

2019
SCHOOL
GAMES

Under 10 Girls Mini Soccer

Wednesday 26th June 2019

Venue - Wright Robinson

Competition Pathway

1 SGO Area Events
Open to all schools in the area/borough with the winning school from each borough being invited to the School Games County Final.

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

2 Greater Manchester School Games County Final

This stage is organised in partnership with Manchester FA and the Greater Manchester County Schools Football Association and comprises of 20 schools representing each of the boroughs in Greater Manchester.

Teams

This is a year 5 competition but year 4 students may be used if numbers are low.
Maximum squad of 14 players.
7 players on the field at a time.
Repeat substitutions are allowed, with the referee's permission.
All team members should receive equal playing time where possible, best practice being that players play 50% of each game.

Game Duration

Each league/competition will determine its own playing time within the maximum time permitted however the maximum duration will be two halves of 25 minutes. It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes. Please refer to the Standard Code of Rules for Youth Competitions.

Ball In and Out of Play

Normal rules apply, as per Laws of Association Football.

Method of Scoring

Normal rules apply, as per Laws of Association Football.

Equipment

Size 4 ball made of leather, or other suitable material.
A badminton sized court.
The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick. The distance between goal posts is 12ft and the distance between the lower edge of the cross bar and the ground is 6ft.
Players must wear shin guards which must be covered entirely by socks.
Goalkeepers must wear a distinguishing top

Referees

Each match is controlled by a referee who has full authority to enforce the Laws of Mini-Soccer in connection with the match to which they have been appointed.
Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first is not within the Laws.
No assistant referees are required

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Start and Restart of Play

Procedure

A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored. Opponents must be five yards away from the ball and in their own half of the field. The ball must be played forward. In Mini-Soccer a goal cannot be scored directly from a start or restart of play.

Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped inside the penalty area, takes place on the penalty area line parallel to the goal line at the point nearest to where the ball was located when the play stopped. No goal can be scored direct from a dropped ball

Fouls and Misconduct

Normal rules apply, as per Laws of Association Football. However, in Mini-Soccer all free kicks are direct. A free kick is awarded to the opposing team if the goalkeeper: Takes more than six seconds to release the ball from his/her hands.

Touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player.

Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate.

Touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate.

For all these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

Free Kicks

For all free kicks opponents must be five yards from the ball.

Offside

There is no offside.

Goal Kick

A player of the defending team kicks the ball from any point within the penalty area. Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

The ball is in play when it is kicked directly out the penalty area

Penalty Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players

All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark.

The ball must be kicked forward.

Corner Kicks

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.

The ball is in play immediately when it enters the field of play.

Throw In

Normal rules apply, as per Laws of Association Football.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used.

The referee should ensure the same player attempts a second time, with guidance and help from the match official.

Competition Format

At SGO Area/Borough level, local organisers will decide on the format i.e. 'home & away' leagues, central venue festivals. Leagues are the preferred model to encourage regular participation.

More information can be found at:

<http://www.thefa.com/~media/my-football-resources/youth-dev-review/u9-and-u10-ydr-booklet.ashx>

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Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

Entry deadline Friday 14th June

If you enter past this deadline your school will not appear in pre-press material

Health & Safety

Before all matches this must be read and adhered to: Players can't play if they are barefoot or in unsuitable footwear.

Long hair must be tied up.

No jewellery to be worn.

All loose clothing must be tucked in and shoelaces tied.

No chewing gum or sweets.

Players should bring plenty of drinks.

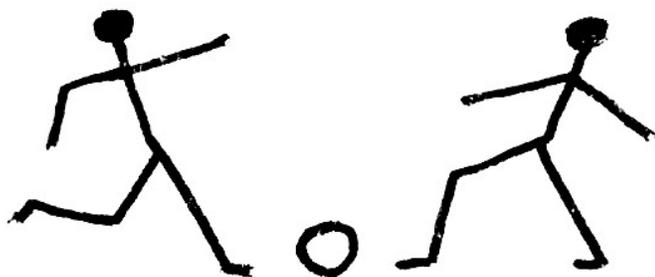
Players must wear shin guards and goalkeepers must wear a distinguishing playing strip. Shin guards must be covered entirely by socks.

All players are advised to warm up appropriately before each match.

Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.

All team teachers must ensure their pupils are under adult supervision at all times, even when playing.

Please ensure students have been briefed on health and safety.



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