



# **Belrose Terrey Hills Football Club**

## **Sub Junior & Junior Fact Sheet**

### **Resources**

BTH Website - <https://www.bthfc.com.au/>

Facebook - <https://www.facebook.com/Bthraiders>

MWFA - <https://www.mwfa.com.au/>

BTH WhatsApp Community- <https://chat.whatsapp.com/CD9tCcoCVScHCYnYPiJlQS>

### **Club Details**

1986 - Trial amalgamation of Belrose Rangers and Terrey Hills Vikings

1987 - First formal year of Belrose Terrey Hills Soccer Club

1989 - Incorporation of Belrose Terrey Hills Raiders Soccer Club Inc.

### **BTH Sub Junior Information (Sub Junior U6 to U11)**

Sub-Junior Teams from U6-U11 play modified versions of the football known as MiniRoos Club Football. These games are designed to suit the functional abilities of the players in these age groups and to give each player more touches of the ball. The games are classified as non-competitive and results are not published. This is to encourage team official and parent to promote player development, fair play and FUN before winning games.

**More information about MiniRoos games can be found [here](#).**

### **BTH Junior Information (U12 to U16)**

For U12s onwards, junior teams play competitive games. Results are recorded and the teams are ranked on competition ladder/table. Unlike most professional sport in Australia the team that finishes the season top of the ladder in MWFA competitions is declared the Competition Winner.

The top 4 teams then go on to play in a supplementary knock out competition. This can either take the form of a round robin or semi-final & final.

**More information about the format and rules can be found [here](#) and at the back of this document.**

### **Team Structure**

Team size is probably the hardest part of allocation for teams. BTH endeavour to have

enough players to cover absences etc and not too many players so to make sure each player has adequate playing time. The other key factor influencing team size is the number of players registered in each age group.

## **MWFA Recommended Team Sizes are as follow:**

U6 & U7	Players on Field: 2 x 4	Min Team Size: 9	Max Team Size: 13
U8 & U9	Players on Field: 7	Min Team Size: 8	Max Team Size: 11
U10 & U11	Players on Field: 9	Min Team Size: 10	Max Team Size: 13

## **Who Will my Child Play With?**

Teams are mixed (girls and boys). People can make a team up or register as single player and BTH will allocate the player to a team. BTH cannot make any promises with regards to teams but will try their best in the allocation process. Under 10 and Under 11 age groups get graded and therefore those children will be allocated to teams according to the grading.

Girls only league start from age 8. You must specify that you want your child in Womens league when registering (W8, W9, W10, W11)

If you want to put together your own team or have children that want to play together then we will do our best to accommodate this in the sub juniors. Contact us on [subjuniors@bthfc.com.au](mailto:subjuniors@bthfc.com.au) and let us know the names of all the players that you wish to be together.

## **What Age Group Is My Child to be Registered Into?**

For the winter season in 2026 anyone turning 5 or 6 from 1 January to 31 December 2026 will play under 6s. If they are turning 7 in 2026, then they will need to play for Under 7s etc. A Child can play up an age group if requested. A child cannot play in a younger age group unless special permission is granted from the MWFA.

## **When Does the Season Begin?**

On 11 April 2026

## **When Does the Season End?**

Finals are played on the last week of August. In some cases where semis and finals are washed out, the games are played the following week.

## **When are Sub Junior & Junior Games Played?**

Saturday 8am - 1pm

- Sub junior mixed teams
- Junior mixed teams (up to and including U16)

Sunday 8am - 1pm

- Sub Junior Girls teams
- Junior Girls teams

## **Where Are Games Played?**

As this is a Manly Warringah Competition, games can be held on various fields throughout the Northern Beaches from Avalon, Mosman, Mona Vale, Warriewood, Beacon Hill, Curl Curl, Manly, Forestville, Frenchs Forest, Belrose and Terrey Hills.

For Under 6 and Under 7 games, the association attempts to have teams playing against other local teams, so trips to Avalon from Mosman or Manly rarely occur and vice versa.

## **How Long do Games Go For?**

U6-7 play two 20 minutes halves with a 5 minutes break.

U8-9 play two 20 minutes halves with a 5 minutes break.

U10-11 play two 25 minutes halves with a 5 minutes break.

## **Where and When is Team Training?**

BTH Raiders have access to Wyatt Ave Oval & Terrey Hills Oval. Once your team is created a time will be allocated to you, we will be in contact with the manager of the team to find out when best suits your team.

## **BTH Raiders Need You!**

BTH, like all the Soccer clubs within the MWFA, is a volunteer-run organisation. We have in the past, asked parents and friends to pitch in to assist in various activities to support the running of the club, including canteen assistance at Wyatt Oval, line marking on our grounds and selling raffle tickets at local establishments to raise money for the Club. Over the last few years these activities have diminished for various reasons including the closing of the fixed-venue Canteen facility at Wyatt Oval. We may ask teams to help with these activities (more details below). Duties will be coordinated through the team managers but if you have an interest in helping out in a particular area, please contact us at [subjuniors@bthfc.com.au](mailto:subjuniors@bthfc.com.au)

Under 6 Mini-Roo's parents will be asked to volunteer on Home Games in Set-Up, Pack Away and Canteen Duties. It will usually work out that each team will be asked to supply some helpers for one Saturday during the season. This will involve 6 people on that day, each helping out for 1 hour on one Saturday only between 8am and 1pm. The funds raised by this activity will be channeled back into the club including updating equipment, coaching

resources, and end of year presentation day.

We hope that a small amount of help spread over all our teams, over the full season will be manageable for most parents. If we can all pitch in and support the club, it will make for a great season and end of year party. We are hoping that if each family pitches in our parent community will only need to help once a season.

## **Wet Weather Procedures**

### **Weekday Training**

Field status will be updated by the Northern Beaches Council at 8am & 3pm Mon-Fri.

Information is available 24/7 on Northern Beaches Council's website at:-

<https://www.northernbeaches.nsw.gov.au/things-to-do/sports-and-recreation/sportsfields-status>.

and on Friday afternoons they post a State of Play on Facebook and Twitter.

There are no updates on Saturdays, Sundays or public holidays.

### **Weekend Field Closures**

- If the fields have been closed by the council on Friday afternoon or even earlier in the week MWFA will notify all team members via the Dribl app.
- All correspondence for field closures or game relocations is via the Dribl app.
- After 5pm fields can be closed at the clubs discretion or the referees discretion on Saturday or Sunday.

**NOTE:** If there are no updates, please always assume your game is on.

## **MiniRoos & Grading**

MWFA are asking more often for the results of MiniRoos games so they can do a "loose" grading.

This may involve a mid-season "re-shuffle" so as far as possible teams of equal ability are playing each other.

Managers of under 7, 8 and 9 teams should keep the results of their team games. Under 10 and 11 teams are required to enter their scores in the Dribl app immediately after each match. MWFA can do mid-season re-gradings (if required). Results are not published nor are competition tables produced.



# National Playing Formats and Rules

## MiniRoos Club Football

### UNDER 6 & 7

#### Playing Formats

The table below summarises the national playing formats for boys and girls aged Under 6 & 7:

The number of players	4-a-side with <u>no</u> goalkeeper Maximum of three substitutes
The field of play	30m x 20m
Goal size	2m wide x 1m high
Ball size	Size 3
Duration of the game	20 min halves Minimum 5 min half-time break
Penalty area	No penalty area required

#### Goal type

It is preferable that pop-up style portable goals are used where possible however, the use of poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

For more information on Australian Safety Standards please visit the Product Safety Australia website: [www.productsafety.gov.au](http://www.productsafety.gov.au).

#### Goalkeeper

There are no goalkeepers in MiniRoos Under 6 & 7.

It is the responsibility of the Game Leader to discourage children from permanently standing in front of the goal.

#### 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 touch line 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 team mate 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 into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

#### Offside

There is no offside rule in MiniRoos Under 6 & 7.

Game Leaders should strongly discourage children from permanently standing in blatant offside positions.

#### 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).

Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again. Free kicks should be awarded as appropriate.

#### Match results and points tables

The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, ensuring the most enjoyable experience for all players.

Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

Points tables are not applicable in Under 6 & 7 football and do not exist.



Register at [miniroos.com.au](http://miniroos.com.au)



# National Playing Formats and Rules

## MiniRoos Club Football

### UNDER 8 & 9

#### Playing Formats

The table below summarises the national playing formats for boys and girls aged Under 8 & 9:

The number of players	7-a-side including a goalkeeper Maximum of four substitutes
The field of play	Minimum: 40m long x 30m wide Best Practise: 45m long x 35m wide Maximum: 50m long x 40m wide
Goal size	3m wide x 2m high
Ball size	Size 3
Duration of the game	20 min halves Minimum 5 min half time break
Penalty area	5m deep x 12m wide

#### Goal type

It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using portable goals.

For more information on Australian Safety Standards please visit the Product Safety Australia website: [www.productsafety.gov.au](http://www.productsafety.gov.au).

#### Offside

There is no offside rule in MiniRoos Under 8 & 9.

Game Leaders should strongly discourage children from permanently standing in blatant offside positions.

#### Goalkeeper

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 drop kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

#### Ball crossing the touch line

Throw in.

Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play.

The ball is in play once it enters the field of play.

A goal cannot be scored directly from a throw in.

#### Ball crossing the goal line after touching the defending team last

Corner kick.

A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

A goal may be scored directly from a corner kick.

#### Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

#### Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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.

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

#### Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

#### Match results and points tables

The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, ensuring the most enjoyable experience for all players.

Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

Points tables are not applicable in Under 8 & 9 football and do not exist.



# National Playing Formats and Rules

## MiniRoos Club Football

### UNDER 10 & 11

#### Playing Formats

The table below summarises the national playing formats for boys and girls aged Under 10 & 11:

The number of players	9-a-side including a goalkeeper Maximum of five substitutes
The field of play	Maximum: 70m long x 50m wide Best Practise: 65m long x 45m wide Minimum: 60m long x 40m wide
Goal size	Maximum: 5m wide x 2m high
Ball size	Size 4
Duration of the game	25 min halves Minimum 5 min half time break
Penalty area	10m deep x 20m wide

#### Goal type

It is preferable that portable goals are used where possible however, the use of poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using portable goals.

For more information on Australian Safety Standards please visit the Product Safety Australia website: [www.productsafety.gov.au](http://www.productsafety.gov.au).

#### Goalkeeper

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 drop kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

#### Ball crossing the touch line

Throw in.

Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play.

A goal cannot be scored directly from a throw in.

#### Ball crossing the goal line after touching the defending team last

Corner kick.

A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

A goal may be scored directly from a corner kick.

#### Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

#### Offside

The official offside rule (Law 11, FIFA Laws of the Game) does not apply to MiniRoos Under 10 & 11. Goals can be scored from the offside position.

Game Leaders should direct players permanently standing in blatant offside positions to move into onside positions.

Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.

#### Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres 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).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

#### Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- makes contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner; and
- impedes the progress of a player.

#### Match results and points tables

The recording of match results should be conducted for the purpose of assigning teams to appropriate leagues, ensuring the most enjoyable experience for all players.

Under no circumstances will match results be published publicly by Member Federations, Local Associations or local clubs.

Points tables are not applicable in Under 10 & 11 football and do not exist.

## National Playing Formats and Rules

Effective from 1 January 2015

**ALL AGE GROUPS**

The following aspects of MiniRoos Club Football are common across all age groups from Under 6 to Under 11.

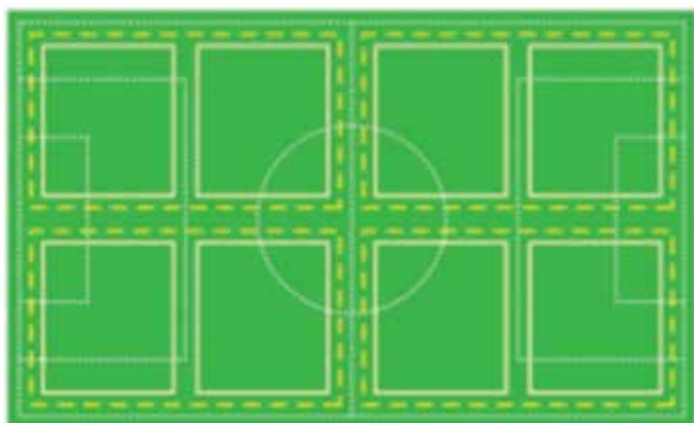
### Field Layouts

MiniRoos fields are easy to set-up and only take a few minutes.

The below diagrams outline how MiniRoos pitches should look when set-up on a full-size football field:

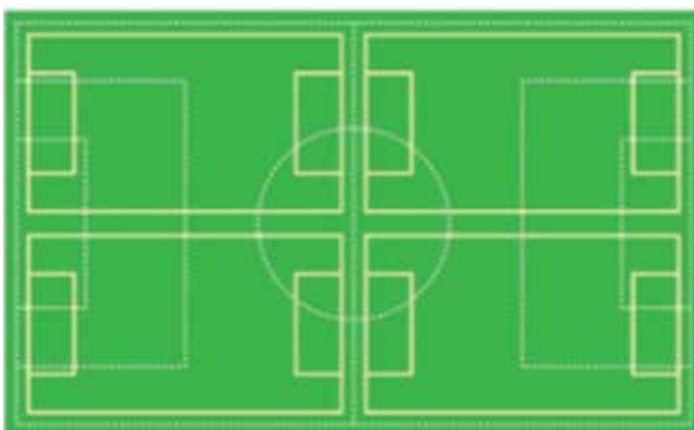
#### Under 6 & 7

Up to 8 pitches on a full-size football pitch



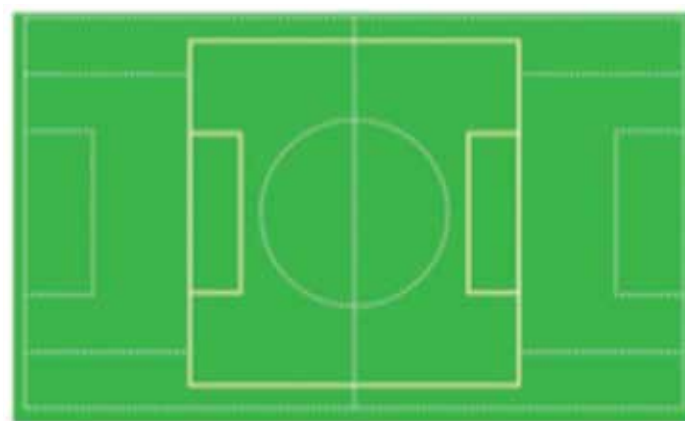
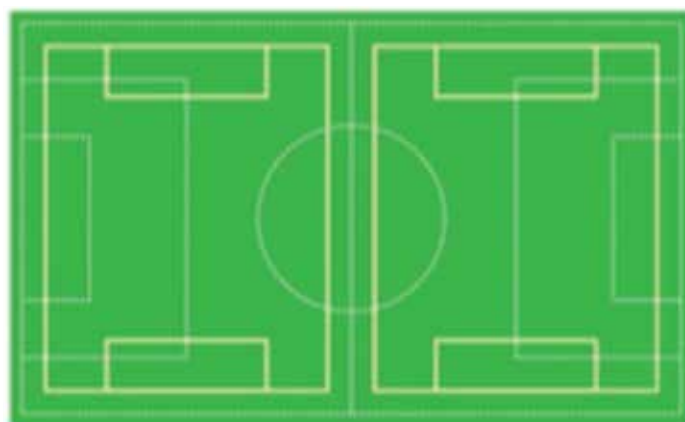
#### Under 8 & 9

Up to 4 pitches on a full-size football pitch



#### Under 10 & 11

Maximum of 2 pitches on a full-size football pitch. Alternatively 1 pitch can be set-up penalty box to penalty box.



### Field Markings

Cones, markers or painted line markings are suitable.

This includes the penalty areas in the U8 – U11 age categories.

### Start of play and re-start after a goal

Pass to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 metres away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

### Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the Game Leader.



# National Playing Formats and Rules

## Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

## Shin guards

Shin guards must be worn by all players without exception.

## Concussion

Any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a general rule; "If in doubt, sit it out".

## Substitutions

Players may be rotated on and off the field at any time during the game. A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on. Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field.

Regular rotation of players is key. Kids don't register to watch football – they just want to play! If there is space on the sidelines, substitutes should be encouraged to set up small-sided games or practice their skills in a designated area, not interfering with play.

## Game Leaders

Each game is to be controlled by one Game Leader.

The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.

The Game Leader can be a club official, parent, older child/player or beginner referee and should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

### The Game Leader should:

- Encourage all children to have fun and different children to take re-starts;
- Ensure the correct number of players are on the field;
- Discourage players from permanently over-guarding the goal;
- Check all players are wearing shin guards;
- Use a "Ready, Set, Go" prompt to encourage quick decisions when restarting play;
- Encourage children to dribble or pass ball to team mates rather than kick the ball long;
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts;
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children;
- Encourage children to be involved in all aspects of the game, attacking and defending;
- Award free kicks as appropriate to help children learn the rules and consequences of committing fouls;
- Explain the rules to players and why a free kick has been awarded;
- Let the game flow and give instruction to all players on the run where you can;
- Praise and encourage both teams; and
- Be enthusiastic and approachable.

Game leaders are encouraged to undertake a free FFA MiniRoos Certificate prior to start of the season.

