

UNDER 12 9 v 9 FORMAT

Competition Guidelines 2019



Introduction

In 2019 Football Federation Victoria will join other member federations in Australia by implementing the 9v9 format in the Under 12s competition. This decision has been made to provide the best learning environment for young players so each individual can realise their full potential.

9-a side in Under 12's allows players to be challenged technically as well as physically through multiple repeated actions in smaller areas. It also aims to set realistic expectations that meet the needs of young footballers, rather than senior players. It focuses on the development of a player rather than the result of the match.

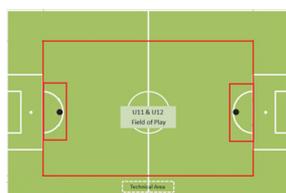
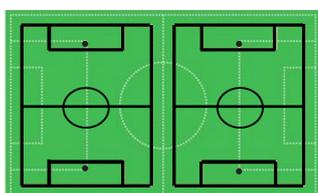
The playing format for Under 12 leagues is as follows:

Numbers	9 v 9 Including Goalkeeper. Max of 5 substitutes
Field Size	Length: 60 - 70m Width: 40 - 50m
Goal Size and Type	Height: 2m Width: 5m Permanent or portable goal must be compliant with the Australian Competition and Consumer Commission's Consumer Notice No.28 of 2010
Field Marking	Cones, Markers or Painted Lines are allowed
Penalty Area	Depth: 10m Width: 20m Penalty Spot 7m from goal line
Duration of Game	2 x 25 minute halves
Half Time	5 minutes
Referee	FFV Appointed Green Shirt Referees
Linesman/AR	Club appointed Assistant Referees
Interchange	Maximum 5 Players
Ball Size	4
Points Table & Finals	Yes

Competition Rules

Under 12 competition is played under FIFA Laws of the Game with modified rules to assist players in their development and also refine the transition to 11v11 football, these include:

Field Markings: All field markings as required for a full-size pitch, including the penalty area, are required for Under 12 matches. Field markings can be marked with paint, or flat markers. Painted lines must be a **different** colour to any existing line markings used for the full-size pitch.



Offside rule: The offside rule will be included in the Under 12 competition as it is an integral rule to the game of football. 9v9 on the recommended size pitch will help players learn the rule as there is no longer as much space between the halfway line and the opposition goals.

Penalties: In accordance with FIFA LOTG, a penalty kick will be awarded if a player commits a direct free kick offence inside their penalty area.

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 dropkick the ball from their hands.

Goal kick: Goal kicks can be taken from anywhere within the penalty area. Opponents must be outside the penalty area until the ball is in play. The ball is in play once it is kicked and leaves the penalty area.

Throw ins: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, 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. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Corner kicks: 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.

Discipline: Red or Yellow cards will be issued to players in Under 12 competitions.

For any fouls that would ordinarily result in a red card, the match official will instruct the player to leave the field of play for the remainder of the match, any player sent from the field of play may be replaced by another player at the time of the offence. In this instance, neither team will be required to play with fewer than 9 players.

For any offense that would ordinarily result in a red card for violent or offensive behavior (i.e. R2 - Violent conduct, R3 - Spitting, R6 - uses offensive or insulting or abusive language / gestures) the match official will be required to submit a misconduct report to FFV which may result in further disciplinary action for that player.

Team shape (formation): Teams must setup using at least 3 lines for example; GK - 3 - 2 - 3, GK - 4 - 3 - 1, GK - 3 - 3 - 2. This rule is to introduce players to an 11v11 like formation and structure thus assisting with the transition to U13s.

Playing style: FFV strongly recommends "a proactive brand of football", based on effective possession with the cutting edge provided by creative individuals. Defensively, the key components are quick transition and intelligent collective pressing. The Playing Style is underpinned by a strong 'team mentality', capitalising on "Australia's traditional strengths".

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Zones and Leagues

The Zoning for Under 12 Boys will remain as per current application for MiniRoos and Junior Boys, which is: North, South, East and West. Similarly, the Under 12 Girls' leagues will follow the same principle, however due to less critical mass, there may be the need to amalgamate zones as per the current process.

In that regard, the following considerations will apply when creating league structures for the Under 12's, much to the same effect as Under 11's:

- Where practical, minimise the over representation of teams from the same Club in any one league
- Distance between Clubs within a league, where appropriate
- League sizes consisting of a minimum of six and maximum of fifteen teams

Self-Grading

Self-grading will remain as per current practice in Under 12's for Junior Boys' and Girls'. The grading will be as follows:

Kangaroos → strong grasp of football skills

Wallabies → beginning to develop their football skills

Joeys → little or no previous experience

Regrading will take place at conclusion of Round 3. Regarding requests must be submitted for regrading to be considered.

Day of Play

Currently Under 12 football is restricted to **Sunday only**. As a point of difference to the current Under 12's competition, and as per current MiniRoos practice, Clubs will have the opportunity to nominate Saturday or Sunday.

Provided there is sufficient team requests to play on Saturday within a Zone, FFV will implement leagues where applicable. For example, particularly in the Southern and Eastern Zones, Saturday U11's in MiniRoos are prevalent.

The ability to have Saturday leagues provides the opportunity to increase teams at clubs and allocation of pitch space.

Kick off times: The preferred kick off times will be at 10.10am.

Results and Ladders

Results and Ladders will remain in the Under 12 9v9 format and must be submitted online by the home club 6:00pm on the same day.

Match Records & ID Cards

Given there are results and ladders kept, match records are required to be submitted prior to each game. Accordingly, Player ID cards will also be required.

Match Officials

Where possible, FFV will continue to appoint Green Shirt Referees to Under 12 matches as has been the case in previous seasons. Similar to the concept of the players learning the game through small sided football, FFV will also be utilising the under 12 format change to help introduce new referees to the game

Clubs will be asked to arrange a club Assistant Referee as per normal. This breaks down barriers and allows parents to learn the rules of the game in a similar learning environment to the referees and players.

The home club remains responsible for payment of referees, with the referee entitled to a total of \$40.

Coaching

Each club's Under 12 team must have a minimum of one Head Coach.

Further Information

For any further information including questions in relation to coaching and player development contact FFV Coaching Department coaching@ffv.org.au or for any questions relating to competition matters contact FFV Competitions Department – competitions@ffv.org.au