



RULES AND REGULATIONS

U9, U10, U11 & U12

Playing Formats

The tables below summarises the Mariners Cup playing formats for boys and girls aged within the various age brackets.

Under U9 and U10

The number of players	7-a-side including a goalkeeper Maximum of five substitutes
The field of play	Maximum: 50m long x 40m wide Best Practice: 45m long x 35m wide Minimum: 40m long x 30m wide
Goal size	Maximum: 3m wide x 2m high
Ball size	Size 3 and 4
Duration of the game	Day 1. 20 minutes/ Day 2. 17 Minutes (Presentation)
Penalty area	5m deep x 12m wide

Under 11 and 12 Boys

GU10, GU11, GU12 and GU13 SAP

The number of players	9-a-side including a goalkeeper Maximum of five substitutes
The field of play	Maximum: 70m long x 50m wide Best Practise: 65m long x 45m wide Minimum: 60m long x 40m wide
Goal size	Maximum: 5m wide x 2m high
Ball size	Size 4
Duration of the game	Day 1. 20 minutes/ Day 2. 17 Minutes (Presentation)
Penalty area	10m deep x 20m wide

Coach and Parent Conduct

The coaches will be assessed during the event on their conduct, manner and teams' ability to play football, encouraging fun and enjoyment in a safe environment. The best coach during the event will receive an award as the Mariners Cup Coach.

Goal type

Bownet goals will be utilised the tournament, with the correct sizing as above used where possible.

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.

The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

Ball crossing the touch-line

Throw in.

Player faces the field of play, has part of each foot on the ground either on or behind the touchline, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play.

A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick.

A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 5 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

Offside

The official off side rule (Law 11, FIFA Laws of the Game) does not apply to the Mariners Cup Under 10 & 11. Goals can be scored from an off side position.

Game Leaders should direct players permanently standing in blatant off side positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

Match results and points tables

The recording of match results will not be conducted for the purpose of assigning winning, ensuring the most enjoyable experience for all players.

Teams will be judged on their playing style against key themes from the FFA National Curriculum, with the team who delivers on these points being the winners. Please see these below:

- running with the ball
- striking the ball
- 1v1 situations
- first touch
- general playing style

Field Markings

Cones, markers or painted line markings are suitable.

This includes the penalty areas in the U8 – U12 age categories.

Equipment

Teams will wear their clubs kit during the Cup, or bibs

Start of play and re-start after a goal

Pass forward to a team-mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 metre's away from the ball until it is in play. The ball must touch a team-mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch-line on the ground or in the air, or when play has been stopped by the Game Leader.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

Shin guards

Shin guards must be worn by all players without exception.

Concussion

Any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a general rule; "If in doubt, sit it out".

Substitutes

Substitutes may rotate during the entire game. The coach is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field. Every effort should be made to ensure all players, regardless of age, gender, and ability, are given equal playing time.

Game Leaders

Each game is to be controlled by one Game Leader.

The main role of the Game Leader is to keep the game moving, limit stoppages and assist players with all match re- starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.