



WUFC Junior Carnival

Playing and Carnival Rules 2026

Playing Rules

Rules Ages 6-7 (four-a-side) - as per Mini Roos

- **Start of play and restart after a goal** - Pass forward to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- **Ball crossing the touch line** - there is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touchline and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- **Ball crossing the goal line** - There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball in to play. Opponents must retreat to the halfway line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored.
- **Fouls and misconduct** - Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- **There is no offside for ages 6-12 age groups** - Even though there isn't an offside rule as such coaches and parents should not encourage players to stand in blatant offside positions as this practice isn't in the spirit of the game and will have a negative impact on the football experience for everyone.

Rules Ages 8-12 (seven-a-side) - as per Mini Roos

- **Start of play and restart after a goal** - Pass forward to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- **Ball crossing the touch line** - Throw in. Opponents must be at least 5m away from the ball until it is in play.
- **Ball crossing the goal line after touching the defending team last** - Corner kick. Opponents must be at least 5m away from the ball until it is in play.
- **Ball crossing the goal line after touching the attacking team last** - Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- **Goalkeepers** - The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or dropkick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- **Under 8 and 9** - The ball is in play once it moves out of the penalty area.

Carnival Rules

- **All participants must be current FFA/Squadi registered players.** FFA numbers must be provided when clubs lodge their nomination forms. Any form received without valid FFA numbers will not be accepted. Any team found to be in breach of this will not be allowed any further participation in the carnival.
- **All participants must be registered members of the club they are representing.** Composite teams (teams made up of players from different clubs) will only be allowed at the discretion of the organising committee. If you think you will want to nominate a composite team, let us know ASAP.
- **Any team that withdraws less than 7 days from the start of the tournament will forfeit their nomination fee, except in the case of exceptional circumstances.** This will be decided by the organising committee.
- **Team nomination forms must be emailed through to the club before the deadline.**
- **Pitch sizes will be 30m x 45m for Under 8-12 and 30m x 20m for Under 6-7.** There will be a goal semi-circle instead of a goal box, which any player can move into at any time. Goal area will be a semi-circle with a 6m radius.
- **Game times.** All games will be 24 minutes in duration (2 x 12-minute halves). The hooter will sound at the start and finish of each game with a hooter signifying half time. There will be a 2-minute break at half time, teams will change sides and the referees will restart the games on the hooter.
- **A maximum of 7 players can be nominated for Under 6-7 and 11 players for Under 8-12 per team.** 4 players on the field for ages 6-7 and 7 players (including Goalkeeper) on the field for Under 8-12 per team.
- **Each team shall provide a referee for their own game, unless a Wulguru United Football Club appointed referee is provided.** If there is no WUFC appointed referee at the game, the Home team will referee first half of the game, with the Away team refereeing the second half of the game. No coaches or parents on the field of play except if you are the referee for the first half of the game or the referee for the second half of the game. The finals will have a Wulguru United Football Club representative refereeing the game (no coaches or parents on the field of play).
- **Carnival game sheets.** Game sheets must be filled out correctly with the team name, opponent's team name and final score. Game sheets must be signed by the coach/manager of both teams and handed to the carnival officials at the completion of each game by the Home team.
- **Shin pads must be worn.**
- **Any abuse or intimidation of referees will not be tolerated.** Likewise referees must control the game in a fair and unbiased manner. ANY displays of misconduct could result in teams being ineligible for the carnival.
- **Match Balls.** Each Home team shall provide a size three (3) ball for Under 6-9 and size four (4) ball for Under 10-12.
- **Interchanges.** Interchanges to be made at the halfway line at any time during play (do not have to wait for a stoppage in play). There is no limit to the number of interchanges allowed. Inter changing player must have exited the field of play before the player replacing them enters the field.