

FOOTBALL FEDERATION VICTORIA INC.



2008 ROOBALL RULES

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SECTION 3. Codes of Behaviour

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**FOOTBALL FEDERATION VICTORIA INC.
ROOBALL RULES
2008 SEASON**



SECTION 1. Introduction

1. What is Rooball?

"Rooball" is part of the FFV's Junior Development Strategy targeting children aged 9 and 10. The aim of Rooball is to give young girls and boys the maximum opportunity to participate in football, the world's most popular sport. Rooball is kids' football; that is, children play on smaller fields with less players, fewer rules and modified equipment. As a result, there are more goals and a lot more fun.

For the 2008 season, Rooball is divided into two age groups:

Under 9's play 9-a-side, on half an adult sized field

Under 10's GIRLS play 7-a-side on a half an adult sized field

Under 10's play 11-a-side on a full adult sized pitch

Please note: By 2010 Small-Sided Games will replace Rooball as the playing format for the U9's and U10's. The format, which will be nationally consistent, is as follows:

1. Number of player per field: 7 v 7
2. Field size: 40m x 30m
3. Penalty area: 8m x 16m
4. Goal Size: 5m x 2m max
5. ball size: 3
6. GoalKeeper: allowed
7. Playing Time: 2 x 25min halves
8. Half time break: 5mins
9. Referee: instructing referee
10. No points or tables kept.

Clubs are free to trial this format in 2008 or continue to play Rooball in the traditional format. From 2009 the Small-Sided Games Format described above will be compulsory for the under 9's age group.

2. Results and Participation

In Rooball there are no points awarded for 'winning' the game and no championship ladder. This is one of the most important aspects of Rooball as it takes the pressure of winning off kids and parents. Rooball encourages the frequent interchange of players so that all players get equal time on the field.

Coaches are encouraged to rotate players so that they do not think of themselves as defenders, forwards or goalkeepers but as Rooball players.

Rooball helps young players develop the skills needed for all positions and players can later make a decision about which position they enjoy the most.

3. What can Rooball give to children?

Rooball helps develop active children, as it lets them exercise in a fun and safe environment. The chances of injury to players are significantly diminished in Rooball as players must wear the appropriate equipment and referees are responsible to ensuring there is fair play.

Rooball is about young girls and boys playing together, making friends, having fun and learning the benefits of team participation and team sport. It's the way football is meant to be played...**just for fun!**

If you are a club or school, Rooball can be played at your local football club, at school, or on any modified field. All you need is a football and some markers to indicate the boundary lines.

Secured portable goal posts that can be taken away after the games are ideal. Similarly, witches' hats can be used as goal posts and/or corner flags. Referees will require a whistle, and the players from each team must wear specified uniforms that allow for easy identification of team-members and opposition players.

4. What can Rooball offer parents?

Rooball games are played between local teams so there is less travel and less expense.

All we really ask of parents is your support and positive encouragement of the Rooball spirit; that is an emphasis on fun and participation rather than on winning!

However, parents can of course, become involved as referees, coaches, or managers of Rooball teams. There is no obligation towards parents as Rooball clubs are set up and ready to roll.

If you want to be involved in your children's sporting activities, there's always a place for parents on a Rooball team.

5. When is Rooball played?

Rooball is played in the clubs and schools all year round. A minimum club registration fee provides great value.

All that a player needs are a pair of football boots, shin pads and a football ball to practice at home.

Please refer to the 2008 Rules of Rooball and the FFV Codes of Behaviour for further details.

6. Knowledge of Rules

At the beginning of the season and at any other time that a Club thinks is desirable, a copy of these Rules shall be given to each coach, manager, parents and referees. Coaches, Managers and Referees should be familiar with these Rules.

It is the responsibility of the home club to ensure that the person who referees the game has a good working knowledge of these Rules and that the Rules are readily available in the Club House or at some other convenient location.

7. Coach Accreditation Criteria

The FFV wishes to advise that it has developed a set of coaching accreditation criteria to be applied to all levels of coaching.

The accreditation guidelines outlined below reflect the recommended minimum levels of accreditation coaches must attain prior to taking up coaching duties.

With respect to the overall Junior Football Program, the Coaching Accreditation Guidelines are as follows:

Sub-Junior League (Rooball)	Minimum: Introduction to Soccer (In-Service)
Junior League	Minimum: Junior License
Super League	Minimum: Youth License

SECTION 2. Rules of Rooball

Please note: Clubs electing to trial the Small-Sided Games format for U9's and U10's in 2008 should incorporate the Small-Sided Games Rules as mentioned in the Small-Sided Games National Handbook. The Handbook can be downloaded from www.footballfedvic.com.au/ssg/

1. Fixturing

1.1. The Rooball season shall be arranged by FFV.

1.2. The season dates shall be set by FFV.

1.3. Clubs may elect to play either Saturday or Sunday, where reasonably practicable.

1.4. Under 9 Rooball & Under 10 Girls Rooball:

1.4.1. The Competition shall be as zoned primarily according to the location of the club and secondarily in order to minimise travel distance for players and parents.

1.4.2. Rooball leagues shall be arbitrarily placed in divisions identified by colours

1.5. Under 10 Rooball:

1.5.1. In 2008, the 10's League is an ungraded competition, which will be split into two separate divisions (Kangaroos and Joeys). Clubs will nominate a preferred division upon registration of their team and will then be allocated into groups depending on their geographical location.

As a guide, the Kangaroo's league is designed for juniors of higher ability.

2. Kick-Off Times / Duration Of Matches

2.1. FFV have adopted flexible kick-off times for Rooball Competition. Clubs have the option to nominate a preferred home kick-off between 9:00 AM and 3:00 PM.

3. Duration of the Game

3.1. Young players organising their own games rarely set time limits. They will normally play for as long as they are enjoying themselves.

3.2. Recommended times have been set with the interchange of players in mind.

3.3. There is no stoppage of play for interchange.

3.4. Therefore the recommended times for Rooball are:

Under 9 & 10 years of age: 2 halves of 25 minutes each

3.5. At half-time the interval should be 5 minutes for all age groups.

4. Field Dimensions

Clubs electing to trial the Small-Sided Games format for U9's and U10's in 2008 must play 7-a-side on a 40m x 30m pitch.

4.1. The field of play should be rectangular. In the adult game large variations in the length and breadth are allowed.

4.2. In view of the fact that Rooball may be played on the quarters or halves of a main adult 'field' there will still be variations.

4.3. The recommended sizes for Rooball fields are:

Under 9 years of age:

Maximum 70m x 50m

Minimum 60m x 45m

Girls Under 10 years of age:

Maximum 70m x 50m
Minimum 60m x 45m

Under 10 years of age:

Maximum 90m x 60m
Minimum 70m x 50m

- 4.4. Clubs which are unable to provide pitches within the above recommended dimensions may play:

Under 9's on a half of an adult sized field
Girls Under 10's on a half of an adult sized field
Under 10's on a full adult sized field

- 4.5. It is not necessary to mark corner quadrants

- 4.6. If a centre circle is marked, it is to be the same dimension as the goal area

Please note that it is the responsibility of each club or team to ensure coaches, players, officials and spectators remain a minimum of 3 metres from the touchline at all times while the game is in progress. This is done to ensure the players safety during the game.

Coaches are also reminded that they are not allowed to enter the field of play when the game is in progress.

5. Markings

- 5.1. To simplify the markings there is to be a halfway line, a centre spot and a goal area.

6. Penalty Area and Goal Size

- 6.1. The size of the Penalty Area should be:

Under 9 & 10 years of age: 8m length x 16m width

The GoalSize should be:

Min 4.8m x 1.6m
Max 5m x 2m

- 6.2. No Person shall be allowed within the radius directly behind goal area.

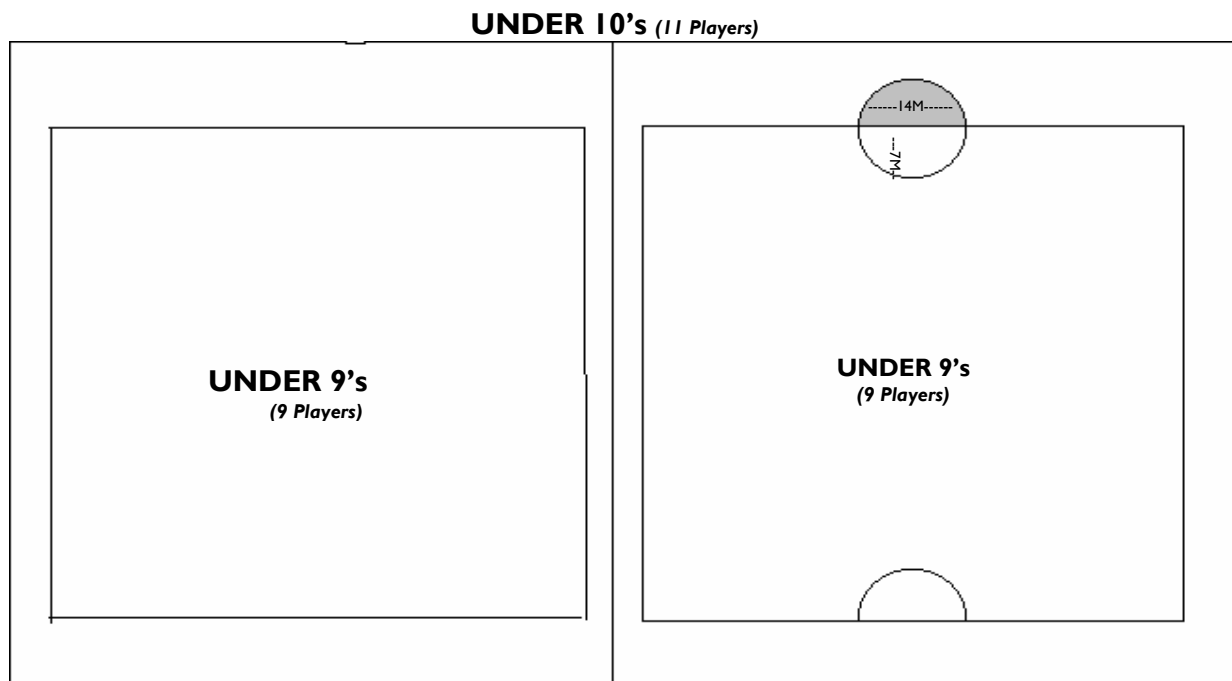
7. The Corner Area

- 7.1. There is no need for the corner-area to be marked for Rooball. Corners can be taken from the point where goal-line and side-line meet.

8. The Playing Field

Clubs electing to trial the Small-Sided Games format for U9's and U10's in 2008 must play 7-a-side on a 40m x 30m pitch.

- 8.1. To ensure that Rooball can be easily played and very few special requirements needed, the dimensions of a Rooball Field can easily fit onto an adult football field. However Rooball can be played on any field or open area.
- 8.2. If a marked centre circle is required, it is to be the same radius as the goal area.



- 8.3. **No person shall be allowed within the radius behind the goal area at either end shown by the shaded area.**

The diagram above shows how 2 Rooball games can be played on one (1) adult football field.

9. The Ball

- 9.1. For Rooball the ball sizes should be:

Under 9 years of age:	Size 3
Girls Under 10 years of age:	Size 3
Under 10 years of age:	Size 3

10. Number of Players

Clubs electing to trial the Small-Sided Games format for U9's and U10's in 2008 must play 7-a-side on a 40m x 30m pitch.

10.1. The number of players for Rooball provides for the optimum involvement and development of the young player and should be:

Under 9 years of age:	9 players (this includes the goalkeeper)
Girls Under 10 years of age:	7 players (this includes the goalkeeper)
Under 10 years of age:	11 players (this includes the goalkeeper)

11. Age Eligibility

11.1. To be eligible to participate in FFV Rooball, each player must be registered in accordance with FFV Registration & Transfer Procedures prior to training or playing.

11.2. The Age Qualification criteria is as follows:

Nine's (9's)	Born on or after, 1 st January 1999
ten's (10's)	Born on or after, 1 st January 1998

11.3. It is the club's responsibility to ensure players do not participate below their rightful age group.

12. ID Cards

12.1. Each player must have a valid **FFV** Player Identification Card or FFV approved receipt in order to participate. FFA cards will not be accepted as a form of ID – FFV cards only.

13. The Interchange Rule

13.1. The interchange of players is permitted during all Rooball games. Interchanging is encouraged to provide each player equal time and a chance for a supportive coach to help the young player.

13.2. The interchange can be conducted while the game is in play. Interchange players may enter the field of play once the player being interchanged has left the field of play.

14. Players Equipment

14.1. A player taking the field of play should not wear anything, which is dangerous to another player.

14.2. Please note that Studded Boots / Training shoes and Shin Pads must be worn at all times when players are participating in a game.

14.3. Peaked caps are not permitted to be worn, however, beanies may be worn provided they pose no foreseeable risk to any player.

- 14.4. Players (boys or girls) are not permitted to wear jewellery during matches, and must ensure that all jewellery is removed before they take the field.
- 14.5. Metal studs are prohibited
- 14.6. Mouth guards are recommended
- 14.7. A player may wear tracksuit pants instead of shorts during play.

15. Match Referees

- 15.1. At this level Official Referees are not necessary. Players generally in these age groups rarely attempt to deliberately break the law. If they do, other players will all too readily draw attention to it.
- 15.2. Responsible adults organising games could well referee the matches if needed. The home team will provide the referee. The referee must be appointed for the whole match before the match begins to keep a level of consistency for the players. Coaches shall not referee the game. Coaches, parents, or players shall not argue with the referee, as the referee's decision is final.
- 15.3. The role of the referee in such games should be to encourage the participants and offer constructive advice where appropriate in regard to correct throw-ins, goal kicks, corner kicks, explaining fouls, and also give positive praise to players from both sides.
- 15.4. A referee may only send a player off the field if:
 - 15.4.1. The player has committed such a serious and deliberate foul or has so seriously misbehaved that, in the Referee's opinion, the player should be removed from the field; and
 - 15.4.2. The Referee, except in circumstances where the Referee is of the opinion that the conduct of the player is such that the player should be immediately removed from the field, has given the player a warning.

16. The Start of Play

- 16.1. A game is started by a kick-off from the centre mark. The team winning the toss of a coin shall have the option of choosing ends or taking the kick-off.
- 16.2. The ball must be kicked forward across the centre line by the player taking the kick-off. Opposing players must be at least seven (7) metres from the player kicking-off the ball. A goal cannot be scored direct from a kick-off.
- 16.3. After a goal has been scored the game is restarted from the centre mark with the side conceding the goal taking the kick.
- 16.4. Following half-time, the game is restarted with teams changing ends and the kick-off being taken by the side who did not start the game.

17. The Ball in and out of Play

17.1. The ball is out of play when it has wholly crossed the goal-line or the side-line. These lines are part of the field of play. A goal can be scored from any part of the field, provided it is in general play.

18. Method of Scoring

18.1. A goal is scored when the ball has wholly crossed the goal-line between the goal-posts and under the cross-bar.

19. Off-Side

19.1. There is no offside rule in Rooball. However, it is against the spirit of the game for a player be deliberately encouraged or positioned to be in an offside position.

19.2. Referees should ensure that rather than penalise the players for being in an offside position, that the players are taught the spirit of the offside rule; as it will not be the fault of a Rooball player that they are not aware of correct position to place themselves during play.

19.3. Coaches of 10s age group players should treat this as an important feature of the game to be taught to players, along with throw-ins and passing, especially as when players reach the bigger league pitches, the ball will invariably be awarded to the opposition as a free-kick.

20. Fouls and Misconduct

20.1. This is an important rule and relates to the behaviour of players during play. In the adult game a player may not intentionally kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent.

20.2. The rule specifies that all of the above offences must be committed intentionally to warrant being penalised. Other parts of the law, emphasise the need for players to behave in a manner appropriate for a sportsperson.

20.3. At Rooball level it is important for the referee to determine the intention of players relative to the above offences and at all times encourage sporting conduct.

20.4. A foul is committed if a player **intentionally**:

- tackles from behind
- Kicks, trips, jumps at, strikes, holds, pushes, spits at, charges from behind or violently charges an opponent;
- swears, gestures at or argues with the Referee or another player;
- raises his or her boots to a goal keeper who has any part of his or her hands on the ball;
- touches the ball with any part of a player's arm or hand (other than a goalkeeper in the goal semi-circle)

- 20.5. A foul is not committed if the player accidentally touches the ball with any part of his / her arm or hand.
- 20.6. Upon a foul being committed an indirect free-kick shall be awarded.

21. Free-Kicks – Indirect

- 21.1. The 'Indirect' free-kick is one where a goal can not be scored, unless another player other than the kicker has touched it.
- 21.2. In Rooball all free-kicks are deemed to be 'Indirect'. There are no 'direct' free kicks in Rooball.
- 21.3. Any player of the team awarded the free kick may take the free kick. The ball is to be stationary on the ground when a free kick is taken. No player other than the player taking the free kick shall touch the ball during the taking of a free kick.
- 21.4. If the foul occurs outside the goal area then an indirect free kick is to be taken from the spot where the foul occurred. Opposing players must be at least 7 metres from the ball when a free kick is taken.
- 21.5. If a free kick is awarded within the goal area, an indirect free kick shall be taken no closer to the goal than the marking of the goal circle (or if no goal circle is marked, 7 metres from the goal posts) in a straight line from the spot where the foul occurred.

22. Taking a Throw-In

- 22.1. When the whole of the ball passes out of the field of play along the side-line a throw-in is awarded to the opposing side to that of the player who has last played or touched the ball.
- 22.2. The ball is thrown-in from the spot where the ball left the field of play. At Rooball level players should be given a second attempt if the first throw is invalid.
- 22.3. The referee or coach should assist the player to achieve the correct method. Following two foul attempts then possession will pass to the opposing team.
- 22.4. The player taking the throw-in:
- 22.4.1. must have his or her feet on the ground outside the side line
 - 22.4.2. must have some part of both feet on the ground when the ball is thrown
 - 22.4.3. must throw the ball with both hands from behind the back of the head
 - 22.4.4. after the throw-in, must not touch the ball again before it is touched by another player

23. Taking a Goal – Kick

- 23.1. A goal kick is awarded when the whole of the ball has crossed the goal line on either side of the goal posts outside of the goal after being last touched by a player from the attacking team.
- 23.2. A goal kick may be taken by any player from the defending team and may be taken from anywhere in the goal area including on the marking for the goal semi-circle. The ball is to be stationary on the ground when the goal kick is taken.
- 23.3. The ball must be kicked outside of the goal circle.
- 23.4. Opponents must be 7 metres from the ball when a goal kick is taken.
- 23.5. A goalkeeper is not permitted to touch the ball with his hands after it has been deliberately kicked to him by a teammate after the taking of a goal kick.

24. Taking a – Corner Kick

- 24.1. When the ball passes wholly over the goal-line (as above) and was last touched by a player from the defending team, then a corner-kick is awarded from the corner nearest the point that the ball crossed the goal line, and shall be taken by any player from the attacking team.
- 24.2. Opposing players should be 7 metres from the ball when a corner kick is taken.
- 24.3. The player taking the corner kick may not touch the ball after the taking of a corner kick until it has touched another player.

25. Back-Passing to Goalie

- 25.1. It is against the rules of the game for the goalkeeper to handle a ball kicked back by a team-mate.
- 25.2. Referees should ensure that rather than penalise the players for this, the players are taught the correct way; as it may not be the fault of a player that they are not aware of correct way to play the ball through from defence.
- 25.3. Coaches should treat this as one of the important features of the game to be taught to players, along with throw-ins and passing, especially as when players reach the bigger league pitches, the ball will invariably be awarded to the opposition as a free-kick for the goalie handling a back-pass.

26. Penalty Kicks

- 26.1. Penalty kicks are not part of Rooball matches and should not be awarded in a game

27. Injury to players, stoppage, and blood rule

- 27.1. If a player is injured then the referee must stop the game until the player has left the field, or has indicated that he or she feels well enough to continue.
- 27.2. A coach must remove the player from the field as quickly as possible if the player indicates that he or she is unable to continue and substitute a player.
- 27.3. If a player bleeds on the field, the player is to be removed from the field until the bleeding has stopped and the coach shall substitute a player.
- 27.4. There is no extension of the duration of the game for stoppages.
- 27.5. After the game has been stopped for any reason, and the ball at the time of stoppage was within the field of play, then (providing that the ball is not in the hands of the goalkeeper at the time of stoppage) the game is to be restarted by any player from the team who last had possession of the ball. An indirect free kick will be taken from the position where the ball came to rest on the field of play when the game was stopped. If the ball came to rest inside the goal area then the indirect free kick shall be taken no closer to the goal than the marking of the goal circle (or if no goal circle is marked, 7 metres from the goal posts). If the ball at the time of stoppage is in the hands of the goalkeeper then the goalkeeper may carry and kick the ball anywhere within the goal circle.

Please note: Clubs electing to trial the Small-Sided Games format for U9's and U10's in 2008 should incorporate the Small-Sided Games Rules as mentioned in the Small-Sided Games National Handbook. The Handbook can be downloaded from www.footballfedvic.com.au/ssg/

28. End of Game

- 28.1. At the end of the game both teams should line up on the centre line and give three cheers to the opposing team and shake hands as a show of sportsmanship.

29. Codes of Behaviour

- 29.1. In accordance with Junior Rules of Competition, players, officials, administrators, parents, spectators are bound by the FFV Codes of Behaviour (see attachment).
- 29.2. In the event any party breaches the Codes of Behaviour referred to above, the FFV reserves the right to take disciplinary action as it sees fit.
- 29.3. All clubs are encouraged to ensure that the Codes of Behaviour are distributed and displayed to all members, players and interested parties, or are directed to the appropriate section on the web-site.

EXTRACT FROM 2008 JUNIOR RULES OF COMPETITION



SECTION 3. CODES OF BEHAVIOUR

1. General

Aussie Sport produced the following 'Codes of Behaviour', which have been adopted not only by football, but also by most sports in Victoria. It is vital that all people involved in sporting activities, whether they are athletes, coaches, parents, officials or supporters understand their responsibilities to ensure that all participants enjoy junior sport.

It is also strongly recommended that all players, parents, officials, coaches and members receive a copy of this code and that each club ensures the code is clearly displayed in their clubrooms. Along with an understanding of the codes, the FFV ask all junior club members to support the principles behind the codes, and to actively follow the practices outlined below.

2. Player's Code of Conduct

- Play by the Rules
- Do not argue with the match official. If you disagree, have your captain or coach approach the match official during a break in play or after the match is concluded
- Control your temper. Verbal abuse of officials or other players, deliberately distracting or provoking another person is not acceptable or permitted in any sport
- Maintain your focus and work hard for yourself and your team
- Be a good sport and be prepared to acknowledge good play whether it is from your team or the opposition
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player
- Cooperate with your coach, teammates and opponents. Without them, there would be no competition
- Play for your own enjoyment, and not just to please parents and coaches
- Remove all jewellery prior to training and match play, as it is a hazard to you and those around you
- Do not accept or use any banned or unauthorised drug(s), including the consumption of alcohol at any time

3. Parent's Code of Behaviour

- Remember that children play sport for their enjoyment, and not yours
- Encourage all children to participate, do not force them
- Focus on the child's efforts and performance rather than the result of the activity (that is, winning or losing)
- Encourage children to always participate according to the rules
- Never ridicule, yell at a child for making a mistake or losing a game
- Remember that children learn best by example, so applaud good play by both teams
- Support all efforts to remove racial and religious vilification, verbal and physical abuse from sporting activities
- Respect the match official's decisions and teach your child to do likewise
- Show respect and appreciation to club volunteers, including coaches, officials and administrators. Ensure any issues are raised through the correct channels
- Do not smoke or consume alcohol near the team bench (Technical Area) or sideline

4. Coach's Code of Behaviour

- Remember that children participate for the fun of it and that winning is not everything
- Never ridicule or yell at a child for making a mistake or being in a losing team
- Be reasonable in your demands on younger players time, energy and enthusiasm
- Teach your players to abide by the rules and laws of the games
- Whenever possible, change the group of players to ensure everyone has a reasonable chance of success
- Avoid overplaying the talented players as all players deserve equal time on the playing field
- Ensure that equipment and facilities meet a reasonable safety standard and is appropriate to the age and ability of the players
- Modify your approach to suit the skill levels and needs of players
- Develop and enhance respect between players, opposition coaches and the decisions of the match official
- Follow the advice of a physician when determining the extent of a player's injury and beyond that, when players are returning from injury to training and match play
- Keep up to date with the latest coaching practices (refer to Coach Accreditation Criteria) and the principles of growth and development in children
- Take time out to teach players (& others) the Laws of the Game, hence raising their awareness
- Remind all players to play within the spirit of the game at all times

- Ensure players are good sports and ensure each team member shakes the hand of their opponents at the conclusion of every match
- Do not smoke or consume alcohol from the team bench (Technical Area) or sideline
- Remember the actions of yourself and your team is reflective of the perception others take away with them

5. Administrators' Code of Behaviour

- Involve young people in the planning, leadership, evaluation and decision making process in the club network
- Give all children equal opportunities to participate
- Ensure the rules, equipment, length of games and training principles suit the age, ability and maturity level of participants
- Provide quality supervision and instruction for junior players
- Remember that children will only continue with football, provided they enjoy their experience, so do not over-emphasise awards
- Help coaches and officials highlight appropriate behaviour and skill development, and assist in raising the standards of coaching and officiating
- Ensure everyone involved in football emphasises fair play, and not winning at all costs
- Be tolerant and calm under pressure and approach problem solving in a supportive manner as members and players will expect you to set an example for others
- Support the implementation of the National Junior Sport Policy
- Make every effort to educate persons who breach these guidelines from time to time

6. Official's Code of Behaviour

- Modify your approach to suit the skill levels and needs of players
- Praise and encourage all participants
- Be consistent, objective and courteous when making decisions
- Do not tolerate unsporting behaviour and promote respect for all opponents
- Emphasise the spirit of the game rather than focus on negative aspects
- Encourage and promote rule changes to all players and members
- Be a good sport yourself, as actions speak louder than words
- Keep up to date with the latest trends in refereeing, and knowledge of growth and development of children
- Remember that you set the example on the park, therefore, your behaviour and comments should always be positive and supportive

7. Spectators' Code of Behaviour

- Remember all children play football for their enjoyment, not just yours
- Applaud good play and performances from both teams, and be forward in congratulating all participants on their performance regardless of the final outcome

- Respect the match official's decisions on the day and teach children to do the same
- Never ridicule or scold a child for making a mistake before, during or after the game, as this may deter that child from continuing in the sport
- Condemn the use of violence in any form, be it by spectators, coaches, officials or players
- Show respect to for both teams when watching matches, because without them there would be no game
- Encourage players to follow rules and accept the decision of the match official
- Do not intimidate, harass or use foul language towards, players, match officials, club officials or spectators