



# Cashmere Wanderers AFC

## Junior Club

### Rules and Regulations for the Cashmere Wanderers AFC Developmental League:

1. Start date
  - 29.04.06
2. Playing time periods:
  - 7<sup>th</sup> Grade – 15minute halves
  - 8<sup>th</sup> Grade – 15 minute halves
  - 9<sup>th</sup> Grade – 20minute halves
3. Number in playing sides:
  - 7<sup>th</sup> Grade – 5 aside
  - 8<sup>th</sup>, 9<sup>th</sup> Grade – 8 aside
4. Starting Times:
  - 7<sup>th</sup> Grade – 11.15am
  - 8<sup>th</sup> Grade – 10.15am
  - 9<sup>th</sup> Grade – 9.00am
5. Numbers in squads:
  - 7<sup>th</sup> Grade – 6/7 players
  - 8<sup>th</sup> Grade – 9/10 players
  - 9<sup>th</sup> Grade – 9/10 players
6. Rules and Regulations are as follows:
  - a. 7<sup>th</sup> Grade:
    - Size 3 Ball
    - 5 aside
    - 15 minute halves
    - 3-5 minutes break

- No Goal keepers
- Half junior Pitch (across width of junior pitch)
- Cones used as goals (X 3 paces from cone to cone)
- No throws ins (pass in)
- No corner kicks
- Goal kick from 6 yard box
- Opponents retire to half way for goal kicks
- No off sides
- Rolling subs
- Goals scored from attacking half only
- Coach can assist from own half of pitch

b. 8<sup>th</sup>, 9<sup>th</sup> Grade:

- Size 3 ball
- 8 aside
- 15 minute halves (8<sup>th</sup> grade only) - (review after 1<sup>st</sup> week of competition)
- 20 minute halves (9<sup>th</sup> grade only)
- 5 minutes for break (8<sup>th</sup>, 9<sup>th</sup> grades)
- Corner kicks from midway 12 yard and corner
- Goal kicks from 12 yard box
- Offside rule should be applied and explained
- Normal throw ins
- Rolling subs
- Goalie
- Played on a junior size pitch

7. Number of teams in each Grade:

- 7<sup>th</sup> Grade – 12 teams (including United Club)
- 8<sup>th</sup> Grade – 11 teams (including United Club)
- 9<sup>th</sup> Grade – 11 teams (including United Club)