m x 2m	Full Size	Full Size
Ball size	Size 4	Size 5	Size 5
Duration of the game	30min halves 5min half-time	35min halves 5min half-time	40min halves 10min half-time
Penalty area	10m deep x 20m wide	Full Size	Full Size



Calves Rules Overview

The below rules are unique to the Calves competitions and are different to the FFA MiniRoo Rules.

	Under 6	Under 7	Under 8-9/10
Coaches on field	Yes	Yes	No
Throw Ins	Yes	Yes	Yes
Corner kick	No	Yes	Yes
Goalkeeper	No	No	Yes

Under 6 & 7

- Goal kick, opponents must retreat to the halfway line and can move once the ball is touched by another player.

Under 7 Differences

- The goal box is out of bounds to all players.
 - **Why?** To encourage shooting at goal.
 - **Why?** To encourage no goal tending.

Under 8-9/10 Differences

- One nominated person (by the coach) can stand behind the goals to help the goalkeeper. They must wear a bib.
 - **Why?** Most goalkeeper haven't played in this position before.
- The goalkeeper must stay behind their ¼ line and never in the opposition's half. If so, it will result in an indirect free kick from the ¼ line.
 - **Why?** Although the club's goalkeeper philosophy is for our goal keepers to play high and act as an extra defender it is more important to hold our shape and our goalkeeper to be an outlet to recycle the ball.

Throw in Stages

Rule	U6	U7	U8-U10
No foul throws.	Yes	Yes	Yes
Hold the ball behind your head and throw in with both hands.	Yes	Yes	Yes
Feet behind the line.	No	Yes	Yes
Both feet on the ground.	No	No	Yes



General Rules Under 6 to Under 12

The following rules apply to all matches.

Club Referee

The main role of the Referee is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. The Referee should:

- Encourage all children to have fun and different children to take re-starts.
- Ensure the correct number of players are on the field.
- Use a "Ready, Set, go" prompt to encourage quick decisions when restarting play.
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts.
- Award free kicks as appropriate to help children learn the rules and consequences of committing fouls.
- Explain the rules to players and why a free kick has been awarded.
- Let the game flow and give instruction to all players on the run where you can.
- Be enthusiastic and approachable.

Offside

- There is no offside rule.
- The Coach and Referee should strongly discourage children from permanently standing in blatant offside positions.

Start of play (KO) and re-start after a goal

- Pass to a teammate from the middle of the halfway line.
- All players must be in their own half of the field of play. Opponents must be at least 5 metres away from the ball until it is in play.
- The ball must touch a teammate before a goal can be scored.

Ball in and out of play

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 Club Referee.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

Shin guards

Shin guards must be worn by all players without exception.

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Concussion

Any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a general rule, "If in doubt, sit it out".

Substitutions

- Players may be rotated on and off the field at any time during the game.
- A coach may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on.
- Substitutions are to be made at halfway.

Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field. Regular rotation of players is key. Kids do not register to watch football – they just want to play!

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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.

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

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Calves Under 6 Playing Formats and Rules

Playing Formats

	Under 6
The number of players	5 v 5 with no GK Max 2 subs
Field size	30m x 20m
Goal size	2m wide x 1m high
Ball size	Size 3
Duration of the game	20 min halves 5 min half-time
Penalty area	2.5m Arc

Calves Rules Differences

	Under 6
Coaches on field	Yes
Throw Ins	Yes
Corner kick	No
Goalkeeper	No

Throw-in

1. No foul throws.
2. Player faces the field of play.
3. Hold the ball behind your head and throw in with both hands.

Coaches

- One coach per team is allowed on the field to help the children and encourage children to be involved in all aspects of the game, attacking, and defending.
- Discourage players from permanently over-guarding the goal.
- Encourage children to dribble or pass ball to team mates rather than kick the ball long.

Goalkeeper

- There are no goalkeepers.

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Ball crossing the sideline.

Throw-in

There are NO foul throws, the idea is to introduce kids to the concept.

- Player faces the field of play.
- Hold the ball behind your head and throw in with both hands.
- The thrower must not touch the ball again until it has touched another player.
- Opponents must be at least 5 metres away from the ball until it is in play.
- A goal cannot be scored directly from a throw in

Ball crossing the goal line.

There are no corner kick for under 6, whenever the ball crossed the goal line it will result in a goal kick.

Goal Kick

- The ball is to be placed inside the arc and passed to another player on the same team.
- The defending team must retreat to halfway and cannot move until the ball is touched by a second attacking player.
- Referee should not restart play until they are satisfied all player are ready.
- The ball is in play once it is kicked directly out of the penalty area.

Fouls and misconduct

- Indirect free kicks are awarded for all acts of handball or fouls and misconduct.
- Explain to the child they have done the wrong thing and that they should not do this again.
- Handball should only be played if a player picks up or catches the ball.
- Most fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act award a free kick.
- Opponents must be at least 5m away from the ball when the indirect free kick is taken.
- A goal cannot be scored directly from a free kick.

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Calves Under 7 Playing Formats and Rules

Playing Formats

	Under 7
The number of players	5 v 5 with no GK Max 2 subs
Field size	40m x 30m
Goal size	3m wide x 2m high
Ball size	Size 3
Duration of the game	20 min halves 5 min half-time
Penalty area	2.5m Arc

Calves Rules Differences

	Under 7
Coaches on field	Yes
Throw Ins	Yes
Corner kick	Yes
Goalkeeper	No

Throw-in

1. No foul throws.
2. Hold the ball behind your head and throw in with both hands.
3. Feet behind the line.

Coaches

- One coach per team is allowed on the field to help the children and encourage children to be involved in all aspects of the game, attacking and defending.
- Discourage players from permanently over-guarding the goal.
- Encourage children to dribble or pass ball to team mates rather than kick the ball long.

Goalkeeper

- There are no goalkeepers.

Penalty Area

- Encourage children not to be inside the penalty area.
- Encourage children to shoot from outside the penalty area, this is to introduce 'striking the ball'

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Ball crossing the sideline.

Throw-in

There are NO foul throws, the idea is to introduce kids to the concept.

- Player faces the field of play.
- Hold the ball behind your head and throw in with both hands.
- Feet behind the line.
- The thrower must not touch the ball again until it has touched another player.
- Opponents must be at least 5 metres away from the ball until it is in play.
- A goal cannot be scored directly from a throw in

Ball crossing the goal line after touching the attacking team last.

Goal Kick

- The ball is to be placed inside the arc and passed to another player on the same team.
- The defending team must retreat to halfway and cannot move until the ball is touched by a second attacking player.
- Referee should not restart play until they are satisfied all player are ready.
- The ball is in play once it is kicked directly out of the penalty area.

Ball crossing the goal line after touching the defending team last

Corner kick.

- The ball is to be placed inside the arc and passed to another player on the same team.
- The defending team must retreat 5 metres away from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

Fouls and misconduct

- Indirect free kicks are awarded for all acts of handball or fouls and misconduct.
- Explain to the child they have done the wrong thing and that they should not do this again.
- Handball should only be played if a player picks up or catches the ball.
- Most fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act award a free kick.
- Opponents must be at least 5m away from the ball when the indirect free kick is taken.
- A goal cannot be scored directly from a free kick.

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Calves Under 8 & 9/10 Playing Formats and Rules

Playing Formats

	Under 8-9/10
The number of players	6 v 6 incl GK Max 2 subs
Field size	40m x 30m
Goal size	3m wide x 2m high
Ball size	Size 3
Duration of the game	20 min halves 5 min half-time
Penalty area	5m deep x 12m wide

Calves Rules Differences

	Under 8-9/10
Coaches on field	No
Throw Ins	Yes
Corner kick	Yes
Goalkeeper	Yes

Throw-in

1. Foul throws, the same player must retake.
2. Hold the ball behind your head and throw in with both hands.
3. Feet behind the line
4. Both feet on the ground.

Coaches

- Coaches are not permitted on the field.
- Discourage players from permanently over-guarding the goal.
- Encourage children to dribble or pass ball to team mates rather than kick the ball long.

Goalkeeper

- 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 may be thrown, rolled from the hands or played from the ground with their feet **but cannot be kicked or drop kicked directly from their hands**.
- The goalkeeper has 6 seconds to restart play.
- Opponents must be behind the ¼ dashed line 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 or when the goalkeeper places the ball on the ground.
- 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 teammate.
- An indirect free kick is awarded if the goalkeeper is beyond the ¼ dashed line.

Goalkeeper help

- One nominated person (by the coach) can stand behind the goals to help the goalkeeper. They must wear a bib. **Why?** Most goalkeeper haven't played in this position before.

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Ball crossing the sideline.

Throw-in

There are foul throw ins. If this happens the same player is to retake.

- Player faces the field of play.
- Hold the ball behind your head and throw in with both hands.
- Feet behind the line.
- The thrower must not touch the ball again until it has touched another player.
- Opponents must be at least 5 metres away from the ball until it is in play.
- A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the attacking team last.

Goal Kick

- The ball is to be placed inside the arc and passed to another player on the same team.
- The defending team must retreat to halfway and cannot move until the ball is touched by a second attacking player.
- Referee should not restart play until they are satisfied all player are ready.
- The ball is in play once it is kicked directly out of the penalty area.

Ball crossing the goal line after touching the defending team last.

Corner kick

- The ball is to be placed inside the arc and passed to another player on the same team.
- The defending team must retreat 5 metres away from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

Fouls and misconduct

- Indirect free kicks are awarded for all acts of handball or fouls and misconduct.
- Explain to the child they have done the wrong thing and that they should not do this again.
- Handball should only be played if a player picks up or catches the ball.
- Most fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act award a free kick.
- Opponents must be at least 5m away from the ball when the indirect free kick is taken.
- A goal cannot be scored directly from a free kick.

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