

## Appendix 2-Laws of Rooball (U6 to U8)

These rules are for teams playing within the SCCSA and may differ slightly from the rules used by other soccer associations.

**GAMES ARE NON-COMPETITIVE** (There are no points tables or championships.) Players should be given equal game time.

**TIME OF PLAY:** 2 x 20 minutes (5 minutes half time break). Games will commence at the advertised time; there is no time added on for stoppages or injuries.

**THE PLAYERS:** Teams each consist of not more than 6 (six) players and 3 (three) interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Field players may wear soft brimmed hats. Players may be interchanged (3 players per team) at any time. Interchanging is encouraged to provide all players equal game time.

**THE COACHES:** Coaches should rotate players so they don't think of themselves as keepers, defenders or strikers, but as ROO BALL SOCCER PLAYERS. Coaches are permitted on the full field to give his/her players guidance but must stay away from the goal area. The coach or a parent of each team is expected to referee one half of the game.

**TO START:** Before the match begins the referee/coach will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be 6 metres from the ball. From a kick-off, the ball can be played in any direction, and the kicker must not play the ball again until it has touched another player. A goal may be scored directly from a kick-off. After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends. The kick-off is taken by the side that did not start the game.

**IN/OUT OF PLAY:** The ball is not out of play until the **whole** of the ball has crossed the **whole** of the goal line or touch line. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.

**THROW-INS:** A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crossed the touchline. The thrower must face the field, keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt may be given. Following 2 foul attempts, possession passes to the opposing team. A goal cannot be scored directly from a throw-in.

**GOAL KICKS:** A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be 6 metres away from the ball. Only the goalkeeper is permitted to take the goal kick. A goal can be scored directly from a goal kick.

**CORNER KICK:** A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner. The corner flag may not be removed. Opponents must be 6 metres away from the ball. A goal can be scored directly from a corner kick.

**FREE KICK:** A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. All free kicks are **indirect** – a goal **cannot** be scored unless the ball touches another player before it goes into the goal. All opposing players have to be 6 metres away from the ball. If a free kick is awarded to the attacking team within or close to the

semi circle, the free kick is to be taken **6** metres from the semi-circle. Defending players may stand on the semi-circle if they wish.

**OFFSIDE:** There is **NO** offside in Roo Ball, but deliberately placing a player in an “offside” position is contrary to the spirit of the game and is to be discouraged.

**SCORING:** A goal can only be scored from outside of the semi-circle. A goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar.

**REFEREE:** There are no official referees in these age groups, the coaches or parents fill this role.

**TEAM SHEET:** The online team sheet must be completed before the start of the game.

**LINESPERSONS:** A responsible person may be appointed by each team to indicate when the ball is out of play.

**GOALKEEPERS:** Only the goalkeepers are permitted inside the semi circle. They are allowed to handle the ball within this area, however, a goalkeeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a team mate. This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 6 seconds of controlling it. If a defending team continually plays the ball inside the semi circle, a free kick should be awarded to the attacking team.

**NOTE:**

1. A player who is bleeding must leave the field.
2. Nobody is allowed within a **6** metre radius behind, or either side of the goals.