6's & Under (MiniRoos Games Rules)

Team #	Name
1	BCFC Gunners
2	Capel Wolves
3	DUNS Stars
4	DUNS Comets

Team #	Name
5	FMR Ninjas
6	GMAS Dingos
7	MUSC Rockets
8	Vasse Wrens

Last Game (pack up pitch)

							Rugby		AFL			
		Churchill Pitches 1/2			Dunsborough		Margaret River		Vasse		Capel	
Round	Date			Pitches 7/8		Pitch 7		Pitches 4/5		Pitches 4/5		
		9.00	10.00	11.00	9.00	10.00	9.00	10.00	9.00	10.00	9.00	
1	29-Apr			GAL	A DAY - Va	sse Playin	g Fields for /	ALL players	s - 9AM			
2	6-May	1 v 2	6 v 5		4 v 8	3 v 7	UNAVA	ILABLE	UNAV	UNAVAILABLE		
3	13-May				4 v 1		5 v 7		8 v 6		2 v 3	
4	20-May	7 v 8	1 v 6		3 v 5				UNAVAILABLE		2 v 4	
5	27-May	6 v 2	1 v 7		4 v 3				8 v 5			
	3-Jun				LONG WEEKEND							
6	10-Jun	1 v 5			3 v 8	4 v 6	UNAVA	ILABLE	UNAVAILABLE		2 v 7	
7	17-Jun	6 v 7			3 v 1	4 v 5			8 v 2			
8	24-Jun	6 v 4	1 v 8	7 v 3					UNAVAILABLE		2 v 5	
	1-Jul						HOLIDAYS					
	8-Jul		HOLIDAYS									
	15-Jul						HOLIDAYS					
9	22-Jul	7 v 3					5 v 6		8 v 4		2 v 1	
10	29-Jul	7 v 5	1 v 4	6 v 8	3 v 2		UNAVA	ILABLE	UNAV			
11	5-Aug	6 v 1			4 v 2		5 v 3		8 v 7			
12	12-Aug	7 v 1			4 v 3		5 v 8		UNAVAILABLE		2 v 6	
13	19-Aug	6 v 4	7 v 2		3 v 8		5 v 1					
14	26-Aug	1 v 3	7 v 6				5 v 4		UNAVAILABLE		2 v 8	
15	2-Sep				4 v 7	3 v 6	5 v 2		8 v 1			
16	9-Sep	1 v 2	6 v 7		3 v 5				8 v 4			

Game lengths: 2 x 15 min games with a 5 minute break / Size 3 ball Pitch size: 20 x 30 m / Goals: pop-up portable goals MINIROOS GAMES RULES APPLY. THERE IS NO LEAGUE TABLE. No goal keepers, interchange possible at all times. A squad is split into two teams with each team playing both teams of the opposition in two 20 minutes games. The focus of the MINIROOS Games is participation. Coaches are encouraged to split the squad into even teams. If numbers are low, then players can be borrowed from the opposite squad. As a mark of respect, players are asked to shake hands with opposition players and officials before and after the game.	6's & Under GUIDELINES										
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