



Rules of Participation

(MiniRoos - Under 6 - 11)

2017

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1 STRUCTURE

1.1 Age Groups

Football Brisbane will arrange age relative MiniRoos fixtures for junior players as per the following table. Age groupings may be mixed or gender specific as determined by Football Brisbane.

Age Group	Year of Birth qualification
Under 11	Players born in 2006
Under 10	Players born in 2007
Under 9	Players born in 2008
Under 8	Players born in 2009
Under 7	Players born in 2010
Under 6	Players born in 2011 and 2012

All age groups U6 to U11 years must abide by the MiniRoos Rules of Participation. Further information is available from the FFA website available via the following link.

<http://www.miniroos.com.au/media/91707/playing-rules-and-formats-high-res.pdf>

Players should participate in their own age group where numbers permit, and must be registered in accordance with current FFA National Registration Regulations.

In MiniRoos there are no premiership points or finals series and therefore no results are published.

The composition of leagues in each age group will be finalised following the receipt of nominations.

1.2 In House Leagues

Football Brisbane promotes the concept of in-house fixtures in the U6 - U11 age groups, dependent on individual club registration numbers. To be eligible to run in-house MiniRoos, clubs must have a minimum of 36 players registered in the U6 and U7 age groups, 54 players in each of the U8 and U9 age groups, and 66 players in the U10 & U11 age groups.

Players involved in in-house MiniRoos must still be registered in accordance with current FFA National Registration Regulations.

1.3 Hubs/Grouping Structure

Where clubs are unable to meet the in-house conditions, Football Brisbane will arrange the formation of 'hubs' or organise grouping structures to facilitate matches. These will be arranged giving maximum consideration to travel times, with the exception of the Komodo Dragon groups.

2 FIXTURES

2.1 Scheduling

Football Brisbane will co-ordinate the dates, times and locations of all matches, with the exception of in-house MiniRoos. These scheduled matches will be advised to participating teams prior to the commencement of the season.

Clubs running in-house competitions must submit a copy of their draw for each age group to Football Brisbane prior to distribution of the draft competition schedules of the season.

2.2 Duration

The duration of matches for each age group are outlined in the table below. The Game Leader/Instructing Referee has the right to abandon any match if, in his/her opinion, playing conditions compromise player safety.

Age Group	Duration	Interval
Under 11	2 x 25 mins	5 mins
Under 10	2 x 25 mins	5 mins
Under 9	2 x 20 mins	5 mins
Under 8	2 x 20 mins	5 mins
Under 7	2 x 15 mins	5 mins
Under 6	2 x 15 mins	5 mins

3 NON-PARTICIPATION IN A FIXTURE

Any team that wishes to forfeit a match prior to the scheduled day & time must notify Football Brisbane either by email or by phoning the relevant Competition Administrator (if a late forfeit). In the event of a forfeit on the day, the team's Club Administrator must contact the opposition Club Administration prior to the scheduled kick-off time.

4 WITHDRAWAL/REMOVAL FROM FIXTURES

If any team in any division withdraws or is removed after fixtures are set, then a bye may be substituted.

5 GRADING OF PLAYERS & TEAMS

5.1 Selection & Nomination

Players and teams in the Under 6, 7 and 8 age groups are not to be graded and should play in teams of equal standard wherever possible as decided by the club.

There will be a league available to the Under 8 age group which allows clubs to enter teams who have multiple years of experience.

The Under 9, 10 and 11 age groups will consist of three participation groupings, Geckos, Goannas and Komodo Dragons. Under no circumstances are clubs to move players in order to strengthen a team at the expense of a player remaining with their friends. These groups are established solely to enhance the enjoyment of the game for players by enabling teams to play others of approximately the same standard.

Gecko teams will involve players who are new to MiniRoos or have basic skills of the game and as such require assistance and time to develop their skills and teamwork. Should a club have more than one team within this grouping, the teams should be of equal standard where possible.

Goanna teams include players of moderate skills, who have played the sport previously and as such, know the rules and how to play as a team, while engaging in matches with minimal instruction from their coach. Should a club have more than one team within this grouping, the teams should be of equal standard where possible.

Komodo Dragon teams include players who have above average skills. Matches are usually played with more speed, skill and tactics. These teams will play in a larger hub or Brisbane-wide, therefore meaning extended travel between clubs will be required.

Komodo Dragon Brisbane-wide league/s will only be established for Under 10 & 11's. Clubs will be permitted to nominate a maximum of 2 teams in Under 10 Brisbane-wide Komodo Dragon league/s and a maximum of 1 team into the Under 11 league/s.

6 BORROWING PLAYERS

Registered MiniRoos players may be borrowed any number of times by their club's MiniRoos teams within their own age group, provided that the team is short of players.

They may be borrowed to play in a higher MiniRoos age group if that team is short of players provided that they have complied with the Player Age Rules.

7 ELIGIBILITY/NON-ELIGIBILITY OF PLAYERS

7.1 Eligible Players

A player is eligible to play in a team, provided he/she has been registered in line with Football Federation of Australia National Registration and complied with these Regulations, Football Queensland and Football Brisbane Regulatory requirements, and is not under suspension by Football Brisbane or any other Football Governing Body.

8 CLUB RESPONSIBILITIES

8.1 Online Competition Management System

All active players in My Football Club must also be allocated to an age group and team before taking part in a match for the club. This action will only be mandatory once per season for a player in the MiniRoos age groups.

If a club chooses not to allocate the player to a team in the Online Competition Management System, they will be required to provide a written list of all players in the age group who are registered and are active and the name of the team they have been allocated.

8.2 Match Data Collection

As per the FFA MiniRoos National Playing Formats and Rules: The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, therefore ensuring the most enjoyable experience for all players. Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

All fixture results for Under 9, 10 & 11's must be recorded in the competition management program designated by Football Brisbane.

8.3 Facilities/Ground Arrangements

The home club must ensure:

- it provides suitable goals and fields as per the FFA MiniRoos documentation;
- it provides toilet facilities that are hygienic and clean;
- it has adequate canteen facilities open to the public;
- it provides a safe environment for players, officials and spectators;

Any club whose facilities do not meet the requirements specified may be fined, suspended or have its home fixtures played away.

8.4 Wet Weather Procedure

For MiniRoos matches only, Clubs can advise if their fields are unplayable up to the end of business hours on the preceding Friday by contacting the Football Brisbane (FB) Office or via the following process after that time:

- (a) FB will receive an SMS notification of field unavailability from the affected club **by 7am**. If a Club has not closed their fields by 7am then it will be a Club's call, as to whether games are played or cancelled.

- (b) FB will collate information for release at 7:15am Saturday.
- (c) After that designated time, FB will issue a club wide message indicating that the Football Brisbane website has been updated with the latest ground closures.
- (d) FB will also update their website and mobile app with the information on ground closures throughout the day.

It is therefore essential for clubs to do the following:

- (a) Ensure your Contacts for the Club are up to date in My Football Club (under the Organisation menu)
- (b) Ensure the contact(s) has a mobile phone number listed within the My Football Club
- (c) Ensure the receive SMS messages box for the contact(s) is ticked.
- (d) Should this contact be unavailable, the Club must have an alternative contact listed.
- (e) The Club is only responsible for notifying their own Club members of field closures impacting their own teams.

In the event of the cancellation or abandonment of a fixture through rain rendering grounds unplayable, the fixture will **not** be rescheduled.

8.5 Match Balls

The host club shall provide one football of correct size and in good order and condition for each match.

Under 6 – Under 9 will play with a size three (3) match ball, while Under 10 & Under 11 will play with a size four (4) match ball.

8.6 Team Officials

Clubs are accountable for their appointed team officials (Coaches, Managers, and Medical Staff) and they should be made aware that they are governed by a Code of Conduct. Penalties including suspension of team officials, fines, and good behaviour bonds, can be levied upon such persons and clubs, where it is found that Team Officials have breached the Code of Conduct.

- (a) Team Officials of Under 11 Komodo Dragon teams are required to wear a Football Brisbane Identification Card at all times. Failure to do so may incur a disciplinary fine.
- (b) Team Officials are responsible for ensuring players behave in an appropriate manner at all times before, during and after any game.
- (c) Team Officials are not to argue or address any disagreements or comment directly to a Game Leader or instructing Referee. Any complaints should be resolved as per the Football Brisbane Procedures for Complaints process.
- (d) **A Team Official can only enter the field of play when the Game Leader or Instructing Referee indicates to do so.**
- (e) All coaching/instructions for MiniRoos games should take place from one point on the sideline and Coaches should refrain from moving up and down the sideline whilst coaching. No coaching/instructions should take place from behind the goals.

Coaches are reminded that the primary purpose of MiniRoos is for the players to have fun and coaching instructions should be kept to a minimum.

9 MATCH OFFICIALS INFORMATION

9.1 Extreme Weather Conditions

In extreme weather conditions, Football Brisbane or the appointed Game Leader or Instructing Referee reserves the right to postpone, delay or abandon any fixture.

All Clubs, Players, and Match Officials are requested to please note the following:

- If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game.
- If conditions are considered extreme by the Game Leader or Instructing Referee, he or she has discretion to allow a 2-minute break during the course of each half.

9.2 Blood Rule

In the event a player suffers an injury or wound which results in the loss of blood, the Game Leader or Instructing Referee will request that the injured player receive attention outside the field of play and only when he /she is satisfied that the injury or wound is safely covered and contained, will the player be permitted to re-join the game.

In the event the player's uniform or attire is left with blood on it, the Game Leader or Instructing Referee will instruct that player to change his/her attire before being permitted to re-join the game. Should the injured player be required to change his/her uniform, then the appointed Game Leader or Instructing Referee will show discretion in allowing the player to wear an alternative numbered shirt if necessary.

10 DISCIPLINARY

Please refer to the current year's Football Brisbane Disciplinary policy.

11 PLAYER AGE RULES

Players must where ever possible play in their designated age group as determined by date of birth. See table below

Year of Birth	Age attained in 2017	Participation Age Group	Age Group Format
2012	5	U6	U6 & U7
2011	6	U6	
2010	7	U7	
2009	8	U8	U8 & U9
2008	9	U9	
2007	10	U10	U10 & U11
2006	11	U11	

Where combined age groups are required due to insufficient playing numbers, these combined age levels must not conflict with current MiniRoos playing formats. Groupings are U6 & U7; U8 & U9; U10 & U11. No player will be permitted to play more than one year above their designated age group or outside of that designated Age Group Format if they have not completed at least one full season in the correct Age Group Format.

Prior to competing out of the correct age group, an OEA-01 form must be completed by a player's parent or guardian and the club must notify Football Brisbane in writing with the relevant information which permits the player to move into a team outside the correct Player Age Group and or Age Group Format. This form can be found on the Football Brisbane Website www.footballbrisbane.com.au

Where clubs have to combine age groups, the following restrictions apply:

- The majority of players should come from the older age level i.e. 50% + 1 of players for an age group.
- Where this is not the case, application should be made to Football Brisbane for permission to vary this rule. Football Brisbane's decision on any such application will be final.

Football Brisbane reserves the right to withdraw from competition any team found in breach of these rules.

12 APPLICATIONS FOR VARIANCES

Applications for variances to these rules should be lodged by the Club Secretary to Football Brisbane's Competitions Administrator with all supporting documentation.

Football Brisbane reserves the right to change or amend these rules at its absolute discretion.
