

## SMALL SIDED GAMES (SSG) GUIDELINES – UNDER 6 & 7

The CDSFA, along with other Districts throughout NSW, is committed to implementing in full the FFAs program for small sided games (SSGs) for all under 6-11 inc. by 2011. The CDSFA is pleased to advise that we will be fully compliant for the 2010 season.

### Summary of the Mode of competition for 2010

Age	No of players	Pitch size
6	4 (no goalkeeper)	30 x 20m (Half a mini approx)
7	4 (no goalkeeper)	30 x 20m (Half a mini approx)
8	7 (goalkeeper)	40 x 30m (Mini pitch approx)
9	7 (goalkeeper)	40 x 30m (Mini pitch approx)
10	9 (goalkeeper)	60 x 40m (Half pitch approx)
11	9 (goalkeeper)	60 x 40m (Half pitch approx)

### UNDER 6 & 7 MODE OF COMPETITION FOR 2009

At this year's Mode of Competition meeting the following was approved for the Under 6 & 7 games for 2010. The only significant change from 2009 is that U7 will also play 4 v 4 (instead of 5 v 5). Matches will generally be organised by Clubs and games conducted **intra-club**. From feedback from the Clubs that ran SSG during the 2009 season they believe that a minimum of sixty (60) players makes for a successful intra-club season. However provided a Club has an even number of squads they should be able to conduct intra-club games before needing involvement with other Clubs. Clubs with only the handful of squads may choose to join neighboring clubs to conduct matches over the season. Gala Days may be organised between clubs from time to time for inter-club matches as the season progresses. The CDSFA guidelines in introducing Small Sided Games (SSG) are as follows:-

#### 1. FIELD SIZE:

The field of play should be rectangular. The stipulated field size is 30m x 20m. Fields may be marked with lines, cones or similar (witches hats are not recommended as they fall over). There are no internal markings; however for dedicated fields a halfway line is useful. Generally fields can be set up anywhere including: across mini fields; 6-8 fields can fit on main fields which may now have less usage on Saturday / Sunday mornings; or in other spaces currently not used. Generally fields would be set up in pairs to suit the recommended squad size (see below).

Goals:     Min. 1.80m x 0.90m  
              Max. 2.00m x 1.00m

Rectangular folding goals or Pop Up goals are recommended. Poles are also acceptable. Cones or witches hats can be used but are not recommended.

#### 2. BALL:

Approved & licensed size 3 ball shall be used.

#### 3. DURATION OF GAME:

**Under 6:** two periods of 15 minutes;

**Under 7:** two periods of 15 minutes;

There will be a 5 minute break between each half. It is suggested that a ground co-ordinator use an air-horn or similar to signal the simultaneous start, half time, restart and finish of all games.

#### 4. NUMBER OF PLAYERS:

**Under 6:** 4 v 4 plus a maximum of two (2) interchange players;

**Under 7:** 4 v 4 plus a maximum of two (2) interchange players;

If a team is short of players they may borrow from any other team. If necessary a team may take the field with one player short. **Where possible all players in attendance at a game should receive equal playing time (approximately).**

## 5. SIZE OF PLAYING SQUAD:

For coaching and game day purposes, playing squads should be multiples of the above team numbers. The recommended playing squad size is two (2) teams so that on match day the squad is divided into two small sided teams.

**Under 6:** Minimum of 8 players and maximum of 12 players per squad;

**Under 7:** Minimum of 8 players and maximum of 12 players per squad;

## 6. PLAYING RULES:

All games shall be played under modified FFA SSG rules. Game Leaders should fully understand the rules of the game below before participating in the refereeing of a game.

- a. The team kicking off will be determined by the Game Leader by toss of coin or which hand is the whistle etc. The game is started with a kick off on the halfway line or mark;
- b. There is **no off-side**, however players must be in their own half at kick-off;
- c. Play should be continuous as possible with limited stoppages. Interchange may be made at anytime without stopping the game, however a player must leave the field before his/her interchange player can take the field;
- d. Coaches should not deliberately place players in an off side position and especially not place players near the opposition goal in an off-side position;
- e. When a **goal** is scored, play will restart from the goal line at a spot approximately **5m** from the side of the goal post with a kick-in to a team mate to build up play or dribble-in.
- f. The following restarts can be started with a pass or a dribble:
  - Sideline or touchline kick in (when the ball travels over the sideline);
  - Goal-line kicks (when the ball travels over the goal line);
  - kick offs (except at start of game which must be passed to a teammate);
- g. **Corner kicks** and indirect free kicks must be kicked into play (no dribbling);
- h. **Restarts:** All opposition players must stand at least 5m from the kicker for all restart kick ins except for when a goal is scored. The opposition should be returned to the halfway awaiting the whistle to restart.
- i. All **free kicks** are indirect kicks. A goal can not therefore be scored directly from a free kick, unless it is touched by a player (of either team) other than the kicker before it goes through the goal posts;
- j. The ball must be touched by another player before a goal can be scored from any restart;
- k. The team taking a restart should recommence play as soon as possible;
- l. It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The game leader should ensure that they discourage any team using the wrong tactic;
- m. When the difference in score between the two teams reaches three or more goals at any point in the game, the losing team is allowed to restart from the halfway line when a goal is scored against them instead of from their own goal line;

**7. REFEREEING (or Game Leader):**

- a. Before each match starts both teams will agree on a person to act as the "GAME LEADER";
- b. The game leader's role is to assist the players from both teams during the game;
- c. The game leader's main role is to keep the game moving fluently and with limited stoppages. In particular this applies to restarting the game, when the ball is out or a goal scored by keeping opponents away from restarts and applying a "ready-set-go" countdown;
- d. Any player who continually fouls opposition players should be counseled by the Game Leader regarding his/her behaviour;
- e. The game leader must be fair to both sides;

**8. ON-FIELD COACHING:**

- a. On-field coaching is **NOT PERMITTED**.
- b. **Let the children play;** Coaches (and parents) are to have minimal involvement in the game. Other than positive encouragement.

**9. GRADING:**

**There is no grading as such.** It is recommended that Clubs give their squads a rating during the season using a scale of 1 to 4 with 1 being stronger than 4 for the purposes of better matching teams.