

MWFA UNDER 10 AND UNDER 11 FOOTBALL

GUIDELINES FOR GAMES AND RULE INTERPRETATIONS

This document outlines rules under which MWFA Under 10 / 11 Football is played. It will be a useful guide to coaches, managers and interested parents who find themselves holding the whistle on the day. These notes are based on the principle that these young age group players who infringe the rules have not done so deliberately. The aim is to let the game flow with as few stoppages as possible. These rules differ from the FFA 'AIA VITALITY MiniRoos' (renamed from 'SSG') Rules in several areas.

GENERAL PRINCIPALS

Competition points will be awarded and competition tables will be kept. The tables will be published at a frequency determined by the MWFA.

Teams will be divided into graded divisions consisting as closely as possible of 12 teams.

SEASON STRUCTURE

The first 11 weeks will consist of a complete round amongst all 12 teams in a division. Based on the results of this round teams will divide into two groups of six and play a second round of five games. The winner and runner-up after these games will be the MWFA competition winners for that division.

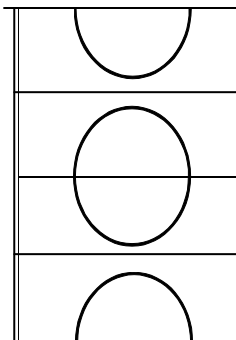
Washed out and unplayed games will not be rescheduled except where there is a partial washout.

Games start at 8:30, 9:30, 10:30, 11:30 & if needed 12:30.

THE PLAYING AREA

These are general only. All fields are approved and allocated by the MWFA.

The ideal field is approximately 70 metres in length and 50 metres in width. Fields should have four corner flags. The goal size is 2 metres by 5 metres. The goal area may be marked with a 9 metre radius semicircle centred on the goal. This area is where the goalkeeper may handle the ball. Goal kicks are taken anywhere in this area.



For the U/11 age group, games are played on either an U/10 field or a full-size field between the two penalty areas. In the latter, the goal area is denoted by a rectangle marked 5m deep and 12m wide.

The field is divided into four quarters, the end two quarters each being a 'Clearance Zone'. The two equal halves are separated by a halfway line. A centre circle with 9 metre radius may be drawn and is only used to keep the opposing team this distance from the ball at kick-off.

CLEARANCE ZONE

The 'Clearance Zone' is a rectangular area bounded by the touchlines, the Goal-line and an imaginary line parallel to the Goal-line at a distance of 25 metres. This line must be indicated by cones, poles or other marking (either side of/across the field).

The 'Clearance Zone' defines a zone outside which opposition players must stand when the Defencing team is taking a Goal Kick or Free Kick in the Goal Area.

MATCH BALL

The U/10 and U/11 age groups use a size four ball. The match ball is to be provided by the home team, which is the first team named on the official draw. The ball should be firm, but not too hard. There should be some give under firm adult thumb pressure.

NUMBER OF PLAYERS AND INTERCHANGE

A maximum of nine players from each team can be on the field at any time. Arrangements to increase this number should NOT be entered into with the opposition.

Players may be freely interchanged at any time throughout the game. There is no limit to the number of times a player can be interchanged. All interchanges should take place at the halfway line. A new player cannot enter the field until the substituted player has left the field of play. The referee's permission does not have to be obtained, and "flying" substitutions are allowed.

Any of the other players may change places with the goalkeeper provided that the referee is informed and the change is made during a stoppage in play.

Under no circumstances should an unregistered player be used, they are not covered by FNSW insurance.

PLAYING EQUIPMENT

The basic compulsory equipment of a player is a shirt, shorts, socks in the Club colours, shin pads and boots.

A player shall not wear anything that is dangerous to himself or another player. Particularly no watches or caps. Check boots for sharp studs. Players cannot wear plaster casts. Ear rings, studs or any other jewellery must be removed. Players are permitted to wear sports goggles, sports glasses or sports sunglasses as long as, in the opinion of the referee, they pose no danger to the player or other players. The Optometrists Association of Australia recommends that children involved in sport, requiring assisted vision, should wear protective eyewear such as sports goggles or sports glasses with soft or flexible frames fitted with a plastic or polycarbonate lens. Parents should ensure their Optometrist confirms the glasses to be worn meet this criterion and obtain a letter stating this. The decision to allow a player to wear / not wear particular glasses or goggles is up to the individual referee.

Make sure you check the safety of players' equipment BEFORE the game starts.

Goalkeepers must wear colours which distinguish them from the other players and from the referee. Goalkeepers may wear gloves and a soft brimmed cap.

VOLUNTEER REFEREES

At all times common sense should prevail!

It is not possible to put all situations in these guidelines.

The duty of a referee is to ensure a safe, fair and enjoyable game for all concerned by correctly and impartially administering the laws of the game, to keep the time and keep a written record of all goals scored. There are no official referees' cards.

The game should be played with as little interference as possible, consistent with the above. Constant whistling for trifling or doubtful offences should be avoided. The spirit should be that young children do not deliberately break the rules.

The referee should use discretion in whether a free kick is given on more technical breaches of the rules or whether play allowed to proceed and an instruction given on the breach. Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions, eg throw-ins.

The referee should blow the whistle clearly to signal all stoppages of play. Sometimes there will be the need to use the whistle to restart the play after a stoppage.

Ideally coaches should not referee since their job is to assist the teams by coaching. If they do referee they should avoid the temptation to coach their players during play. This of course does not exclude even handed advice to these young players on the reasons for free kicks or to explain the rules during the course of the game.

Maintaining adequate separation of players at the taking of free kicks is one of the difficulties at this level. The referee should assist by indicating a point 9 metres back from all kicks. The referee should keep well clear of the likely flight of the ball.

All infringements during the taking should be handled by taking the kick again after appropriate instruction.

When an official referee is not present, a referee with a current 'MiniRoos' Referee's card should officiate. The home team should provide this referee, otherwise the opposition referee with a card should run the game.

When a player is injured or appears injured, the play must be stopped promptly. You do not necessarily have to wait for a stoppage in play. It is assumed at this level that players do not feign injury for advantage. **Please ascertain the seriousness of the injury before moving an injured player.** Start play again with a drop ball.

The game should be stopped promptly if a dangerous situation develops. For example, a player down on top of the ball with a group of surrounding players trying to kick the ball free. The players should be separated and play recommenced with a drop ball.

A coach or a parent can enter the field of play to tend to an injured player. Coaches can offer encouragement and constructive instructions to the team from the sideline but not from around the goal area. **At no time are coaches allowed to be on the field to coach.**

Standing behind/on the goal line IS NOT PERMITTED.

This includes spectators, officials, coach or manager. People standing on the goal line are intimidating, may cause confusion and be counterproductive.

Where needed a parent may encourage an **inexperienced** goalkeeper from near each goal. The appropriateness of this is at the referee's discretion but assistance should only be given if clearly required.

Ensure all spectators are outside the field of play, and that no unauthorised persons enter the field of play.

The decisions of the referee regarding the facts of play are final. Any decision, incorrect or not, cannot be reversed once play has recommenced. **Don't try to make up for a bad decision by being lenient or giving a doubtful free kick later to the affected team.**

LINESPERSONS

The responsibility of linespersons is to indicate when the ball goes out of play over the sidelines and to assist the referee in determining which team last touched the ball. The referee may overrule the linesperson's decision.

Linespersons should not be asked to signal offside or free kicks.

A ball out of play should be signalled by first raising an arm above the head and then pointing it along the sideline in the direction that the team taking the throw is attacking.

DURATION OF THE GAME

Matches are for 25 minutes each half with five-minute half time break. The game ceases at the end of each half immediately the time has expired. Play does not continue until a logical stopping point or to allow a goal scoring opportunity to be completed.

There is NO allowance for time lost during the game. The referee is responsible for trying to maximise the time available for play by instruction of the players particularly when taking free kicks, throw-ins, corners and goal kicks.

Games must start on time. When they do not each half must be reduced so the game ends on time.

Only 60 minutes has been allocated for each game. Therefore:

Teams must leave the field of play as soon as the game is completed.

START OF PLAY

At the beginning of the game the choice of ends is decided by the toss of a coin. The team winning the toss chooses the goal it will attack in the first half. The team losing the toss must kick-off first.

Make a note of which team kicked off first at the start of the game!

After a goal has been scored the game is restarted by a kick-off by a player of the team conceding the goal.

At the start of the second half, ends are changed and the kick-off is taken by a player of the opposite team to that which started the game.

KICK-OFF

The procedure for a kick-off is:

- All players must be in their team's own half of the field.
- Opposing players must be at least 9 metres away from the ball.
- The ball must be stationary and placed in the centre of the halfway line.
- The referee gives a signal.
- The ball is in play when it is kicked and moves forward.
- The kicker must not touch the ball again until it has touched another player.

Opposing players may not enter his/her opponents half or the centre circle until the ball is in play.

In the spirit of sub junior football any infringements of these rules should be dealt with corrective instruction and then another kick-off.

A goal can be scored directly from the kick-off: ie it can go straight into goal whether or not it touches another player.

DROPPED BALL

At times the game has to be stopped by the referee when the ball is in play, but no infringement has occurred, eg when a player is injured, on spectator interference or dangerous situations where no team is at fault. When this occurs, the game is restarted with a dropped ball from where the ball was when play stopped. If this is in the goal area, the ball should be dropped outside of the goal area.

For safety try and use only two players who should stand either side of the referee and not so close as to cause injury when attempting to play the ball.

The ball should be dropped from about waist height. As soon as the ball touches the ground it is in play. Each side challenges for the ball. If any player touches the ball before it hits the ground or the ball goes out of the field of play after it makes contact with the ground but is not touched by another player, play must be stopped and the ball dropped again.

BALL IN AND OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or side line either on the ground, or in the air. A common mistake is to rule the ball out of play when it rolls onto the line. Also note the ball is still out of play if it wholly crosses the line in the air but curves back into play. The ball is in play at all other times including when:

- it rebounds off a goal post, crossbar or corner post
- it rebounds off either the referee or assistant referee when they are on the field of play.

If a player in the field of play touches the ball after it has already left the field of play in the air, he is not the last player to have touched the ball before it went out of play.

Spectators should stand well back from the sideline. This is for their own safety and that of the players and also to stop interference with the course of the ball and with players trying to keep the ball in play. If the path of the ball is interfered with by a spectator in the field of play, rule the ball out if it was obviously going out, but allow play to continue if there is doubt and no obvious advantage to either team. If there is confusion or advantage results from spectator interference halt play and restart with a dropped ball. If the opportunity arises, ask the spectators to move back where interference occurs.

THROW-IN

Most players in the U/10 and U/11 age groups have probably played two or three seasons of football. For this reason the policing of the throw-ins should be reasonably strict regarding the technique used for the throw. This section gives the complete rule that should be applied.

A throw-in is awarded

- when the whole of the ball passes over the touch line, either on the ground or in the air
- from the point where it crossed the touch line
- to the opponents of the player who last touched the ball

A goal cannot be scored directly from a throw-in.

Procedure:

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his head

- delivers the ball from the point where it left the field of play

All opponents must stand no less than 2m from the point at which the throw is taken. Opposition players cannot wave their hands or jump about to distract the thrower.

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

After delivering the ball, the thrower may not touch the ball again until it has touched another player.

Infringements and Sanctions:

If the ball is improperly thrown in, the throw-in shall be taken by a player from the opposite team. Whilst strictly enforcing this rule is advised, it may become necessary, because of continual poor throw-ins, that leniency should be practised to let the game flow.

GOAL KICK

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team and a goal is not been scored. Goal Kicks are carried out using the Clearance Zone for these age groups.

Procedure:

- the ball is kicked from any point in the goal area by the goalkeeper of the defending team
- the ball is in play after it leaves the goal area and has been touched by a teammate of the goalkeeper.
- the ball cannot be kicked directly beyond the Clearance Zone, it must be first touched by a teammate of the goalkeeper.
- opponents remain outside the Clearance Zone until the ball is in play
- The goalkeeper must not play the ball again until it has touched another player

Infringements and Sanctions:

The kick should be taken promptly. Where stalling becomes obvious, reprimand the player and use your whistle to start play.

Infringement of any of the above results in the goal kick being retaken.

A player cannot be offside if he/she receives a ball direct from a goal kick. See later section for further expansion.

A goal may not be scored directly from a goal kick.

CORNER KICK

A corner kick is awarded when the whole of the ball passes over the goal line either on the ground or in the air having last touched a player of the defending team and a goal has not been scored.

A goal may be scored directly from a corner kick but only against the opposing team.

Procedure:

- The corner kick is taken at a point inside the corner arc nearest where the ball went out of play. On U11 fields, the ball is placed within an imaginary 1m arc drawn at a point 5m from where the penalty area meets the goal line. The player may strike the ball standing inside or outside the field of play.
- Opponents must be at least 9 metres from the kicker. This does not apply to members of the attacking team.
- The ball must be played by a member of the attacking team.

- The ball is in play when it is kicked and moves.
- The kicker must not play the ball again until it is touched by another player. This includes playing a ball rebounding off a goal post.

Infringements and Sanctions:

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded to the defending team.

If the opposition does encroach the kick must be retaken.

For any other infringement of this rule the kick is retaken.

A player cannot be offside if he/she receives a ball direct from a corner kick. See later section for further expansion. Any miskick by the kicker where the ball goes over the goal line and not into the field of play results in a goal kick.

METHOD OF SCORING

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and beneath the crossbar. A goal cannot be awarded if the whole ball does not cross the whole line. If a spectator (such as one leaning on the goal post) makes contact with the ball and prevents a certain goal, the game must be stopped and restarted with a dropped ball with no goal awarded.

If there are no nets in the goal, pay particular attention when the ball is near the goal, as it is often hard to see against a background if the ball has gone into the goal.

FREE KICKS

Free kicks are given for various breaches of the rules. These breaches must occur while the ball is in play.

At this level all free kicks are INDIRECT. For Indirect free kicks a goal can be scored if the ball subsequently touches another player before it enters the goal.

- If an indirect free kick is kicked directly into the opponents' goal a goal kick is awarded.
- If the ball is kicked directly team's own goal, a corner kick is awarded to the opposing team.

Signal

The referee indicates an indirect free kick by raising his/her arm above his/her head. /she maintains the arm in that position until the kick has been taken, the ball has been touched by another player or goes out of play.

Procedure

The ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player. This includes rebounds from the referee, the goal uprights or crossbar. If this happens take the kick again and give appropriate instruction that touching the ball a second time would lead to loss of possession in higher grades of Football.

Position of Free Kick

Free Kick Outside the Goal area

- All opponents must be at least 9m from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

Free Kick Inside the Goal Area

Indirect free kick to the defending team:

- A free kick awarded in the goal area may be taken from any point inside that area.
- the ball is kicked from any point in the goal area by a player of the defending team
- the ball is in play after it leaves the goal area and has been touched by a teammate of the goalkeeper.
- the ball cannot be kicked directly beyond the Clearance Zone, it must be first touched by a team mate of the goalkeeper.
- All opponents must be outside the Clearance Zone until the ball is in play
- The kicker must not play the ball again until it has touched another player

Indirect free kick to the attacking team:

- All opponents must be at least 9m from the ball unless they are on their own goal line between the goal posts.
- The ball is in play when it is kicked and moves.
- An indirect free kick awarded inside the goal area is taken on the goal area line nearest to where the infringement occurred.

Notes:

- Free kicks do not have to be played forwards.
- Sometimes players take a quick free kick when the defenders are closer than 9 metres. This should be allowed as advantage play, but if the ball hits a defender the game should continue.
- Remember if the ball is driven directly at goal, even the slightest accidental deflection off a player is sufficient to score, if the ball enters the goal. The only exception may be an infringement by an attacking player while the ball is in motion.
- A referee does not always have to award a free kick if, although an infringement has occurred, awarding a free kick would advantage the opposition. The judgment when this should be applied comes with experience. The referee should indicate clearly advantage is being applied by saying 'play on' to show players that he/she has seen the infringement, but is allowing play to continue. A simple example is if a player breaks through a defence and even though fouled, keeps his/her feet to have a good chance at goal. To award a free kick would allow the opposition defence to regroup. Advantage should be applied carefully, but once applied the decision cannot be reversed. After playing advantage, the next break in play will provide the opportunity to instruct the offending player on nature of the infringement.

PENALTY KICK

A penalty kick in senior Football is given for an offence warranting a direct free kick within the penalty area.

At this level there are no direct free kicks or penalty kicks. Such offences warrant an INDIRECT free kick taken at a point on the edge of the goal area in line with the point the offence occurred.

FOULS AND MISCONDUCT

Under FIFA rules free kicks are awarded when a player commits any one of the following seven offences in a

manner considered by the referee to be *careless, reckless or using excessive force*:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:

- Holds an opponent
- Spits at an opponent
- Deliberately handles the ball

An indirect free kick is awarded to the opposing team if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing ball from his hands

Under 6 to 11 age players are not expected to have intent when they commit a serious foul against a player. Nevertheless these infringements may involve excessive force or may be a result of a lack of skill. The above infringements must be eliminated from the player's game and an indirect free kick should be awarded against the offending player. The award of a free kick should always be accompanied by a clear explanation from the referee. Technically poor tackling is dangerous to both players and should be eliminated at the sub junior level. The following sections are a sub junior interpretation, which we believe will aid in this goal.

ALL infringements are handled by awarding an indirect free kick at the point the infringement occurred against the team of the player committing the offence. The referee should always explain clearly why the free kick has been given to provide instructional feedback.

There are three broad categories of infringement:

Dangerous Play:

The infringements, particularly relating to offences with the body and feet and dangerous use of the arms will occur when a player is tackling a player with the ball or competing with a player to get to the ball. This dangerous play is due to lack of skill of the young players and should be penalised by the award of an indirect free kick.

Players must be educated to tackle in a safe way. The aim is to minimise injury and to give the advantage to the player with the ball. All tackles must have the clear objective of taking the ball and not the player. A fair tackle cannot be made when the tackler does not have a clear shot at the ball. A player making contact with the opponent before touching the ball an indirect free kick should always be given.

Tackles from behind the line of vision of the player with the ball are especially dangerous because the player with the ball cannot anticipate the tackle and may fall awkwardly and be hurt. All tackles from behind should be discouraged and if a player is brought down from behind should be penalized with an indirect free kick being given.

If the opponent is kicked or tripped in the process of a player making a fair tackle in which the ball is clearly played, the player should not be penalised.

Charging and Jumping

Provided the ball is within playing distance, a player is entitled to shoulder charge an opponent fairly. The player uses the shoulder to the shoulder region of the opponent. Arms and hands may not be used at any time to restrict or control an opponent. Players may not jump at an opponent either with the feet or the whole body. A dangerous charge also occurs when it is directed at a different part of the body, such as the back.

Jostling and aggressive competing for the ball is allowed providing no penalty offence is committed.

Striking an opponent or even attempting to strike an opponent is dangerous play in all circumstances and should be penalised.

If a player raises his/her boot above the waist to play the ball and opponents are nearby or kicks at a trapped ball in a one on one situation resulting in dangerous play and an indirect free kick is given.

Unfairly preventing an Opponent trying to play or attempt to play the ball

A player may not hold an opponent. This can be holding the shirt or the arm or keeping an opponent on the ground. A player may not push an opponent to stop him from competing for the ball.

Unsporting Behaviour:

Sometimes players will simply shout or yell in an attempt to distract an opponent. Players also cannot wave their arms to distract or shepherd opponents. The referee should instruct the players to stop these practices, but if they persist, players should be penalised.

Handball:

A handball ruling does not occur simply because the ball touches the hand or any part of the arm of a player. At this age group the 'deliberate' intent of handball is judged if the hand goes to the ball rather than the ball to the hand. Also if, in the opinion of the referee, the handball significantly favours the offending team an indirect free kick should be given.

RULES APPLYING TO THE GOALKEEPER

The goalkeeper position is one of great pressure for young players since any misdemeanour can cost the defending team dearly. As a result leniency should be applied to breaches of some of the more technical points of the position.

The goalkeeper may handle the ball within the goal area he is defending. This also includes the ball being on the goal circle line. This means the ball must be inside the goal area when the goalkeeper uses his/her hands.

The goalkeeper may throw or roll the ball to teammates players as long as the ball is only in his/her hands inside the goal area.

The goalkeeper may also place the ball on the ground and kick the ball to a teammate. Note when the ball is placed on the ground in such a way it is deemed to be in the goalkeeper's possession until the ball is kicked and moves.

Outside the goal area goalkeepers are regarded as normal players. If the goalkeeper handles the ball outside the goal area the same rules apply as to a normal player

and an indirect free kick must be awarded against the goalkeeper for handling the ball.

According to the FIFA laws an indirect free kick is awarded to the opposing team if the goalkeeper, inside his/her own penalty area, commits any of the following four offences:

- Controls the ball with his/her hands for more than six seconds before releasing it from his/her possession
- Touches the ball again with his/her hands after releasing it from his possession and before it touched by another player
- Touches the ball with his/her hands after it has deliberately been 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 team-mate.

Notes:

- A goalkeeper bouncing the ball is not interpreted as releasing the ball from his/her possession.
- Often at this age when a goalkeeper takes control of the ball he/she can accidentally wander back into the goal whilst looking where to place the ball. Treat the situation as an unintentional accident and do not award a goal.
- The goalkeeper must be prompt in disposing of the ball and at this age deliberate time wasting is regarded as unintended. If a goalkeeper takes excessive time to release the ball he/she should be prompted to do so straight away. Education to this fact is important even at this level.

Offences against the Goalkeeper

Award an indirect free kick against any player who prevents the goalkeeper from releasing the ball from his hands. This applies to opposing players who obstruct or distract the goalkeeper when he/she is putting the ball into play by jumping in front of him/her or waving. Often though, playing the advantage gives the goalkeeper more options as generally young players can kick further from their hands than from an indirect free kick. The referee should motion players away from the goalkeeper when he/she is distributing the ball so the game is not held up by unnecessary distractions.

The goalkeeper position can also be quite dangerous. At these young ages, large groups of players often gather in the goal area and the play can be quite desperate. The goalkeeper will often have to try and pick the ball up from near many kicking feet and must be protected as much as possible from any dangerous situations.

An indirect free kick should also be awarded against violent charging or body contact by the attacking player with the goalkeeper.

OFFSIDE

At this level the referee should try and penalize **obvious** offside situations. As a minimum in this age group the offside rule is intended to stop attackers from 'goal-hanging' – loitering near the opposing team's goal and waiting for the ball to be kicked up towards them.

FIFA Law for Offside:

It is not an offence to be in an offside position.

A player is in an offside position if he is nearer to his/her opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

- He/she is in his own half of the field of play, or
- He/she is behind the ball when it is played, or
- He/she is level with the second last opponent, or
- He/she is level with the last two opponents

One of these players is usually the goalkeeper.

A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his/her team, he/she is, in the opinion of the referee, involved in active play by:

- interfering with play, or
- interfering with an opponent, or
- gaining an advantage by being in that position

There is no offside offence if a player receives a ball directly from:

- a goal kick
- a corner kick
- a throw-in

In the event of an offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

Notes:

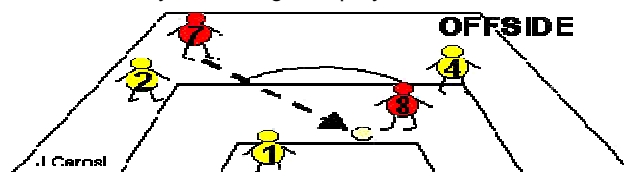
- A common mistake is to look at the time the player receives the ball, not when the ball is first kicked by a teammate.
- Determining whether a player is in active play can be complex. In U.10/11 grades we emphasize the player must be actively participating in play to be judged to be taking advantage. Any lineball decision should be played to the advantage of the attacking team.
- *Interfering with play* means playing or touching the ball passed or touched by a teammate.
- *Interfering with an opponent* means preventing an opponent from playing/ being able to play the ball, by clearly obstructing the opponent's vision/ movement, by gesturing or by movement which, in the opinion of the referee, deceives or distracts an opponent.
- *Gaining an advantage by being in an offside position* includes playing a ball that rebounds to him/her off a post/crossbar or playing a ball that rebounds to him/her off an opponent having been in an offside position.

There is an excellent flash video showing the basics of offside on the FIFA website. The URL is: <http://www.fifa.com/lotg/football/en/flash/start.html>

Note: The illustrations below are taken from the 'Corsham Website' (UK), which has now closed.

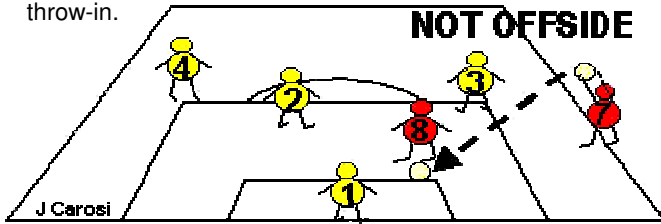
As stated previously, the main application of the rule at this level is to penalize players who deliberately 'loiter' behind the defence.

In the case below attacker No 8 is deliberately standing back behind the defenders by 5m – 10m. When attacker No 8 receives the ball from his teammate No 7 he has committed an offside offence by interfering with play.

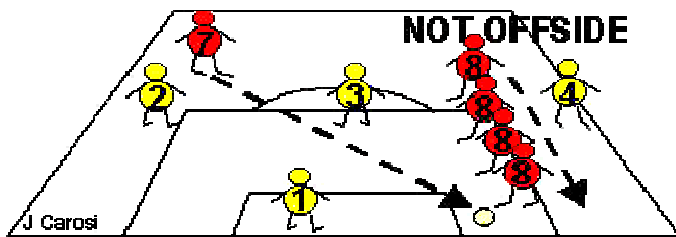


Cannot be offside directly from a throw-in, corner kick or a goal kick.

In this example attacker No.7 throws the ball to attacker No.8 who is in an offside position. Attacker No.8 has not committed an offside offence because he/she received the ball directly from a throw-in.

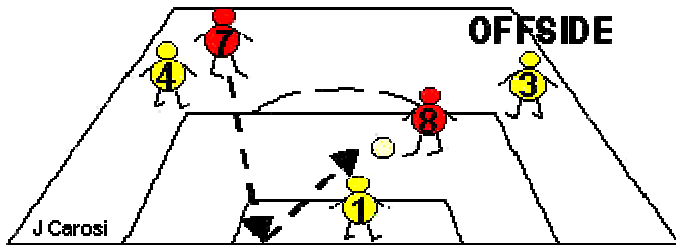


At the moment the ball is played by a teammate, attacker No.7 passes the ball forwards for attacker No.8 to chase. At the exact moment when the pass was made, the attacker No.8 was standing in an **onside** position. As soon as the pass is made, attacker No.8 can run forwards beyond the second last defender, and attempt to gain possession of the ball without fear of being penalised for offside.

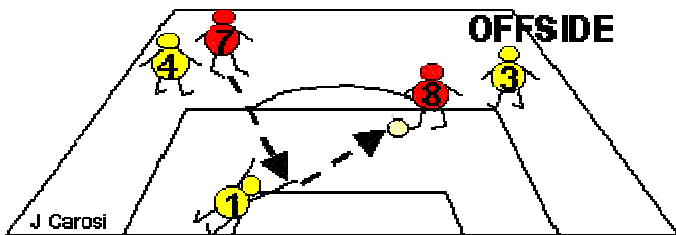


Gained an advantage.

The shot by the attacker No.7 rebounds from the goalpost to a team-mate No.8 who was in an offside position when the ball was originally kicked. Attacker No.8 has gained an advantage by playing a ball that rebounds to him/her having originally been in an offside position

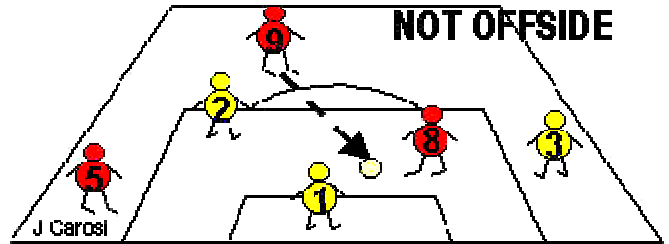


The shot by the attacker No.7 rebounds from the goalkeeper to a team-mate No.8 who was in an offside position when the ball was originally kicked. Attacker No.8 has gained an advantage by playing a ball that rebounds to him/her off an opponent having originally been in an offside position

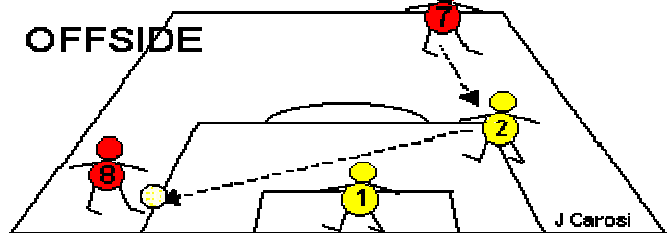


Not involved in active play

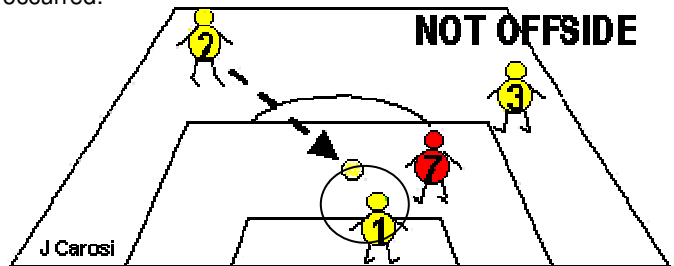
As long as the attacker No.5 does not involve him/herself with the immediate play, he/she should not be penalised just because he/she is in an offside position. If his/her attacking colleague No.8 subsequently decides to pass the ball to him/her, then No. 5 becomes involved with active play if he/she touches or plays the ball.



If after the attacker No.7 shoots the ball towards the defenders' goal, the ball deflects off defending player No.2 and goes to the attacker No.8, who is standing near the right wing touchline, the Red attacker No.8 must be penalised for being offside.

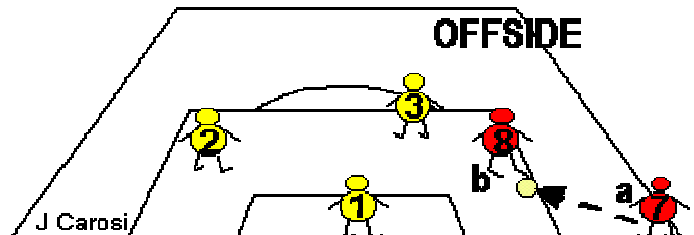


The defender No.2 passes the ball back towards his/her team goalkeeper No.1. The attacker No.7 is standing in an offside position and intercepts the ball and scores a goal. The goal should be allowed to count, because no offside infringement had occurred.



Second Play from a Corner Kick or Throw-in

Attacker No.7 takes a corner kick and passes the ball to attacker No.8 who stops the ball with his/her foot. Attacker No.7 then moves from position 'a' to 'b' where he plays the ball. At the precise moment when the attacker No.8 stopped the ball, attacker No.7 was in an offside position 'a'. By moving from position 'a' to 'b', the attacker No.7 had interfered with play by touching the ball and involving him/herself in active play.



FOOTBALL RESTARTS

	Can score directly	Can be offside	Ball must go forward	Ball in play	Opposing players	Team mates	Second touch, ball in play
Kick off	Yes	N/A	Yes	Once kicked and moved	In own half, 9m away	In own half	Retake*
Indirect free kick	No	Yes	No	Once kicked and moved	9m (except quick kick)	Anywhere	Retake*
Indirect free kick to Defending Team in Goal Area	No	No	No	Leaves Goal Area played by teammate in Clearance Zone	Outside Clearance Zone	Anywhere	Retake*
Corner Kick	Yes	No	No	Once kicked and moved	9m	Anywhere	Indirect Free Kick
Goal Kick	No	No	No	Leaves Goal Area played by teammate in Clearance Zone	Outside Clearance Zone	Anywhere	Retake*
Throw in	No	No	No	Enters field	2m	Anywhere	Opposition to retake
Drop ball	Yes	N/A	N/A	Touches ground	Anywhere	Anywhere	N/A

Note: * In Junior Football 12-16 (MWFA designates Juniors 12-16 as Youth) and Senior Football, an Indirect Free Kick would be awarded but at this age these are considered technical game issues which require education rather than penalising.

FFA RULES IN COMPARISON WITH MWFA RULES

The table below shows the main differences between the FFA 'AIA Vitality MiniRoos' Rules (previously titled 'Small Sided Games') for the U/10 and U/11 age groups and the MWFA Rules in this document.

RULE	FFA 'MINIROOS'	MWFA
Offside	No – referee instructs players to move into onside position.	Yes – penalize obvious acts of offside.
Free Kicks	Outside Goal Area all are Indirect Free Kicks Inside Goal Area you award a Penalty Kick for deliberate handball as well as serious fouls and misconduct.	All kicks awarded are Indirect Free Kicks
Distance of Opposition for Restarts	Opposition must be at least 5m away for kicks and at least 5m for throw-ins.	Opposition must be 9m away for kicks and 2m for throw-ins. Opposition must be outside the clearance zone for Free Kicks to defending team in goal area and Goal Kicks. Ball is in play when it leaves the goal area and is touched by a teammate.

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- IN THIS DOCUMENT ARE PARTS OR ALL OF RELEVANT DOCUMENTS FROM FOOTBALL FEDERATION AUSTRALIA'S 'AIA VITALITY MINIROOS' SCHEME, THE FIFA LAWS OF THE GAME AND THE MWFA AMENDED RULES FOR JUNIORS UNDER 6 TO 11.
- THE DATE OF PUBLICATION OF THE DOCUMENT AND ITS COMMENCEMENT IN THIS FORMAT IS 22ND MARCH, 2015