



# COOMERA COLTS

## The Village Roadshow Football Carnival

U8, U10, & U12's

Sunday 21<sup>st</sup> July

**COOMERA COLTS SOCCER CLUB** invites you to nominate teams for the Village Roadshow Football Carnival. This is a Club carnival and will require clubs to nominate teams in ALL age groups. Club with most points at end of the day will be the winner.

### **COSTS:**

Nomination Fee of \$110 **per team** please deposit funds as a club eg.

\$330. To be deposited directly to Coomera & District Soccer & Recreation club Inc. BSB 064 474 Acc 10230635 please email remittance to [admin@coomerasoccer.com](mailto:admin@coomerasoccer.com)

A Nomination Form is attached with nominations closing on **FRIDAY 14th July 2019**

- Full Canteen facilities will be available on the day.
- The Club requests that you do not bring your own BBQ's
- U12 No off side rules
- U8 & U10 Mini-Roo rules apply

Carnival contact Andy Haynes 0423 800 618

We look forward to seeing you there and enjoying a great day of football for all.

<b>TIMES:</b>	Manager's Meeting	8.00am	Clubhouse
	Team nomination forms		
	Kick off	8.30am	

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## Coomera Colts Soccer Club 2016 Carnival Rules

1. Games will be played under normal Mini Roos soccer rules for U8s and U10s (see page 2)
2. Modified rules will apply in Under 12's. (See page 2) Team Registration Sheets to be at the official's area 30 minutes prior to the team's first game.
3. Teams in the 8's age group are to consist of no more than 10 players with 7 on the field. Teams in the 10's age group are to consist of no more than 12 players with 9 on the field and U12s age group are allowed 14 players with 9 on the field.
4. Teams may consist of both boys & girls. All players must be registered through my football club and be currently active to play with FFA numbers.
5. Players may only play in the team in which they are nominated.
6. All players must be of the correct age or lower to play in their nominated team.
7. **All games will be of unlimited interchange & no stoppage in play will occur at an interchange to maximize playing time. Interchanges must be at half way and after player leaves the field.**
8. Games will be of two (2) 8 minute halves with straight turn around at halftime. The siren will signal at the start, halftime & fulltime of all round games. Teams not on the field after 3 minutes will forfeit the game.
9. The official start and stop of a game will be determined by the siren in Pool games. Example being if the ball is kicked as the siren goes but is not over the goal line than no goal shall apply.
10. The under 12 Teams will receive 3 points for a win, 2 points for a scored draw, 1 point for a scoreless draw & nil points for a loss. In the event of a forfeit or bye 3 points & 2 goals will be awarded. (No points awarded to the under 8s or 10s)
11. Teams must be ready to take the field of play at their allotted game times to allow the day to run smoothly.
12. All players must be affiliated with Gold Coast Soccer or Football Brisbane, Associations & Clubs.
13. Any player that receives 2 yellow caution cards or a red send-off card is ineligible to play for the remainder of the carnival.
14. The decision of the Referee in any game is final.
15. In the event that a Referee is unavailable for any game the competing teams are to appoint a coach/manager or parent to referee half of the match each.
16. Refs will bring match balls for games.
17. Coomera Soccer Club promotes FAIR PLAY & it is hoped that at the finish of all games all due respect & handshakes are given & received with all involved in that match. Unruly & disruptive behaviour by any person or player will NOT be tolerated & that person will be removed from the grounds.
18. Decisions of the Carnival Committee will be final.

19. The day's winner will be the overall club with the most points.
20. There will be no finals played.
21. In the event of bad weather, a duty of care is to be shown by all parents, managers, coaches and ground officials to provide safe playing conditions

## **Coomera Soccer Club – 2014 Carnival Rules**

### **Under 12's Modified Rules Game Info**

**Players per team: 14 with a maximum of 9 on the field at any one time**

- ☉ There will be no offside rule allowing for fun and attacking play.
- ☉ Unlimited interchange for players during game

### **Basic Rules for Mini Roos U8s and U10**

#### **Goalkeeper**

- ☉ is allowed to pick up ball inside own Penalty area
- ☉ Must **throw or place-kick ball** (no kicking out of hands) within 6 seconds
- ☉ All other players to be 5 metres outside Penalty area
- ☉ Ball is in play once it goes outside Penalty area

#### **Start of play & restart after goal:**

- ☉ pass forward to a team mate from middle of halfway line
- ☉ All opposition players must be 5 metres away and in their own half
- ☉ Ball must touch team-mate before goal can be scored

#### **Ball crosses touchline:**

- ☉ **Throw-in** (2nd chance if not thrown-in correctly)
- ☉ Thrower cannot touch ball until it has been touched by another player
- ☉ Opposition players must be 5 metres away
- ☉ Ball must touch team-mate before goal can be scored

#### **Ball crosses goal line (outside goal) after last touching attacker:**

- ☉ **Goal kick** – anywhere inside Goal Area
- ☉ Ball must be kicked directly out of Penalty area
- ☉ Ball is in play once it is outside Penalty Area
- ☉ Opposition players encouraged to be 5 metres from Penalty area – to avoid delays for extra goal kicks
- ☉ Ball must touch team-mate before goal can be scored

#### **Ball crosses goal line (outside goal) after last touching defender:**

- ☉ **Corner kick**
- ☉ must be kicked or passed directly into play (cannot touch ball consecutively)
- ☉ Opposition players to be at least 5 metres away

#### **Offside:**

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- ☉ There is no offside in general play, but **FAIR PLAY** rules apply

**Handball:**

- ☉ For blatant Hand Ball (that significantly effects the current flow of the match) Free Kick will be awarded. If it occurs in the Penalty area, Free Kick is awarded 5 metres outside the Penalty area.