

6's & Under (MiniRoos Games Rules)

Team #	Name	Team #	Name	Team #	Name
1	Dunstable Knights	5	GMAS Giants	9	BCFC Panthers
2	BCFC Wildcats	6	Capel Wolves	10	FMR Warriors
3	Vasse Bandies	7	Cornerstone Cubs		
4	FMR Ninjas	8	MUSC Stars		

Round	Date	Churchill						Dunstable		Margaret River				Vasse				Capel						
		Pitches 1/2			Pitches 3/4			Pitches 7/8		Pitches 7/8				Pitches 4/5				Pitch 5		Pitch 6		Pitch 7	Pitch 8	Pitch 9
		9.00	10.00	11.00	9.00	10.00	11.00	9.00	10.00	9.00	10.00	11.00	12.00	9.00	10.00	11.00	12.00	9.00	10.00	9.00	10.00	9.00	9.00	9.00
1	20-Apr	UNAVAILABLE			UNAVAILABLE									UNAVAILABLE		UNAVAILABLE		6v1	2v7			3v8	4v9	5v10
2	27-Apr	UNAVAILABLE			UNAVAILABLE			1v2		4v7	10v9			3v6				5v8						
3	4-May	UNAVAILABLE			UNAVAILABLE			1v3		UNAVAILABLE				UNAVAILABLE		UNAVAILABLE		4v2	10v7	6v5	9v8			
4	11-May	UNAVAILABLE			UNAVAILABLE					4v1	10v2			3v5				8v7	6v9					
5	18-May	UNAVAILABLE			UNAVAILABLE			1v5		10v4				UNAVAILABLE		UNAVAILABLE		6v7	9v3	8v2				
6	25-May	UNAVAILABLE			UNAVAILABLE					10v1	4v8			3v7				6v2	9v5					
	1-Jun																							
7	8-Jun	9v1	2v3		7v5	8v10							UNAVAILABLE		UNAVAILABLE		6v4							
8	15-Jun	7v9	2v5				1v8		UNAVAILABLE				3v4				6v10							
9	22-Jun	8v6	2v9				1v7		10v3	4v5			UNAVAILABLE		UNAVAILABLE									
	29-Jun																							
	6-Jul																							
	13-Jul																							
10	20-Jul	2v7	9v4	5v10			1v6						3v8											
11	27-Jul	2v1	5v8						4v7	10v9			UNAVAILABLE		UNAVAILABLE		6v3							
12	3-Aug	9v8	2v4	7v10		5v6			UNAVAILABLE				3v1											
13	10-Aug	5v3	2v10		8v7		1v4						UNAVAILABLE		UNAVAILABLE		6v9							
14	17-Aug	5v1	8v2	7v6					10v4				3v9											
15	24-Aug	7v3	8v4		9v5		1v10						UNAVAILABLE		UNAVAILABLE		6v2							
16	31-Aug	7v5					1v9		10v8	4v6			3v2											
17	7-Sep	2v5	7v9	8v1					4v3				UNAVAILABLE		UNAVAILABLE		6v10							
	14-Sep																							

6's & Under GUIDELINES

4 v 4 (4 players)

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.

GOALS AND EQUIPMENT

The home team is to supply the pop-up goals and the match ball.

No referees are needed, parents take on this role through guidance and advice.

No match cards are needed.

In acknowledgement of healthy sporting practices, it is appreciated if spectators refrain from smoking on or near the