



CAPITAL
FOOTBALL



Referees 2021

3rd Team

#SEEWELL

#3RDTEAM

#GUFCReferees

#GUFCRefsDoltBest



Club Referees Coordination Team



- This is a supportive, hardworking and talented group of Referees
- We have a reputation across the ACT region as having some of the best developed referees, through their impartiality in being a match official
- Through initial development within the GUFC, some have progressed to higher levels of Refereeing
 - e.g. Alex Twomey (Youth A-League)

Referees Coordinator

Gavin Hopman

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Referees Administrator

Katrina Jordan

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Capital Football Referees



MATCH OFFICIAL DASHBOARD 2021 - Gungahlin United FC

Summary of Registrations

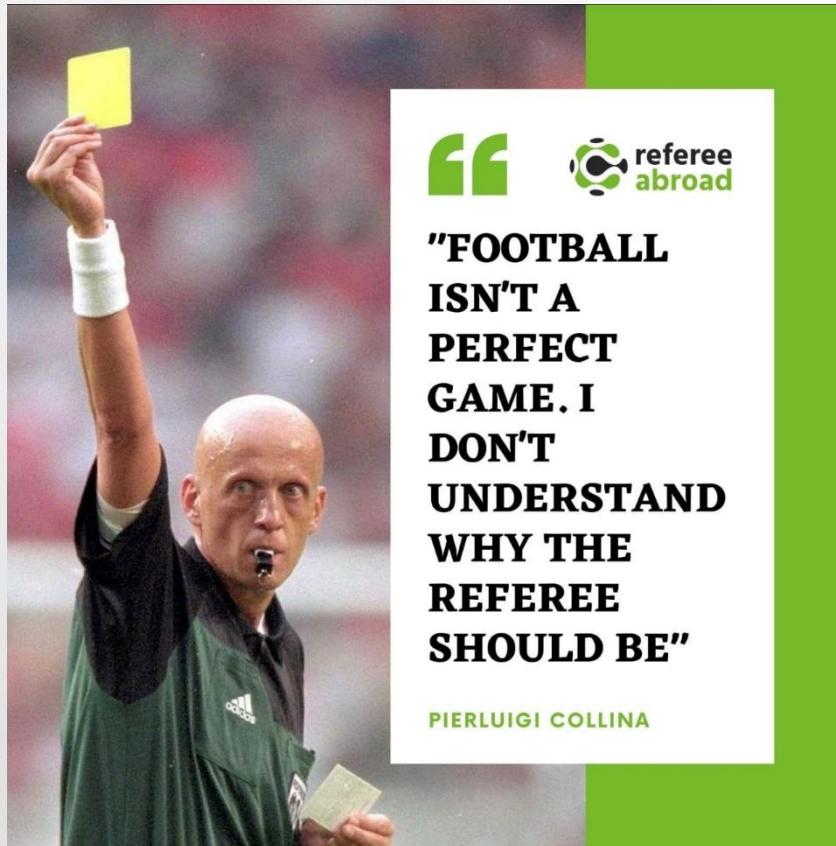


TOTAL REGISTRATIONS				
RegistrationType	Female	Male	TotalNumbers	TotalNumbers (%)
Game Leader	4	16	20	43%
New Level 4 Referee	4	7	11	24%
Interstate Referee	0	0	0	0%
Returning Referee	1	14	15	33%
Life Member	0	0	0	0%
Sub-Total	9	37	46	100%
Sub-Total (%)	20%	80%		

AGEGROUP	FEMALE		MALE		TOTAL	
	#	%	#	%	#	%
<18 years	7	19%	30	81%	37	80%
18-30 years	2	50%	2	50%	4	9%
31-50 years	0	0%	2	100%	2	4%
>51 years	0	0%	3	100%	3	7%
Sub-total	9	20%	37	80%	46	100%



Capital Football Referees





Capital Football Referees



BECOMING A GAME LEADER:

- 13-14yo
- Learning LoTG (Laws 1-17) at home
 - Retention 14-15 Laws
 - Miniros Rules
- 4-hours theoretical sessions
- 2-hour practical training session



Laws of the Game 2020/21

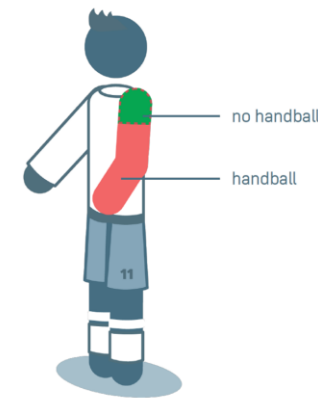


Law 12: Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

+ MINIROOS RULES

Shoulder / Arm Border



- The boundary between the shoulder and the arm is now defined as the bottom of the armpit
- It is very high on the arm and unlikely to be a factor in judging handball situations





MINIROOS RULES



U8 - U9		
Match Details		
No. of Players (max)	7	
Goalkeeper	Yes	
Substitutes (max)	4	
Interchange	Unlimited - Players may be rotated on and off the field at any time during the game from halfway line, including when the ball is in play.	* Wait until players have left the field before sending interchanges onto the field
Game Duration	2 x 20 minute halves	
Half Time Break (min)	5 minutes	
Ball Size	Size 3	
Offside	No offside rule - GL's should encourage players to be in an onside position if deliberately standing in offside position.	<p>* Children should be made aware of the official offside rule during training by coaches and be encouraged to adopt this philosophy during the game at all times</p> <p>* Within 1 metre of second last defender</p>



MINIROOS RULES



U8 - U9

Start and Restart of Play

<p>Kick-off</p>	<p>The player must pass to a teammate from the middle of the half way line. The ball must be touched by a teammate before a goal can be scored.</p>	
<p>Ball Crossing the Touch Line</p>	<p>Throw in</p>	<ul style="list-style-type: none"> * 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. * Opponents must be at least 5 metres away from the ball until it is in play. * The ball is in play once it enters the field of play. * A goal cannot be scored directly from a throw in.



MINIROOS RULES



U8 – U9

Start and Restart of Play (continued)

<p>Ball Crossing Goal Line Touched by Defender last</p>	<p>Corner Kick</p>	<ul style="list-style-type: none"> * A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. * Do not move cone to take the corner kick. * 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. * A goal may be scored directly from a corner kick.
<p>Ball Crossing Goal Line Touched by Attacker last</p>	<p>Goal Kick - Opponents 10m outside Penalty Area</p>	<ul style="list-style-type: none"> * Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. * Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. * The ball is in play once it is kicked directly out of the penalty area.
<p>Goalkeeper</p>	<p>Ball must be thrown, rolled, or played from the ground with their feet.</p>	<ul style="list-style-type: none"> * The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. * Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. * The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground. * An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.



MINIROOS RULES



U8 - U9

Fouls and Misconduct

<p>All acts of handball or fouls and misconduct</p>	<p>Indirect Free Kick</p>	<p>* An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.</p> <p>* Opponents must be at least 5m away from the ball.</p>
<p>Deliberate or serious acts of handball or fouls and misconduct in the Penalty Area</p>	<p>Penalty Kick</p>	<p>* A penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position.</p> <p>* All players must be outside penalty area, and 5m behind the penalty mark.</p>
<p>Goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate</p>	<p>Indirect Free Kick</p>	<p>* Opponents must be at least 5m away from the ball.</p>



MINIROOS RULES



U8 - U9

Field Requirements

Field Sizes	Length: 40m - 50m Width: 30m - 40m	
Field Markings	Cones, markers, or painted line markings are suitable.	* Corner flags are not required
Goal Size (max)	3m wide x 2m high	
Goal Type	It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable.	* If no cross-bar, goal height to be determined by the pole height of the goal area, with the Game Leaders decision final
Penalty Area	5m deep x 12m wide	
Penalty Mark	8m from Goal Line	



Under 8 & 9

Up to 4 pitches on a full-size football pitch

- Cones only to mark corners, goal lines and sidelines
 - 5 metre marking from corner cone along sideline
- No corner flags
- Do not stand behind the goals while game is being played

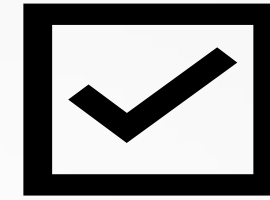
The field of play	Minimum: 40m long x 30m wide Best Practice: 45m long x 35m wide Maximum: 50m long x 40m wide
Goal size	3m wide x 2m high
Penalty area	5m deep x 12m wide

**GUFC TEAM PACK-UP AS PER THE
GAME DAY FIELD ALLOCATIONS
NOTICE BOARD**





GAME DAYS



- Please setup field well in advance or as reasonably practical before the scheduled kick-off time
 - Game Leaders and Referees are required to reduce games times if they cannot kick-off as scheduled
- Refer to the Game Noticeboard on outside wall on setup / pack-up procedures
 - U9 to U10 field pack-up/transition
 - Post games, coaches are to move their teams away from the field of play to allow the next age group to start
- Is there going to be a clash of player / goalkeeper strips?
 - Home team to wear an alternate strip
 - If no alternate strip is available, players can wear bibs – preferably all players in the same colour (preferably not green as this will clash with the Game Leaders shirt)



Capital Football Referees



Enjoy your season!
Encourage your team!
Help your club!

Support your Referees!
(Become one 😊)