

## 2010 GUIDELINES – UNDER 8's & UNDER 9's

The CDSFA has approved the following guidelines for the Under 8's & Under 9's in 2010. Under 8's and Under 9's will play on Mini fields.

### 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)
<b>8</b>	<b>7 (goalkeeper)</b>	<b>40 x 30m (Mini pitch approx)</b>
<b>9</b>	<b>7 (goalkeeper)</b>	<b>40 x 30m (Mini pitch approx)</b>
10	9 (goalkeeper)	60 x 40m (Half pitch approx)
11	9 (goalkeeper)	60 x 40m (Half pitch approx)

### MODE OF COMPETITION FOR 2010

The general **Rules of the Association** will apply regarding the number of teams per division; competition format; duration of competition; starting times of matches; home teams; minis and non-premiership junior rules; non-premiership presentation round, The following has been included in the guidelines to further assist Clubs:

#### 1. FIELD SIZE:

**Mini Field** size: The field of play should be rectangular. The recommended field size is 40m x 30m. Internal markings are to consist of a penalty area measuring 5m x 12m and a halfway line or centre spot.

Goals:     Min.    2.5m x 1 .8m (new minimum size)  
              Max.    5m x 2m (goals used for half fields are still acceptable for mini fields)

#### 2. BALL:

Approved & licensed size 3 ball shall be used.

#### 3. DURATION OF GAME:

**Under 8:** two periods of 20 minutes;

**Under 9:** two periods of 25 minutes;

There will be a 5 minute break between each half.

#### 4. NUMBER OF PLAYERS:

**Under 8:** 7 v 7 (6 field players and a goal keeper);

**Under 9:** 7 v 7 (6 field players and a goal keeper);

#### 5. SIZE OF PLAYING SQUAD:

**Under 8 & Under 9:** Squads shall consist of a minimum of 7 players and a maximum of 11 players. **Where possible all players in attendance at a game shall receive equal playing time (approximately).**

#### 6. PLAYING RULES:

All games shall be played under existing CDSFA Rules of Association. The current Rules are listed below:

1.19.5 Players may be interchanged at anytime. Play need not have been stopped for an interchange to take place. The referee need not be advised when an interchange is taking place, however a player must leave the field before his/her interchange player can take the field;

1.19.6 **No coaching** will be allowed from the sideline, except by the team's registered coach, and then only if encouragement and information is given in a restrained manner;

1.19.7 There is no off-side play; however players must be in their own half at kick-off;

1.19.8 Coaches should not deliberately place players in an offside position and especially not place players near the opposition goal keeper in an off-side position;

1.19.9 All free kicks are to be indirect. 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;

1.19.10 At free kicks all opposing players must be at least 5 metres from the ball;

1.19.11 There are no penalty kicks, and any free kicks from either side given within the penalty area, shall be taken from a point on the edge of the penalty area closest to where the infringement took place;

1.19.12 Goal kicks may be taken from anywhere within the penalty area or from the line marking the penalty area;

1.19.13 Throw-ins are to be taken. However, a foul throw will not mean an automatic turnover. Rather, the same thrower is to be shown the correct way and allowed to throw again. Re-throws shall be limited to one per team on each occasion the ball goes out, after which the opposing team will be awarded the throw-in;

1.19.14 Opposition players are not to impede the thrower or throw;

1.19.15 Goalkeepers receiving the ball in the normal course of play may carry the ball to the edge of the penalty area before releasing it;

1.19.16 Corner kicks shall be taken from the corner of the field on the side the ball went out over the goal line;

1.19.17 Coaches are not allowed on the field of play;