

6's & Under (MiniRoos Games Rules)

Team #	Name	Home	Team #	Name	Home
1	BCFC Falcons	4	5	GMAS Giants	4
2	Capel Wolves	4	6	FMR Joeys	5
3	Duns Devils	5	7	MUSC Giants	5
4	Duns Raptors	4	8	Vasse Crows	5

Last Game (pack up pitch)

Round	Date	Churchill		Dunsborough		Margaret River		Vasse		Capel
		Pitches 1/2		Pitches 7/8		Pitches 6/7		Pitches 4/5		Pitches 4/5
		9.00	10.00	9.00	10.00	9.00	10.00	9.00	10.00	10.00
1	25-Jul	1 v 5		3 v 7				8 v 4		2 v 6
2	1-Aug	1 v 8		4 v 7		6 v 3				2 v 5
3	8-Aug	1 v 2		3 v 5		6 v 4		8 v 7		
4	15-Aug	7 v 1		4 v 5		6 v 8				2 v 3
5	22-Aug	1 v 6	5 v 7	3 v 4				8 v 2		
6	29-Aug	5 v 1	7 v 3	4 v 8		6 v 2				
7	5-Sep	7 v 2		4 v 1		6 v 5		8 v 3		
8	12-Sep	5 v 8	7 v 6	3 v 1						2 v 4
9	19-Sep	5 v 2	7 v 4	3 v 6				8 v 1		

6's & Under GUIDELINES														
4 v 4 (4 players)														
Game lengths: 2 x 15-20 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														
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.														
<i>In acknowledgement of healthy sporting practices, it is appreciated if spectators refrain from smoking on or near the sporting fields.</i>														