



### **Currimundi - "Place of flying fox"**

This painting depicts the significance & traditional stories in the area.

The fish in the middle represent "mullet season" migrating.

The blue dolphin fins represent the story of our ancestors utilizing the significance of the local dolphins, "to push the schools of mullet closer to shore, where our people would wait with nets & spears "

The "kangaroo tracks" represent the kangaroos coming down the shore line, and a reminder to always walk forward, as the kangaroo never takes a backward step.

The blue oval shapes above the kangaroo tracks represent the local " shell fish" pipi shells, mussel shells, and our women collecting and gathering them.

The "U" shapes and lines represent our ancestors hunting and gathering.

The " dot circles with u shapes around them represent people from all walks of life coming together. The lines and dots next to them represent rain and the coming of a new season. The design work next to the rain represent fishing nets.



# Contact list

2026

## CUFC COMMITTEE

We are a mighty team of volunteers and would love for you to join us - please feel free to get in touch and see where you could help!



**President -**  
Emma Hudson  
PRESIDENT@CURRIMIUNDIFC.COM



**Vice President -**  
Darren Justin  
VICEPRESIDENT@CURRIMUNDIFC.COM



**Secretary -**  
Bridget McKeith  
SECRETARY@CURRIMUNDIFC.COM



**Treasurer -**  
Haylee Meredith  
TREASURER@CURRIMIUNDIFC.COM



**Registrar -**  
Carl Safstrom  
REGISTRAR@CURRIMUNDIFC.COM



**Junior Registrar -**  
Francis Gibbons  
JUNIORREGISTRAR@CURRIMUNDIFC.COM



**Seniors Coordinator -**  
Ryan Hudson  
SENIORS@CURRIMUNDIFC.COM



**Canteen Coordinator -**  
Jaye Doherty  
CANTEEN@CURRIMUNDIFC.COM



**Coaching Coordinator -**  
Trent Williams  
COACHING@CURRIMUNDIFC.COM



**Grounds Coordinator -**  
Mark Kemen



**General Committee -**  
James Jeffrey

*We are Currimundi*

# The Currimundi United Football Club

## team and players:

- Are encouraged to be brave, play with freedom, and develop a genuine love for the game
- Stay curious as they explore their connection with the ball
- Express creativity and confidence in their play
- Build determination and resilience through challenges
- Embrace a growth mindset while learning new skills
- Make decisions without fear of mistakes, understanding that learning comes from trying
- Support one another and bring positive energy to their team
- Express themselves authentically on and off the field
- Show respect and integrity toward teammates, opponents, referees, coaches, volunteers, and our wider club community

## Our Approach to Player Development

Our holistic development model focuses on nurturing not just better players, but great teammates and confident young people.

### Technical Development

Structured, engaging training that strengthens both fundamental skills and game-ready techniques.

### Game Awareness

Helping players understand the flow of the game so they can make smart, confident decisions on the field.

### Physical and Mental Wellbeing

Building fitness, resilience, confidence, and positive decision-making habits.

### Individual Growth

Supporting each player's unique journey and helping them reach their potential at their own pace.

### Community-Focused Football

Creating an inclusive environment where everyone belongs, friendships grow, and a strong club culture thrives.

**We look forward to a fantastic season filled with development, teamwork, fun, and memorable moments across our CUFC community.**

**CURRIMUNDI UNITED FOOTBALL CLUB**

**Growing players. Building community. Loving the game.**

*we are currimundi*



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# CHILD PROTECTION POLICY



## BLUE CARD MANDATORY REQUIREMENT

All committee members, coaches, and managers **must hold a current Blue Card or Exemption Card**. Volunteers who do not have children participating in the competition must also obtain a Blue Card **before commencing any volunteer duties**.

- ✓ The Blue Card is completely free for all CUFC volunteers.

### Apply here:

<https://my.bluecard.qld.gov.au/login>

### Next Step:

After applying, please email the Secretary with your **reference number and date of birth** so you can be connected to the club system and receive your card promptly.

✉ [president@currimundifc.com](mailto:president@currimundifc.com)

⚠ **Please complete this as soon as possible.** A valid Blue Card is required for anyone working with children.

## Child Protection Policy

The SCCSA Child Protection Policy is available on the website under Policies and Procedures – Downloads.

This policy supports our core values, codes of conduct, and commitment to maintaining a safe, respectful, and inclusive environment. It ensures every person involved in our organisation is treated with dignity and protected from abuse, while clearly outlining legal and ethical responsibilities.

CUFC and SCCSA are committed to eliminating discrimination, harassment, and child abuse. Any breach of this policy may result in disciplinary action. This document should be read in conjunction with the SCCSA Rules of Incorporation and By-laws.

## Training and Attendance Register

Coaches and Managers are required to maintain a Training and Attendance Register for all practices, games, and team activities.

- ✓ This can be recorded in any simple format, such as a mobile app or notes on your phone.
- ✓ Registers must be completed consistently to ensure accurate records are maintained.

**Thank you for helping us create a safe and supportive environment for all players.**



## First Aid and Injury Information

First Aid Kits are located in the canteen, and an AED is available in the equipment room if required. Committee members are onsite and happy to assist with a walkthrough of these resources if needed. Ice is also available, and several committee members hold current First Aid qualifications.

## Report an Injury

An Injury Incident Report must be completed for any injury and submitted to the club within 7 days of the incident. Copies of this report are included in your folder for immediate use.

If a parent or guardian wishes to make an insurance claim, the required form can be found on the SCCSA website under General Information → Insurance. The form must be signed by a club official, forwarded to SCCSA Administration for completion, and then submitted to the insurance broker.

Medical information is collected during the registration process and provided to Coaches and Managers within this folder. This information is strictly confidential and must only be used for medical purposes. At the conclusion of the season, all medical information must be returned to the club for secure destruction.

## Code of Behaviour

By taking on the role of Coach and Manager you agree to abide by the SCCSA Codes of Behaviour and to have a current Blue Card or Exemption Card that is connected to the club

## BLUE CARD

Please email through your blue card details to [president@currimundifc.com](mailto:president@currimundifc.com) asap, we must link you to the club. These details also are on the SCCSA portal so you can gain access to your team sheets



# SCCSA

## CODES OF BEHAVIOUR

### PLAYERS

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- Play for fun and enjoyment
- Play for the fun of it and not just to please parents and coaches.
- Play by the rules.
- Never argue with an official.
- Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking and throwing equipment is not acceptable or permitted in any sport.
- Work equally hard for yourself and your team. Your team's performance will benefit; so will you.
- Be a good sport. Cheer all good plays whether they be by your team or the other team.
- Treat all players the way you would like to be treated. Do not interfere with, bully or take unfair advantage of another player. This is extended to all social media outlets.
- Co-operate with your coach, teammates and opponents. Without them, there would be no game.

### COACHES

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- Children play for fun and enjoyment!
- Make a personal commitment to keep yourself informed of sound coaching principles and the principles of children's growth and development.
- Be reasonable in your demands on young player's time, energy and enthusiasm.
- Teach your players that the game rules are mutual agreements, which no one should evade or break.
- Whenever possible, group players according to age, height, skills and physical maturity.
- Avoid over-playing the talented players. The "just average" players need and deserve equal time.
- Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at children for making a mistake or losing a competition.
- Ensure that the equipment and facilities meet safety standards and are appropriate to the players' age and ability. The scheduling and length of practise times and competition should consider the maturity level of the children.
- Develop team respect for the ability of opponents and the judgment of officials and opposing coaches.
- Follow the advice of a physician when determining when an injured player is ready to recommence play.

### PARENTS

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- Children play for fun and enjoyment!
- If children are interested, encourage them to play. However, if a child is not willing, do not force them.
- Focus upon the child's effort and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to the ability by reducing the emphasis on winning.
- Teach children that an honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- Encourage children to always play according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children have involved with the organised sport for their enjoyment, not yours.
- Children learn best from example. Applaud good plays by both teams.
- If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, most officials give their time and effort for your child's involvement. Verbal and physical abuse is not acceptable on or off the field.
- Recognise the value and importance of volunteer coaches. They give up their time and resources to provide recreational activities for the children, and they deserve your total support

# MANAGERS DUTIES



*Managers and Coaches each have clearly defined roles, however collaboration is essential. By supporting one another, sharing responsibilities, and maintaining open communication, you help create a team environment that is organised, positive, and enjoyable for everyone involved.*

Every player should be given an equal opportunity to develop both individually and as part of the team, within a culture built on respect, encouragement, and teamwork.

Players are expected to demonstrate respect toward opposing teams and their supporters, honour the authority of referees and club officials, and accept all decisions without dissent.

## RESPONSIBILITIES AND DUTIES OF A MANAGER

### 1. Communication

Ensure all parents and players are kept informed about competition details, weekly draws, and club activities. Updates are shared via the Club's Facebook and Instagram pages, email communications, and the SCCSA website.

### 2. Equal Participation

Work closely with the Coach to ensure all players participate in an equal number of games and receive similar playing time wherever possible.

# MANAGERS DUTIES



## 3. Borrowing Players

If your team is unable to field enough players due to injury or absence, eligible players may be borrowed from other teams within the Club.

- For U9s and above, maintain a record of every borrowed player.
- A player may not participate in more than five games for another team within a season.
- This process must follow the rules outlined in your Team Book.
- Borrowed players must not be given preference over existing team members during matches.

## 4. Match Updates

Notify team members and parents of any late changes to the draw, match cancellations, or ground locations. The SCCSA website and Facebook page will always have the most current information.

## 5. Team Rosters

Coordinate parents and/or players to fulfil your team's allocated Field Set-Up or Canteen roster duties during home games.

## 6. Manager Identification

Managers are required to wear the official "Manager" polo shirt, supplied by the Club, at all matches for easy identification.

## 7. Technical Area

Only Coaches, Managers, and Players are permitted within the Technical (Substitution) Area during matches. Parents, siblings, and spectators must remain outside the marked zone.

# COACHES DUTIES



Managers and Coaches each have defined responsibilities, but success comes from working together. Support one another, share the workload when needed, and foster an environment where the team operates smoothly and positively.

Coaches set the tone. Lead by example and embrace a coaching style built on encouragement and constructive feedback. If something is not working, take a moment to reflect and adjust your approach. Positive reinforcement is key, and the “sandwich method” (positive feedback, constructive guidance, positive reinforcement) is an effective way to support player development.

Every player should be given equal opportunity to grow their individual skills while contributing to the team within an atmosphere of respect, harmony, and enjoyment.

Players should be guided to respect opponents and their supporters, honour the authority of referees and club officials, and accept all decisions without dissent.

## RESPONSIBILITIES AND DUTIES OF A COACH

### 1. Player Development

Coach and train the team to enhance football skills, fitness, teamwork, and overall performance. Recognise that players develop at different rates, and tailor drills to support varying abilities by clearly defining what success looks like for each individual.

# COACHES DUTIES



## 2. Team Selection and Positions

Select teams and allocate positions based on player skills and the overall benefit of the team. This is particularly important for U10s and above. While positional play is less critical for U9s and below, identifying strengths early helps players build confidence and develop position-specific skills.

## 3. Equal Participation

In partnership with the Manager, ensure all players participate in an equal number of games and receive similar playing time wherever possible.

## 4. Borrowing Players

If injuries or absences prevent your team from fielding enough players, eligible players may be borrowed from other teams within the Club.

- For U9s and above, keep a record of all borrowed players.
- No player may participate in more than five games for another team within a season.
- Borrowing must comply with the rules outlined in the Team Book.
- Borrowed players must not be given preference over registered team members during matches.

## 5. Training Coordination

Confirm training times during Team Meet Up Day in consultation with the Club Registrar. Training must occur at the allocated location and within the scheduled times, ensuring it does not interfere with other teams' sessions.

## 6. Coach Identification

Coaches are required to wear the official Club-issued "Coach" polo shirt at all matches for clear identification.

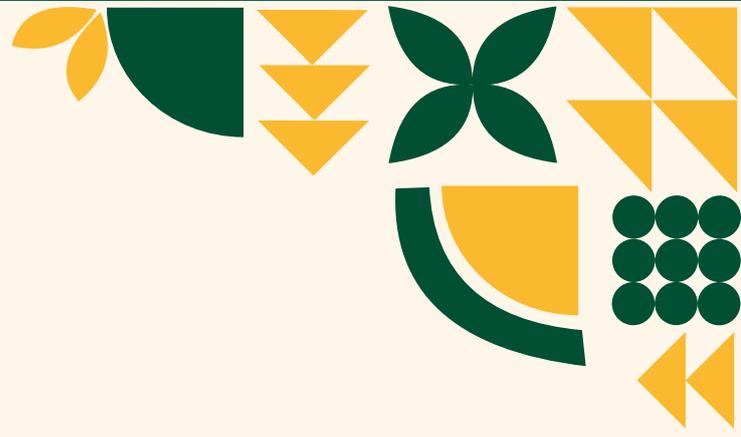
## 7. Substitutions

For U9s and above, substitutions must take place at the halfway line and only after the Referee signals approval. The incoming player must wait until the substituted player has fully left the field before entering.

## 8. Awards and Player Recognition (U11 and Above)

Best & Fairest – Opposition:

Nominate one opposition player (by shirt number) as Best & Fairest when requested by the Match Referee. This responsibility may be delegated to the Manager or another parent



# COACH & MANAGER TRAINING

To support you in your role and set you up for a successful season, both the Club and SCCSA offer dedicated information sessions and coaching clinics. These sessions provide valuable guidance, practical tools, and an opportunity to build confidence ahead of the season.

## **Currimundi Football Club – Coach & Manager Information Session**

 **Date: 3<sup>rd</sup> of March**

 **Location: TBC**

This informal and relaxed session is designed to share helpful tips and key information for Coaches and Managers. It is highly recommended for new volunteers and equally beneficial for returning Coaches and Managers seeking additional support or clarity in their roles.

## **SCCSA Coaching Clinics**

 **Tuesday 10 March | 6:30 – 8:30 PM**

 **Currimundi United Football Club**

 **Ages: U6 – U10**

These entry-level coaching sessions are ideal for developing a strong understanding of the coaching role. Coaches will gain practical drills, engaging activities, and expert guidance to help create positive and effective training environments for their teams.

 **RSVP: [admin@sccsa.org.au](mailto:admin@sccsa.org.au)**





# PLAYER OF THE MATCH

## GAMEDAY VOUCHERS

Each team has been provided with enough Player of the Match vouchers for one player per game. Unfortunately, we are unable to supply additional vouchers, so please manage these carefully throughout the season.

To ensure fairness, we encourage you to keep track of recipients each week so that all players have the opportunity to be recognised.

### 📸 Celebrating Our Players

Please take a photo of the Player of the Match after each game (with parental consent) and send it through to the club. We love highlighting our players and celebrating their achievements across our community channels.

### HOME GAMES

For home fixtures, you will also receive a club voucher to present to a player from the opposing team who demonstrates outstanding effort, sportsmanship, and embodies the Currimundi values.

Again, please capture a photo (with parental consent) and forward it to us after the game.

Rest assured, the club will always obtain written consent from parents or guardians before publishing any images.

Thank you for helping us recognise great effort, positive attitudes, and the spirit of the game.

**CURRIMUNDI UNITED FOOTBALL CLUB**

**RECOGNISING EFFORT. CELEBRATING CHARACTER. BUILDING COMMUNITY.**



# A MASSIVE THANKS TO OUR CLUB SPONSORS



NICKERSON & CO  
PROPERTIES



Sunshine Coast South



IF YOU WOULD LIKE TO SPONSOR THE CLUB GET IN TOUCH TODAY!

*we are currimundi*

# UNIFORM



## UNIFORM REQUIREMENTS GAME DAY

- Arrive ready to play in club shirt or training shirt, shorts and socks
- shin pads
- football boots
- no jewellery

Please ensure that all players have their own water bottles and take adequate water, hydration and nutrition both training days and game days.



# WET WEATHER

## TRAINING & GAME DAY UPDATES

At Currimundi United Football Club, player safety and field preservation are always our priority. While we aim to train and play whenever possible, there are times when weather conditions make this unsafe.

 How do we decide to close fields?

Training and games may be cancelled when:

- There is significant water pooling
- The surface is unsafe for players
- Playing would cause excessive damage to the fields

If conditions worsen during training, coaches will monitor safety and stop the session if required.

For games, once fields are open, the referee has the final decision on whether play can proceed.

Safety always comes first.

 When are decisions made?

### TRAINING

We aim to inspect fields and communicate closures by 2:00pm wherever possible.

Teams will be notified via the WhatsApp Coaches and Managers chat groups with updates and any alternative arrangements.

### HOME & AWAY GAMES

Fields are inspected:

- At least 3 hours before the first game, or
- From 6:00am on game day

For home games, closures are submitted to the SCCSA and updated in the WhatsApp chat groups

For away games, check the SCCSA's Facebook page for morning updates and we will also update via WhatsApp.

CUFC will always communicate updates to families as soon as information becomes available.

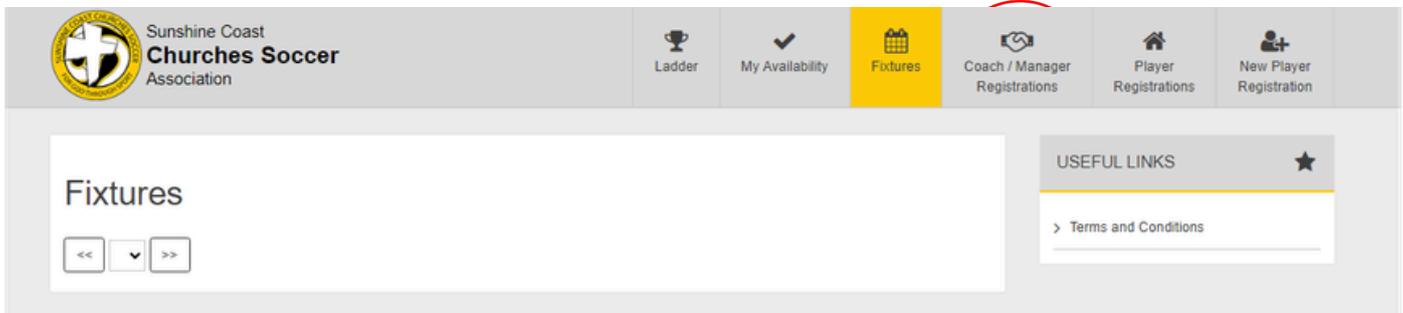
 Catch-Up Rounds

All Competition fixtures impacted by weather will be rescheduled unless declared a "washout".

Thank you for your flexibility and support throughout the season. Living on the Sunshine Coast means a little rain is part of the game — but together we ensure football remains safe, positive, and enjoyable for everyone.

## Registration for Coach and Managers

1. Click on link <https://fixtures.sccsa.org.au/login>
2. Either sign into account or create a new account
3. Click on Coach / Manager registration tab



The screenshot shows the top navigation bar of the Sunshine Coast Churches Soccer Association website. The logo is on the left, followed by the text "Sunshine Coast Churches Soccer Association". The navigation menu includes "Ladder", "My Availability", "Fixtures" (highlighted in yellow), "Coach / Manager Registrations", "Player Registrations", and "New Player Registration". Below the navigation bar, the "Fixtures" section is visible, featuring a "USEFUL LINKS" area with a link to "Terms and Conditions".

4. Volunteer fills out the form with the details

## Coach / Manager Registration

<p>Club: Seniors</p> <p>Age Group (optional): Womens</p> <p>Team (optional): </p> <p>Type: Coach</p>	<p>First Name: Billie-Kay</p> <p>Last Name: Kerle</p> <p>Phone: 0467936208</p> <p>Email: admin@sccsa.org.au</p> <p>Blue Card Number: 444666611</p> <p>Blue Card Expiry: 25/10/25</p> <p>Date of birth: 04 / 02 / 1980</p> <p>Parent of Child <input type="radio"/> yes <input checked="" type="radio"/> no</p>
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I agree to abide by the [SCCSA code of conduct](#)

Submit Registration

5. Submit Registration.

## SCCSA Online Platform – Manager/Coach User Guide

### Step 1 – Logging In

The team manager or coach is responsible for signing players in to the game. This can be done up to 24 hours before the game commencement time, and altered as the coach or manager is advised of players not playing, and therefore need to be removed.

Go to <https://fixtures.sccsa.org.au/login>. This page can also be found by click the 'Account Login' button on the SCCSA Homepage.

Log in using the email address and password that you used to register a player, or your club has recorded on the team information as team coach or manager.



The screenshot shows the login page for Sunshine Coast Churches Soccer. At the top left is the association's logo. The main heading is "Sunshine Coast Churches Soccer Registrations". There are two main sections: "Have you or your child previously played with Sunshine Coast Churches Soccer?" and "Is this your first year playing with Sunshine Coast Churches Soccer?". The first section has a red box around the "Email:" and "Password:" input fields and a "Login" button. The second section has a "Create an account" button and explanatory text.

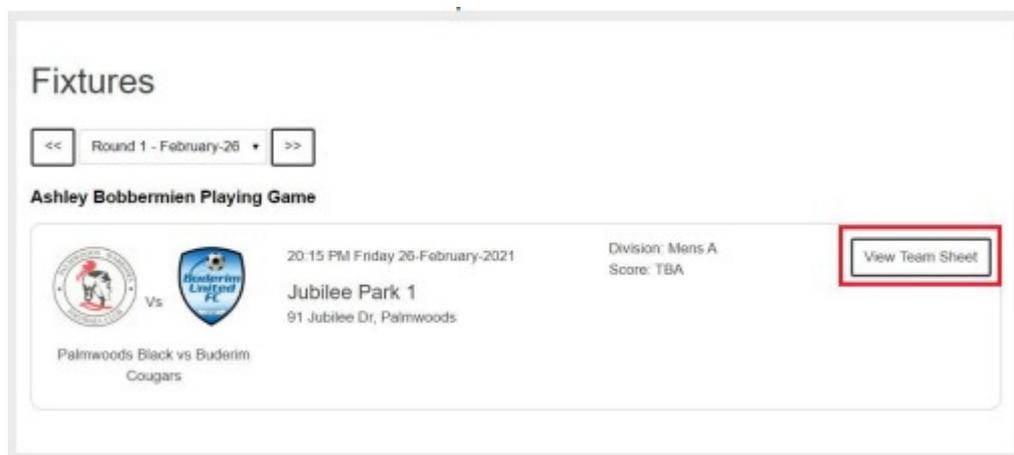
### Troubleshooting:

- If you haven't registered a player under your email address you will need to create an account.

### Step 2 – View the Team Sheet

Use the arrow keys to go to the current game.

Click the 'View Team Sheet' button to open the team sheet.



The screenshot shows the "Fixtures" page. At the top, there are navigation arrows and a dropdown menu showing "Round 1 - February-26". Below this is the heading "Ashley Bobbermien Playing Game". The main content area shows a game entry for "Palmwoods Black vs Buderim Cougars" at "Jubilee Park 1" on "Friday 26-February-2021" at "20:15 PM". The "Division" is "Mens A" and the "Score" is "TBA". A red box highlights the "View Team Sheet" button.

## Troubleshooting:

If no fixtures are displayed, ask your club to check that you are allocated as a coach or manager to the team first, and if this does not solve the problem, call or email SCCSA Admin (admin@sccsa.org.au, 5493 6208).

- Quick fix (on game day): Get a player (or player parent) in the team to log in and complete the team sheet - all players in the team are able to do the team sheet.
- Proper fix: As above, contact the club to make sure you are correctly allocated to the team as the coach or manager.

## Step 3 – Sign In

You will be able to load players to a game 24 hours before the game commencement time, and it will close 3 hours after the game. If you have pre-loaded your team, and notice that you need to change a player number, you will need to remove the player from the game, then re-load them to get the option to change the number.

Otherwise, as players arrive click the 'Playing' button to turn it into a 'Yes', changing the player number if necessary. When you have completed the full team, click "Save and Return to Fixtures". For the first game, you may have to input each players shirt number - see below all the players have shirt numbers carried over from a previous game, so the manager did not have to do this. You will see a blank square when the playing shirt numbers have not been loaded yet.

**Make sure you update player's shirt numbers whenever there is a change of number.**

### Signing In

SHIRTS	NAME	DOB	PLAYING	GOALIE
1	Alexander Lastname	1/1/2000	No	1st
2	Christopher Lastname	1/1/2000	Yes	
3	Caleb Lastname	1/1/2000	Yes	
5	Andrew Lastname	1/1/2000	Yes	
6	Chris Lastname	1/1/2000	Yes	
7	Martin Lastname	1/1/2000	No	
8	Thomas Lastname	1/1/2000	Yes	
9	Ashley Lastname	1/1/2000	Yes	
10	Tyson Lastname	1/1/2000	No	
12	Keiham Lastname	1/1/2000	Yes	
14	Jared Lastname	1/1/2000	No	

To indicate which player is the goalie, there is a box next to each player, click once for "1st", twice for "2nd" and three times for "both".

When you have completed the full team, click "Save and Return to Fixtures".

If a player arrives late, sign that player in before they enter the field. A player who arrives after half time is too late, and not allowed to play.

If you have a fill in player, click the 'Add Fill-In Player' button, search for the players name and click the 'Add' button. If the player can't be found, check again with the player/parent for correct spelling of the player name according to how they are registered - if you don't have a correct match, you will not locate the player. For example, "Lucy" may be registered as "Lucinda".

**Managers and coaches are responsible for ensuring any fill-in player is eligible to play in your team - check the By-Laws on the SCCSA webpage for player eligibility rules, or ask your club Executive for advice. Fines apply for using incorrect players.**



*Adding a fill-in*

**Key User Information:** You will be able to load players to a game 24 hours before the game commencement time, and it will close 3 hours after the game. If no players have been loaded, the system will generate an automatic email reminder to the manager – this is timed at 2 hours after the commencement time for the game. If the manager is away, all players (registration email address) have access this portal and can take over the sign-in responsibilities for that game. Make arrangements ahead of time for another parent to do the manager’s job if you will be absent for a game, passing on these instructions to that person.

### Manager Feedback button

The Referee is responsible for uploading the score when the game has been completed. If you see a score that you do not agree with, use the “Send Game Feedback to SCCSA” button to advise this. (SCCSA will check with the Referee and the other team, and the score will be amended if all agree that it is incorrect.) **No need to send feedback regarding what you think the game score is - each feedback submission creates an email to SCCSA Admin (who diligently check each email, but unnecessary emails create extra work).**



## Appendix 2-Laws of Rooball (U6 to U8)

These rules are for teams playing within the SCCSA and may differ slightly from the rules used by other soccer associations.

**GAMES ARE NON-COMPETITIVE** (There are no points tables or championships.) Players should be given equal game time.

**TIME OF PLAY:** 2 x 20 minutes (5 minutes half time break). Games will commence at the advertised time; there is no time added on for stoppages or injuries.

**THE PLAYERS:** Teams each consist of not more than 6 (six) players and 3 (three) interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Field players may wear soft brimmed hats. Players may be interchanged (3 players per team) at any time. Interchanging is encouraged to provide all players equal game time.

**THE COACHES:** Coaches should rotate players so they don't think of themselves as `keepers, defenders or strikers, but as ROO BALL SOCCER PLAYERS. Coaches are permitted on the full field to give his/her players guidance but must stay away from the goal area. The coach or a parent of each team is expected to referee one half of the game.

**TO START:** Before the match begins the referee/coach will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be 6 metres from the ball. From a kick-off, the ball can be played in any direction, and the kicker must not play the ball again until it has touched another player. A goal may be scored directly from a kick-off. After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends. The kick-off is taken by the side that did not start the game.

**IN/OUT OF PLAY:** The ball is not out of play until the **whole** of the ball has crossed the **whole** of the goal line or touch line. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.

**THROW-INS:** A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crossed the touchline. The thrower must face the field, keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt may be given. Following 2 foul attempts, possession passes to the opposing team. A goal cannot be scored directly from a throw-in.

**GOAL KICKS:** A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be 6 metres away from the ball. Only the goalkeeper is permitted to take the goal kick. A goal can be scored directly from a goal kick.

**CORNER KICK:** A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner. The corner flag may not be removed. Opponents must be 6 metres away from the ball. A goal can be scored directly from a corner kick.

**FREE KICK:** A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. All free kicks are **indirect** – a goal **cannot** be scored unless the ball touches another player before it goes into the goal. All opposing players have to be 6 metres away from the ball. If a free kick is awarded to the attacking team within or close to the

semi circle, the free kick is to be taken **6** metres from the semi-circle. Defending players may stand on the semi-circle if they wish.

**OFFSIDE:** There is **NO** offside in Roo Ball, but deliberately placing a player in an “offside” position is contrary to the spirit of the game and is to be discouraged.

**SCORING:** A goal can only be scored from outside of the semi-circle. A goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar.

**REFEREE:** There are no official referees in these age groups, the coaches or parents fill this role.

**TEAM SHEET:** The online team sheet must be completed before the start of the game.

**LINESPERSONS:** A responsible person may be appointed by each team to indicate when the ball is out of play.

**GOALKEEPERS:** Only the goalkeepers are permitted inside the semi circle. They are allowed to handle the ball within this area, however, a goalkeeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a team mate. This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 6 seconds of controlling it. If a defending team continually plays the ball inside the semi circle, a free kick should be awarded to the attacking team.

**NOTE:**

1. A player who is bleeding must leave the field.
2. Nobody is allowed within a **6** metre radius behind, or either side of the goals.