## 7's \& Under (MiniRoos Games Rules)



## Game lengths: $\mathbf{2 \times 1 5} \mathbf{~ m i n}$ games with a $\mathbf{5}$ minute break / Size $\mathbf{3}$ ball

Pitch size: $20 \times 30 \mathrm{~m} /$ 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

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

