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| **NSCF14A – Under 6 to Under 7 MiniRoos Results Card** |

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| **Club Details** | |
| Club: |  |
| Managers Name: |  |
| Age Group: |  |
| Squad Name: |  |

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| **Round** | **Date** | **Away Club** | **Away Squad** | **A v A**  **Score** | **B v B**  **Score** | **Aggregate Score** | **Squad Managers Signature** |
| 1 |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |
| 13 |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |
| 15 |  |  |  |  |  |  |  |
| 16 |  |  |  |  |  |  |  |
| 17 |  |  |  |  |  |  |  |
| 18 |  |  |  |  |  |  |  |
| 19 |  |  |  |  |  |  |  |
| 20 |  |  |  |  |  |  |  |

Both Squad Managers must complete a match card and then enter the match result (aggregate score) online with 48 hours. Both Squad managers must agree and initial the aggregate score.

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| **MiniRoos Format** | Under 6 to Under 7 |
| **Player Numbers** | 4 x 4 |
| **Field Size** | 40 x 30m |
| **Ball Size** | 3 |
| **Goal Keeper** | NO |
| **Playing Time** | 2 x 20 minute halves |
| **Half Time Break** | 5 minutes |
| **Throw In / Kick In** | Kick In |
| **Offside** | No |

# MiniRoos – It’s all about participation, skill development and fun.

* Coaches should encourage players to pass and dribble rather than kick-up field or shoot for goal from anywhere.
* Coaches must not enter the field of play.
* Parents should offer the players encouragement but must not coach from the sidelines
* Parents must not stand behind the goal line.
* Game Leaders need to instruct players on how to play the game but must not coach their own team.
* Half-Way restart after a goal is scored
* No corners – goal line restart regardless of which team touched the ball last. Opposing team back to half way line.
* It is not permitted to have a layer permanently stationed immediately in front of the goalmouth as an attacker or defender. Game leaders should tell players to get involved in play.