



Blue Mountains Football Club

Team Muster Day

Under 5s to Under 10s

When	Saturday, 16 February 2019
Time	Under 5s: 10:00 am – 10:30 am Under 6s: 10:30 am – 11:00 am Under 7s: 11:00 am – 11:30 am Under 8s: 11:30 am – 12:00 pm Under 9s: 12:00 pm – 12:30 pm Under 10s: 12:30 pm – 1:00 pm

Where Knapsack Park (Glenbrook)

On the above date and time, players are formed into teams.

Teams are not graded and players usually group themselves with their friends.

Coaches and Managers are also selected, and registered, on this day.

If you would like to coach an U5–U9 team, you will need to hold a current MiniRoos (*formerly Grassroots*) Coaching Accreditation. Don't have one? Don't worry! A **free** Grassroots coaching course will be held at Knapsack Park on Tuesday, 12 March (6–9 pm) to help you gain the accreditation.

For U5–U7 teams, training is on Saturday mornings, prior to games.

For U8–U10 teams, a training day & time is chosen at Muster to suit the Coach and the majority of the team.

Players not represented by a parent, guardian or friend at Team Muster will be randomly placed into a team.

Please make prior contact with the Club if you are unable to attend Team Muster and wish your child be placed in a specific team.

Boots and shin pads are not required at Team Muster.

For more information:

Gordon Aiken (Competition Secretary) – **0417 497 174**

website – www.bmfc.com.au

e-mail – contact@bmfc.com.au

Facebook – <https://www.facebook.com/BlueMountainsFC/>



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Team Muster Day – Parent Information Sheet

Under 5s to Under 10s

Introduction

BMFC encourages players to play with their friends at these ages. Players and their parents are initially left to sort themselves into teams, say, with their friends or in teams who have previously played together. This generally results in teams being formed based on who players and parents already know. While this approach is usually OK, there are times when this can work against the players' enjoyment of the game and BMFC reserves the right to place players into teams that will best suit the majority of players.

When players enter the Under 11 age group and above, players and teams are then graded according to ability.

Balancing of Team Numbers

Balancing of team numbers in the first few weeks after Team Muster is sometimes required, due to late registrations, players dropping out or changing clubs. BMFC would prefer that this didn't happen ... but it does and it needs to be addressed fairly for all teams. At times, there is no easy answer to this problem.

Having large teams means each player participates less. The coach's time is spread across more players, with less time spent on individual players. Players spend less time playing and more time on the side line. Ultimately, the skill level of the players is reduced.

To balance the need for all players to enjoy playing football, BMFC may need to move players between teams to ensure everyone gets a fair go. Although there can be some reluctance for players and parents to be split from their friends, BMFC is a community club and we see it as a positive for children and parents to extend their circle and meet others within our local community.

Late Registrations

When a player registers late and requests placement in a specific team, BMFC will try to accommodate that request team, provided the team has room for an additional player.



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MiniRoos Formats

	Under 5s, 6s & 7s	Under 8s & 9s	Under 10s & 11s
Team Structure	max. 7 players <i>per</i> team 1 Coach 1 Team Manager	max. 11 players <i>per</i> team 1 Coach 1 Team Manager	max. 14 players <i>per</i> team 1 Coach 1 Team Manager
# Players on the Field	4 from each team	7 from each team	9 from each team
Goalkeeper	No	Yes	Yes
Who Else is on the Field	Only the "referee" (Game Leader)	Only the "referee" (Instructing Referee)	Only the "referee" (Instructing Referee)
Playing Time	20 minutes <i>per</i> half	20 minutes <i>per</i> half	25 minutes <i>per</i> half
Half Time Break	5 minutes	5 minutes	5 minutes
Field Size	30 m × 20 m	Min. 40 m × 30 m Max. 50 m × 40 m	Min. 60 m × 40 m Max. 70 m × 50 m
Ball Size	3	3	4
Field Marking	Lines or Markers	Lines or Markers	Lines or Markers
Penalty Area	Nil	12 m × 5 m	20 m × 10 m
Goal Type	Pug – Foldaway	Modified Goals	Modified Goals
Goal Size	Min. 1.5 m × 0.9 m Max. 2.0 m × 1.0 m	Min. 2.5 m × 1.8 m Max. 3.0 m × 2.0 m	Min. 4.5 m × 2.0 m Max. 5.0 m × 2.0 m
Competition Rules?	No (MiniRoos rules only)	No (MiniRoos rules only)	No (MiniRoos rules only)
Graded Teams?	No	No	No – U10s Yes – U11s

For more information regarding Coaching Courses
(*MiniRoos for U5s–U9s*)
(*Skill Training Certificate for U9s–U13s*),
please refer to the flyer on our website

or

<https://www.playfootball.com.au/coach/find-a-course>

For more detailed information regarding MiniRoos
football, please refer to the **ALDI MiniRoos** website:

www.miniroos.com.au