



Leichhardt Saints Football Club U6 Small Sided Games 2008 Information

Football Federation Australia Format

Games are to be played as closely as possible to the Football Federation Australia (FFA) format of 4 players versus 4 (no goalkeepers). Field size 30m long x 20m wide. Goals 1.8m wide x 0.9m high. Playing time 2 x 15 minutes. Ball size 3.

Leichhardt Saints Format

Games will generally be played intra club at King George Park on Saturday morning between 8.30 and 10.30. Later in the season it is proposed to play gala days against other participating clubs (Hurlstone Park, Abbotsford and Concord). As games are to be played intra club we have the ability to adapt the format to best suit our young players. Feedback from coaches will assist in this and can be passed on to other clubs and the Canterbury Association to aid the introduction of SSGs across the whole association next year.

On match day teams will break into two groups to play 2 concurrent games against an opposing team. On completion of the first games one team will swap fields (lets say the team listed first in the draw) and a second game against the other group of the opposing team is played to complete the 'match'. Coaches are requested to select two groups of approximately equal standard for matches to begin with (we can try some other variations later in the season). From week to week different combinations of players should be used so that everyone gets to play with everyone else.

We will start with games of 12 minute duration. If we are well organised, start on time and limit game changeovers to 5 minutes we can extend game duration to 15 minutes. We must finish all games before 10.30 to allow U7 matches on the mini field to commence on time afterwards.

Teams will play in the full Leichhardt Saints strip with team coloured bibs over. All players are required to wear skin pads and boots, no jewelry is permitted.

At this stage it is not proposed to record scores for the first 5 rounds of matches. It may be useful to record scores subsequently to assess the relative strength of teams to best manage the development of SSGs and players but no competition tables are to be kept.

Field Setup

For SSGs we will be setting up 2 fields adjacent to each other running across the Mini field down the far end of King George Park. The area between the two SSG fields will be for

players, coaches and managers only. Teams playing in the first match will be responsible for setting up the fields and teams in the last match for taking down the fields. Field setup will consist of collapsible goals with hold down pegs, markers for sidelines and goal lines and poles or large witch's hats for corners and halfway. These items are stored in the container at the top end of the park.

Draw (Original Team colours)

Week 1: April 5

8.30am Blue v Red
9.10am White v Gold
9.50am Green v Black

Week 2: April 12

8.30am Gold v Green
9.10am Red v White
9.50am Black v Blue

April 19 (middle of school holidays)

No scheduled matches. However if some teams want to play the ground will be available.

Week 3: April 26

8.30am White v Black
9.10am Blue v Green
9.50am Red v Gold

Week 4: May 3

8.30am Green v Red
9.10am Gold v Black
9.50am White v Blue

Week 5: May 10

8.30am Blue v Gold
9.10am Black v Red
9.50am Green v White

Subsequent rounds will repeat the above draw. If a round is washed out it will be played the following week with the draw moved back a week.

Rules and Guidelines

The following rules have been adapted from Canterbury Association (CDSFA) Mini Rules to reflect the SSG format and include additional *guideline rules*.

1. *'Let the children play'*. This is a sentiment expressed by Hurlstone Park in proposing that coaches will not be on the field in their SSGs. I agree with the sentiment but think that with beginners there needs to be some guidance on the field – mainly encouragement but also to help get the game restarted as quickly as possible when the ball is out. A strong game leader (referee) could perform the latter function if they are prepared to do it for both teams. Otherwise coaches are allowed on the field but should patrol near the sidelines and halfway rather than the middle of the field or near the goals.

2. Coaches are allowed on the field of play. When on the field coaches may not interfere with the play.

3. Players may be interchanged at any time. 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. *It is Leichhardt Saints policy that all players should get approximately equal time on the field each week.*

4. 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.

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

6. 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.

7. *Free kicks are to be given for deliberate fouls. Free kicks should also be given at the discretion of the referee where an unintentional 'foul' (which is most of them in U6) such as a trip clearly impedes another player and might give other players the impression this can be done intentionally. All free kicks are to be indirect (see below).*

8. There are no penalty kicks, and any free kicks for either side given within 10m of the goal will be moved to a point 10m from the goal.

9. Goal kicks are to be taken 5m out from the goal line.

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

11. There are no throw-ins. Instead a kick-in is to be taken from the point on the sideline where the ball went out. *The kick-in should be renamed the 'pass-in' as this is a good opportunity to promote passing and retaining possession rather than kicking aimlessly or shooting directly at goal – see comments on indirect kicks below.*

12. At all dead ball kicks including free kicks, goal kicks, corner kicks, kick-ins and kick-off all opposing players must be at least 5 metres from the ball.

13. There are no goalkeepers. *Therefore all dead ball kicks including free kicks, goal kicks, corner kicks, kick-ins and kick-off are to be indirect and must be played at by a second attacking player before a goal may be scored (deflections off defenders in this situation will not result in a goal). In addition at any time goals may only be scored from within the attacking half. These are experimental rules to discourage excessive and indiscriminate kicking at an untended goal and to encourage dribbling and passing. It shouldn't be a problem for U6s but may be as players get older and more aware.*

14. The game is for the children not the parents!

Tony Reed, Leichhardt Saints SSG Coordinator
March 2008