



First Kicks & Fun Football – Match Rules

KICK OFFS

When kicking off, the attacking team must pass to a team member and not shoot directly at goal from kick off. The defending team must retreat a minimum of two meters from the kick off.

THROW-INS

5th, 6th & 7th grade = Throw in or kick in – ball must be stationary if kicking
8th grade = Throw in compulsory

The team taking the throw in must be allowed to play the ball to their own team member before being challenged.
Note: For a throw in, the ball must be above the head.

CORNERS

5th & 6th grade = No corners
7th & 8th grade = Compulsory

Note: What this means for the 5th and 6th grade is that even if a defender kicks the ball over their own goal line (but not in the goal), then it is a goal kick to the defending team.

GOAL KICKS

Defending team must retreat to halfway line before the goal kick is taken, and allow the defending team to receive the ball from the goal kick before the attacking team can advance.

FREE KICKS

Defending team must retreat 2 meters when the free kick is taken.

MATCH TIMES

Matches kick off at 8.05, 8.25 and 8.45 and are 15 minutes in length with a 5 minute break between the first two matches.

ADDITIONAL RULES

Goals scored from beyond the halfway line are not counted.
No offside – players are encouraged not to deliberately hang in an offside position.
Rolling subs during the game – aim to be done at a break in play.
Slide tackles are not permitted and will result in a free kick to the opposition
No penalty kicks.