



Summer games



GREATER MANCHESTER SCHOOL GAMES 2018

UNDER 10 GIRLS MINI SOCCER

Friday 6th July 2018

Wright Robinson Sports College (Opening Ceremony at Sport City first)

SCHOOL GAMES BACKGROUND INFORMATION:

The Greater Manchester School Games aims to further revive the culture of competitive sport in schools. This exciting new concept will harness the power of the Olympics and Paralympics and is designed to motivate and enthuse more young people than ever before to participate in high quality, meaningful competition within and across schools, supporting them in achieving their own personal best in sport and in life.

The competition will run across three distinct, but integrated levels (see below) providing a simple and progressive pathway culminating in a multi sport festival (level 3) that will showcase the very best of competitive sport across the County.

Level 3 – Greater Manchester School Games

Level 2 – Inter-school competition

Level 1 – Intra-school competition



Teams from Primary, Secondary and Special Schools will win the right to compete in the Level 3 Games having qualified through their local level 2 inter-school competitions. The 'Summer Games' will feature thirteen sports; all of which will be delivered simultaneously utilizing a number of the City's world class sporting facilities.





COMPETITION PATHWAY:

In partnership with Manchester FA and the Greater Manchester County Schools Football Association the Greater Manchester Local Organising Committee proudly presents the Under 10 Boys and Girls Mini-Soccer Competitions.

Mini-Soccer allows children to have a fun, enjoyable introduction to football in an environment that allows them lots of touches, shots, dribbles and ultimately more involvement and enjoyment in the game.

The School Games competition is open to all schools; however they must have qualified through their local SGO area/borough heats (Level 2) in order to progress to the County Final.

The competition adopts a simple pathway as follows:

1. SGO Area/Borough Stage

Primary Schools within an SGO area/Borough will be encouraged to enter the first stages of the competition at a venue local to their school. The winning team from the Borough will then be invited to the School Games County Final.

2. Greater Manchester School Games County Final

This stage of the competition will be organised in partnership with Manchester FA and the Greater Manchester County Schools Football Association and will comprise of the winning teams from across Greater Manchester.

NB An athlete can only represent their school in one sport at the GM School Games County Final.

STANDARD RULES:

Age Groups

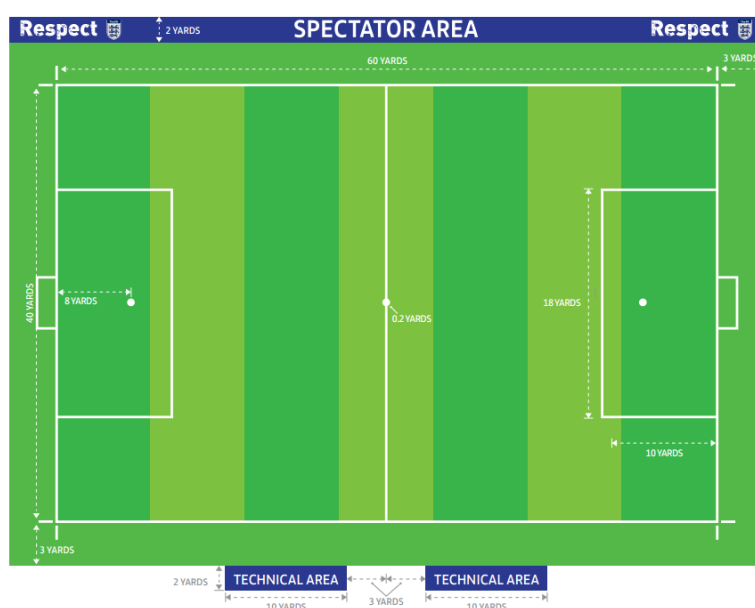
- This is a Year 5 competition however Year 4 pupils can be used if numbers are low.

LAW 1 PLAYING AREA Halfway Line

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.

Goal Size

The distance between the posts is 12ft and the distance between the lower edge of the cross bar and the ground is 6ft.





LAW 2 THE BALL

The ball should be size 3 for U9 and size 4 for U10. It should be safe and made of leather or other suitable material.

LAW 3 NUMBER OF PLAYERS

- Boys and Girls will compete separately in two competitions
- This is a 7 v 7 competition; therefore the team on the field of play will consist of 7 players.
- You should have a maximum of 14 players per squad.
- Repeat substitutions will be allowed, with the permission of the referee
- All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

LAW 4 PLAYING EQUIPMENT

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather. Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5 REFEREES

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for 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.

LAW 6 ASSISTANT REFEREE

Assistant referees are not required

LAW 7 DURATION OF THE GAME

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.

LAW 8 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.





LAW 9

BALL IN AND OUT OF PLAY

Normal rules apply, as per Laws of Association Football.

LAW 10

METHOD OF SCORING

Normal rules apply, as per Laws of Association Football.

LAW 11

OFFSIDE

There is no off side.

LAW 12

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.

LAW 13

FREE KICKS

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

LAW 14

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.

LAW 15

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.

LAW 16

GOAL KICK

Procedure

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





LAW 17 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.

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

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.

HEALTH & SAFETY:

- Long hair must be tied back
- No jewellery should be worn
- All loose clothing must be tucked in and shoelaces tied
- No chewing gum/sweets
- Players must wear shin guards and goalkeepers must wear a distinguishing playing strip. Shin guards must be covered entirely by the stockings.
- Please ensure your pupils bring some liquid refreshments with them.
- Please make sure all players warm up appropriately before each match.
- All team teachers must ensure their pupils are under adult supervision at all times, even when not playing. During this time teams can watch and encourage their fellow teams.
- First aiders will be on site, however please ensure your pupils bring with them any medical supplies they may need i.e. asthma inhalers.
- Please ensure that your pupils have been thoroughly briefed with regards to health and safety.

DEADLINE FOR ENTRY – FRIDAY 22nd June 2018*

***please note if you enter past this deadline your school will not feature in pre- press material or the lanyard.**

