

PDP SSG LEAGUE
GUIDELINES:
Sept 2016
SSG Leagues for 2016/2017

Under 8's & 9's:

Ethos;

- At these age-groups it's all about the kids having fun in a positive environment, without pressure.

Format;

- **Non-Trophy Football;**
- Playing Format; 5-a-side (5v5) with 2 Substitutes. Roll Off / Roll on subs. There are no match cards, no results recorded, and no League tables.
- **TWIN GAMES;** Teams to play across the current 7v7 pitch – enabling 2 games to take place simultaneously i.e. if a team arrives with 10 players, then 2 x 5 a side matches can play, if a team arrives with 9 players, then a 5 a side on one pitch with 4 a side on other pitch.
- **SQUAD SIZE;** Ideal number of players to be signed: 12 players...Maximum 14.
- **PLAYING TIME.** All players must receive minimum: 30mins. Roll On/Off substitutions.
- **PITCH SIZE;** To play across 7-a-side pitch with the half way line dividing both pitches; Minimum: 40m x 25m.....Maximum: 45m x 25m.
- **GOAL SIZE;** Goals to be turned on back – making goal smaller OR use 5- a side goals....5m x 2m (16ft by 6ft)
- **MATCH DURATION;** Each game to be 4 x 12mins (or 4x10mins subject to facility) with 2mins interval between each session. (***GOOD PRACTICE SUGGESTION:*** consider changing teams / mixing teams to avoid outlandish scores?)
- **OFFICIATING;** No Referees....but use a '**Match Supervisor**'
A match supervisor shall be a club official or adult approved by both sides and will not be allowed coach either team. Two officials needed to supervise both games. Officials to remain to the side of the pitch.
- Shin-Pads must be worn at all times.
- **WEIGHTED FOOTBALL;** Size 5 Ball...U8 (weight 290 grams) / U9 (weight 320 grams)

Other Pointers:

- **RETREAT LINE;** Is marked by dividing the pitch into thirds. Retreat Lines should be marked out with Yellow Discs or Cones.
- Opposing players must retreat outside this line when the goalkeeper is passing or rolling the ball out, ONLY either after the ball has gone out of play over the end line, or a goal has been scored. . Opposing players cannot advance until the ball is touched by a goalkeeper's teammate.
Goalkeepers can roll/throw the ball out. A Goalkeeper CANNOT kick the ball out from his hands. He / she may kick from the ground...as a pass (ideally along the ground directed to a teammate, not a 'boot up field') .The goalkeeper is not allowed handle the ball from a back pass.
- If the goal-keeper makes a save & prevents the ball going out of play, THE USE OF A RETREAT LINE IS NON-VALID & the ball maybe pressed at any time.
- **BALL OUT OF PLAY;** If the ball goes out of play at the side-line the nearest player will recommence by passing the ball into play...either by dribbling or kick/pass from the ground. **However, the player cannot shoot/score direct from 'Throw-in.**

If the ball goes wide of either goal, see 'RETREAT LINE'.

If the ball goes wide of either goal last touched by a defender, a corner kick is awarded.....normal rules apply.

- **START / RESTART OF PLAY:** Each period will start with a normal kick off. Upon a goal being scored....there is NO 'Tip off' at the half-way line...play will resume with the Goal-keeper either throwing or passing the ball out to a teammate (see 'RETREAT LINE')
- Free Kick. All free kicks are indirect, opposing players must be 5 metres away.
- Penalty Kick: There are no penalty kicks. An indirect free-kick is awarded outside the penalty area
- **PARENTAL ORGANISATION;** Clubs must ensure the pitch is roped off so parents are at least 5 ft. away from side-line. Coaches/players only... from both teams to stay on one side of the pitch.