



FOOTBALL  
AUSTRALIA

# FOOTBALL FEVER



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# WHAT IS FOOTBALL FEVER?



Football Fever is an exciting way to engage Australian school students in a modified format of small-sided games.



The objective of Football Fever is to celebrate diversity, apply basic skills in a supportive team environment, and to further enthuse children to be life-long supporters of the world game.



Football Fever is flexible and can run before, during or after school on the school oval, school hall or local venue, pending school availability and timetable.



Football Fever has the potential to serve as a significant community event for schools. Parents may be invited to participate as spectators or as volunteer officials or helpers.



# CHECKLIST

The number of teachers, helpers and volunteers is a crucial factor when planning the Football Fever event.  
The more game leaders available, the more games can be played concurrently.

To Do	Tips and Resources
<b>Before Football Fever</b>	
Register your Football Fever Event with Football Australia	<input type="checkbox"/> Receive additional support, resources and giveaways for your students via registering your event with the link below. <a href="#">Click here</a>
Add event to school calendar	<input type="checkbox"/> This is a good time to invite other classes to be involved.
Organise playing venue	<input type="checkbox"/> If not on school grounds, undertake a risk and safety analysis of the venue. Football Fever can be held in both indoor and outdoor locations.
Contact local clubs for additional support	<input type="checkbox"/> Local associations or clubs would love to connect with your local school to assist with the delivery of Football Fever. See additional resources page for a letter to send to clubs and associations.
Provide playing format guidelines to participating teachers	<input type="checkbox"/> If possible, encourage lunch time football sessions so students can practice their skills before Football Fever. See Playing Formats and rules resource.
Allocate students to teams	<input type="checkbox"/> If there are not enough volunteers available for every team, allocate a team member to be the navigator for their team, this student will be responsible for guiding their team to the correct field.
Prepare timetable of matches	<input type="checkbox"/> Refer to Event Plan
Promote Football Fever to the school community	<input type="checkbox"/> Explain Football Fever to students at an assembly or gathering. <input type="checkbox"/> Print and display Football Fever posters <input type="checkbox"/> Send Football Fever information to the school community via school communication channels <input type="checkbox"/> Request volunteer helpers from the school community <input type="checkbox"/> Register your Football Fever event with Football Australia for national recognition and promotion
Contact volunteers and teachers	<input type="checkbox"/> Confirm roles and responsibilities of each volunteer. See Roles & Responsibility resource <input type="checkbox"/> Provide a copy of the Code of Conduct
Create equipment checklist and ensure all equipment is ready to go	<input type="checkbox"/> Footballs (1 or 2 per field) <input type="checkbox"/> Markers/Cones (approx. 12 per field) <input type="checkbox"/> Bibs or sashes (for each player) <input type="checkbox"/> Goals (2 per field) <input type="checkbox"/> Stopwatch / timer <input type="checkbox"/> Whistles (optional) <input type="checkbox"/> Draws and score sheets (optional) <input type="checkbox"/> Clipboards, pens and paper (optional)
Ask teachers to read and explain the players Code of Conduct to their students	<input type="checkbox"/> See Code of conduct resource



# CHECKLIST

To Do	Tips and Resources
<b>The Day of Football Fever</b>	
Gather all equipment	<input type="checkbox"/> Set up playing areas
Meet with volunteers and team captains	<input type="checkbox"/> Distribute rules and score sheets (optional) <input type="checkbox"/> Review Code of Conduct <input type="checkbox"/> Answer any questions
Keep track of time	<input type="checkbox"/> This role could be filled by a student who is injured, unable to play or would like to be the tournament director for the day
Collect score sheets and update overall scores (optional)	<input type="checkbox"/> Remember the emphases is on having fun and not winning!
<b>After Football Fever</b>	
Return all equipment	<input type="checkbox"/> Team captains to pack up and return equipment to suitable location
Send thank you message to volunteers	<input type="checkbox"/> See letter template resource
If permitted, provide feedback to Football Australia on Football Fever	<input type="checkbox"/> Provide feedback on both positive and negative aspects of the Football Fever resources and activities. Include testimonials and student drawings. <input type="checkbox"/> Upload images to social media and tag @miniroos & @footballaustralia
Continue your football journey	<input type="checkbox"/> Connect with your local club using the club finder <a href="https://www.playfootball.com.au/miniroos#whereCanIPlay">https://www.playfootball.com.au/miniroos#whereCanIPlay</a>

# CODES OF CONDUCT

## PLAYERS

- Play by the rules.
- Never argue with a referee or teacher if you disagree, have your captain, coach or manager approach the official during a break or after the event.
- Control your temper - verbal abuse of referees or teachers, sledging other players or deliberately distracting or provoking an opponent is not acceptable or permitted.
- Work equally hard for yourself and your team your team's performance will benefit and so will you.
- Be a good sport applaud all players whether they are in your team or the opposition.
- Treat all participants the way you would like to be treated. Do not bully or take unfair advantage of another team.
- Cooperate with your team mates and opponents without them, there would be no games.
- Participate for your own enjoyment and benefit .
- Respect the rights, dignity and worth of all participants regardless of their gender, ability and background.

## TEACHERS & VOLUNTEERS

- Encourage all children to have fun.
- Ensure correct number of players are on the field.
- Discourage players from standing in the goal.
- Use a 'Ready, Set, Go' prompt to encourage quick decisions when restarting play.
- Encourage children to dribble or pass the ball to teammates rather than kicking 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.
- Award free kicks as appropriate to help children learn the rules and consequences of conceding 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 when you can.
- Praise and encourage both teams.
- Be enthusiastic and approachable.


## PARENTS AND SPECTATORS

- Remember that children participate in sport for their enjoyment.
- Encourage children to participate, don't force them.
- Focus on your child's efforts and performance rather than whether they win or lose.
- Encourage children to play according to the rules.
- Remember that children learn best by example.
- Respect officials' decisions and teach children to do likewise.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

# ROLES AND RESPONSIBILITIES

Role	Who	Responsibility
<b>Team Captains</b>	Students	<ul style="list-style-type: none"> <li>• Encourage everyone to participate</li> <li>• Demonstrate respect to other players, officials and coaches</li> <li>• Lead the team with a positive attitude</li> <li>• "I'm pretty passionate on the field that shows when I'm playing. But the main thing for me is making everyone feel connected and making everyone feel equal and having that time with everyone in the team."</li> </ul> <p><b>Steph Catley, Team Aus Football Captain</b></p> 
<b>Administrator</b>	Teacher, HPE coordinator, School Staff member	<ul style="list-style-type: none"> <li>• Complete the registration form</li> <li>• Source and organise facility at the school/local community;</li> <li>• Source and organise appropriately students, coaches, team captains and referees (optional);</li> <li>• Ensure Football Australia training requirements have been completed;</li> <li>• Promote the program locally through the school networks;</li> <li>• Manage the operational aspects of the program, including equipment checks, program set up, facility management, and program delivery</li> </ul>
<b>Referees (optional)</b>	Staff member, parent, senior students, local club members	<ul style="list-style-type: none"> <li>• Apply the Laws of the Game to the best of your ability!</li> <li>• Check local rules of competition for modified age group requirements</li> <li>• Be confident in your decision making</li> <li>• Use clear signals, body language and whistle tone</li> <li>• Player safety first, STOP the game when a player is seriously injured (especially when contact with the head has occurred)</li> </ul>

# ROLES AND RESPONSIBILITIES

Role	Who	Responsibility
<b>Coach</b>	Staff member, parent, senior students, local club members	<ul style="list-style-type: none"> <li>Plan, prepare, deliver, and review the sessions;</li> <li>Keep the games moving fluently, limiting stoppages and encouraging all players to have a go;</li> <li>Create an environment that ensures all players have fun and have maximum involvement;</li> <li>Be flexible, patient and positive.</li> <li>"I'm still ambitious but you can easily be over ambitious as a coach and you want to do everything at the same time: 'we need to cover this, we need to cover that, we need to prepare the team. Then you just overwhelm the players with these thousands of words, different drills and different tactics and all of a sudden you realise you've shot over the goal because you didn't simplify it."</li> </ul> <p><b>Tony Gustavsson,</b> <b>Team Aus Football Coach</b></p> <p>Learn more about Team Aus Football Coach Tony Gustavsson in his coach profile  <a href="https://www.matildas.com.au/profile/tony-gustavsson">https://www.matildas.com.au/profile/tony-gustavsson</a></p> 
<b>Football Australia</b>	Football Australia employees including state specific School Program Officers	<ul style="list-style-type: none"> <li>Provide resources to assist in the delivery of the program</li> <li>Provide administration support and guidance</li> <li>Provide giveaways to be used on the day</li> <li>Promotion on our social media channel when using the @miniroos tag</li> <li>Social media assets</li> </ul>
<b>Local Club (pending club capacity)</b>	Members of the local club	<ul style="list-style-type: none"> <li>Contact your local club to see the capacity of them to assist with on the day or post the event to provide a pathway to the local club</li> <li>If you would like assistance in finding the contact details for your local club, please use the Football Australia Club Finder <a href="https://www.playfootball.com.au/miniroos#whereCanIPlay">https://www.playfootball.com.au/miniroos#whereCanIPlay</a></li> </ul>



# PLAYING FORMATS & RULES

The table below summarises the preferred playing format for Football Fever

<b>The number of players</b>	Kindy to Year 2, 4 - 6 players per team Year 3 to Year 6, 6 - 8 players per team
<b>The field of play</b>	Pending oval size, preferred size 30m long x 20m wide
<b>Goal size</b>	2m wide x 1m high
<b>Duration of the game</b>	At teachers' discretion, preferred 12 - 15 minute games
<b>Penalty area</b>	No penalty area required

## GOAL TYPE

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

## BALL CROSSING THE BOUNDARY

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the boundary will place the ball on the touch line and pass 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 TOUCH 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 the ball into 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.

## START OF PLAY AND RE START AFTER A GOAL

Pass 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 5 meters away from the ball until it is in play. The ball must touch a teammate 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 referee.

## OFFSIDE

There is no offside rule in Football Fever.

# PLAYING FORMATS & RULES

## 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.

### Fouls and misconduct include:

- Kicks, trips or attempts to kick an opponent
- Jumps or charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes or holds an opponent
- Tackles an opponent from behind to gain possession of the ball
- Contacts the opponent before touching the ball
- The ball contacts the hand
- Plays in a dangerous manner

## FIELD MARKINGS

Cones, markers or painted line markings are suitable



## METHOD OF SCORING

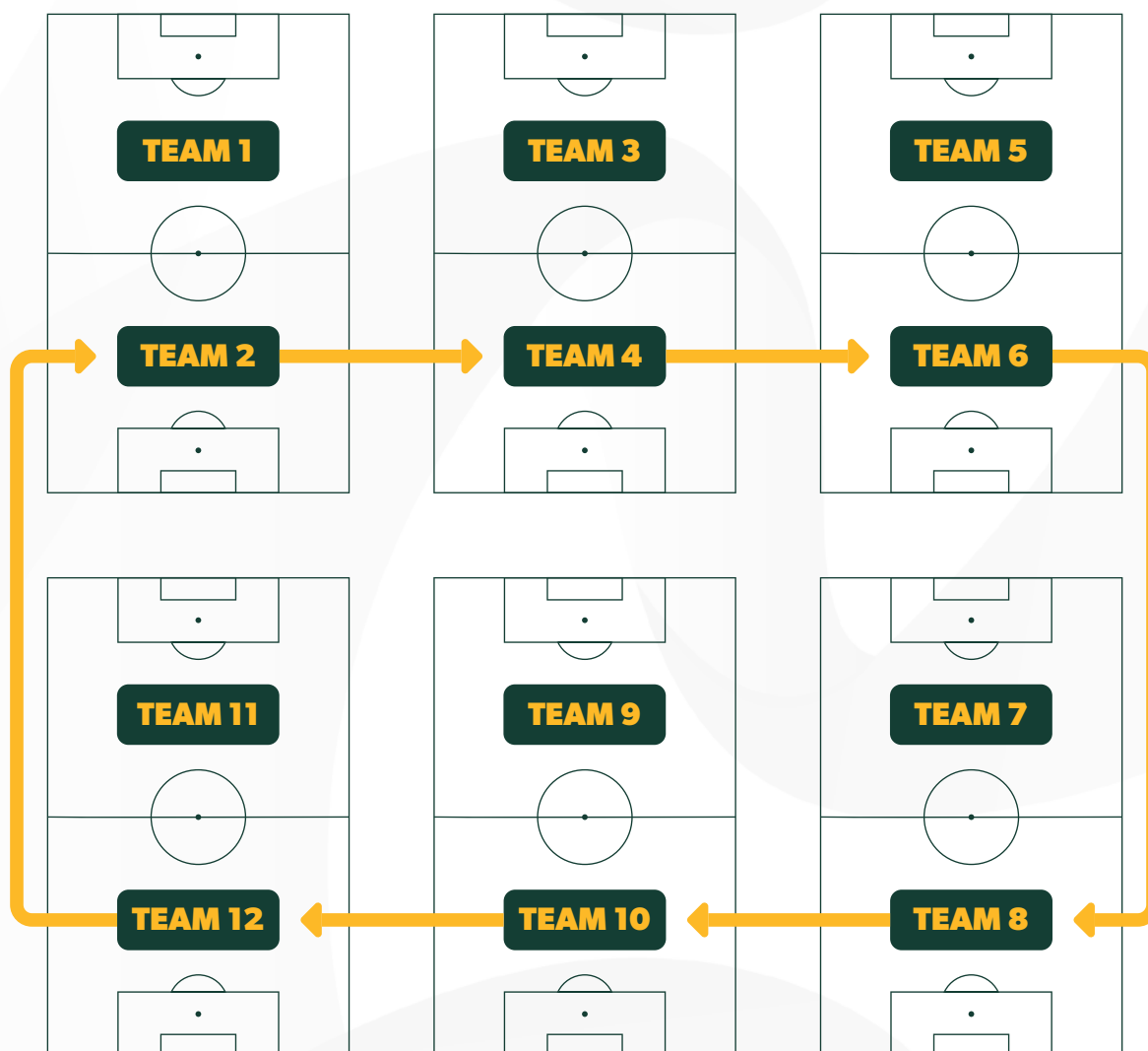
A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them and below shoulder height of the player

# PLAYING FORMATS

## ROTATION

A tournament that is simple to coordinate and oversee

1. Players are divided into teams, with two teams on each pitch
2. Teams play in their first match. If running a competition, 3 points are awarded for a win, 2 points for a draw and 1 point for a loss
3. One team remains on the pitch, with the other team rotating to the next pitch
4. Play until the rotating teams are back on their original pitch or until time runs out.



Advantages	Disadvantages
<ul style="list-style-type: none"> <li>• Easy for players to understand</li> <li>• Perfect for large number of teams</li> <li>• Simple to coordinate and oversee</li> </ul>	<ul style="list-style-type: none"> <li>• Not all teams get to play against all other teams</li> </ul>

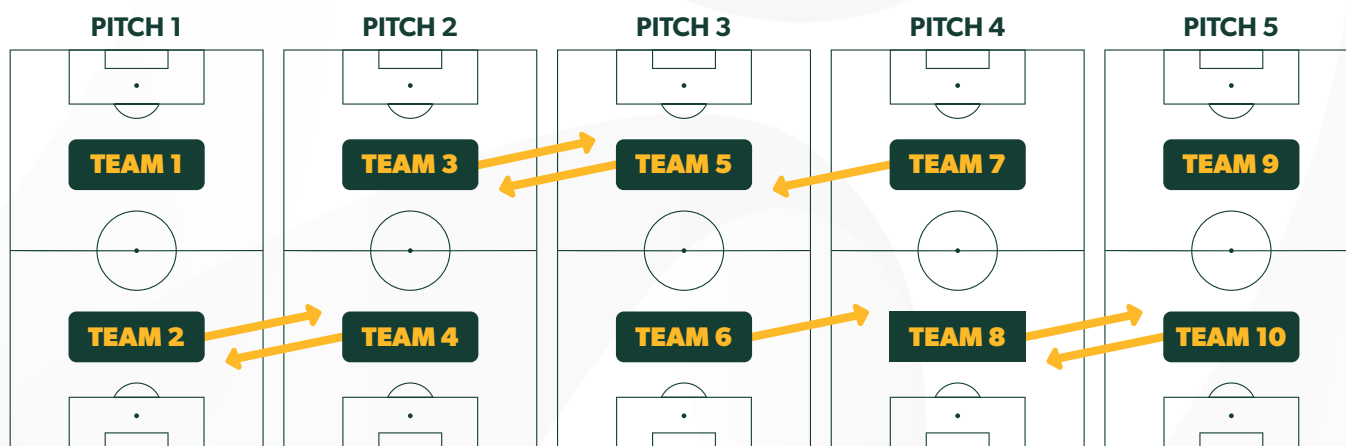
# PLAYING FORMATS

## LADDER

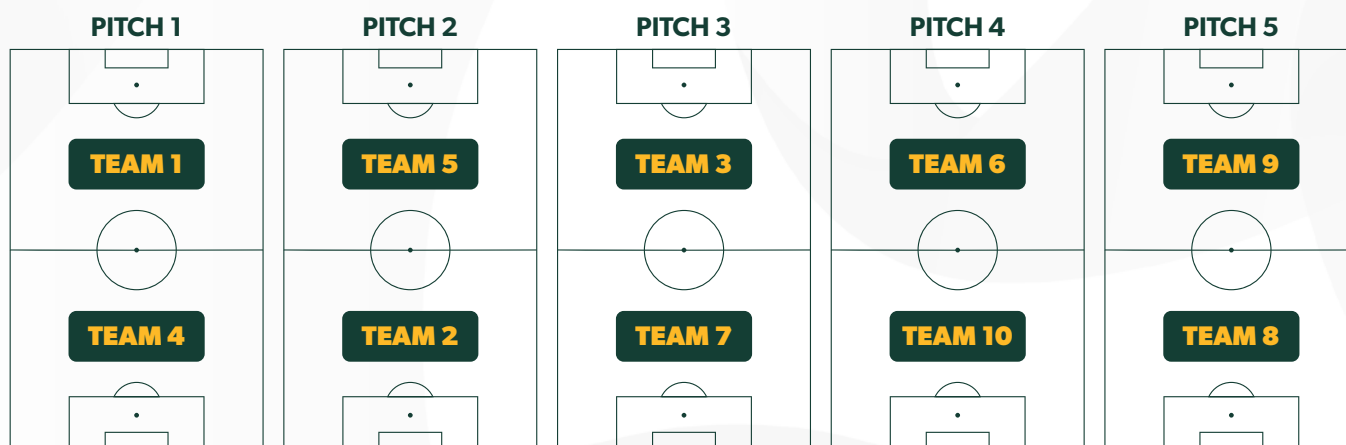
A tournament for teams to play matches against other teams of similar ability

1. Players are divided into teams, with two teams on each pitch
2. Teams play their first match
3. The winning team from each pitch moves up to the next pitch. The losing team moves down a pitch
4. Play as many games as time permits

### ROUND 1



### ROUND 2



Advantages	Disadvantages
<ul style="list-style-type: none"> <li>• Easy for players to understand</li> <li>• Perfect for large number of teams</li> <li>• Simple to coordinate and oversee</li> </ul>	<ul style="list-style-type: none"> <li>• Not all teams get to play against all other teams</li> </ul>

# PLAYING FORMATS

## TEACHER TIPS

Additional points for good sportsmanship.

Reward teams or individuals with points for showing / having:

1. A positive attitude always
2. Always Giving your best effort
3. Shake hands with the other team before and /or after the game
4. Support teammates by saying positive things like "good shot" or "good try."
5. Accept calls and do not argue with officials.
6. Treat the other team with respect and never tease or bully.
7. Cheering other teams and players
8. Girls can only score & boys can only score (Be a good teammate)



## CHEERING AND SUPPORTING OTHER TEAMS

Encourage teams to create a team chant, this can be done in the classroom and then can be chanted at the game, after or before and during, give a bonus point to the team that is the loudest and best support, Teachers or students to vote on this.

## BACK UP PLAN

Have you got a back up plan for wet weather? Consider having an indoor facility or a different date tentatively booked. If you find that you have more players or less players than anticipated , use the tips below to modify the event

Teams with more players	Teams with less players
<ul style="list-style-type: none"> <li>• Start with a minus 1 goal difference</li> <li>• Restrict with rules to make it more competitive (Players can only score with weaker foot or inside a scoring zone)</li> </ul>	<ul style="list-style-type: none"> <li>• Best player(s) go on this team</li> <li>• Team starts with a 1 goal lead</li> </ul>





# SELECTING TEAMS

## MAKE TEAM FAIR

Choosing teams can be almost as important as the game you are playing. You want your teams to be an even match. A game where one team is significantly better than the other is not much fun for the losing team and can cause players to not want to participate in the event, all games need to be fun and enjoyable.

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### Counting off numbers

This method works well when you want to have a quick system or split up two students but want team selection to seem random, you can add numbers to create more teams: 1-2-3-4 all number 1s are a team and all 2s, 3s and 4s make a team (x4 teams).

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### Players decide

If you have a group where the students are all at similar abilities and get along with each other, then you can let them pick their own teams. This is a good method when you want the kids to feel as though they have control of the program. Caution: Watch that no feelings get hurt. This method works well-ONLY when skills are even; otherwise, avoid it.

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### Olympic Teams

This is good when you have students of similar ability and want to choose teams with controlled randomness. Allocate a number to a national team and ask players to number 1-2-3-4 and allocate a team to that number: Australia could be number 1 so all number 1s represent team Australia, allocate the number of nations to the number of teams, if you need 6 teams have 6 nations and players numbered from 1—6, Don't tell the kids what nation is what number, as the teacher you can allocate this information out when numbers have been allocated to students.

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### Staff decide

When you want to maintain complete control over the teams, you can decide who is on what team.

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### Rock, Paper, Scissors

This method is fun if you do not have a large group and have longer playing time. It also works well when you have students of similar abilities, and you want the teams chosen with student controlled randomness. Students play rock, paper, scissors, but without the scissors, so they can only throw rock or paper, if they throw the same (Rock or Paper) they go again till they each throw something different. Pair off the kids and they keep doing this until there is an even number of rocks and papers for your two teams.

Do not forget about Rock, Paper, Scissors to settle "who goes first" with two people! Flipping a coin (heads or tails) also works well.

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# EVENT PLAN

You may need to change playing orders if team numbers change on the day. Even if you need to change the playing order, the priorities must be children getting a good amount of playing time as well as rest periods between matches. Encourage teams to rotate substitutes and promote equal playing time.

If you do not have substitutions, then you will need to consider the amount of time players will be playing for and having breaks for the players throughout the activity. We would recommend that your games do not last longer than 8 minutes per game (with no half time) and a 2 minute buffer to get teams ready for the next game. This will allow for players to get a drink and to get into place ready for the next game, we would recommend that you play 2 rounds and then have a 5 minute rest before restarting.

Duration	Item	Action
<b>20 mins</b>	Preparation	<input type="checkbox"/> Set up fields and equipment <input type="checkbox"/> Brief volunteers, helpers and officials
<b>10 mins</b>	Opening ceremony (optional)	<input type="checkbox"/> Teams enter 'the stadium'. If time permits, this can be fun and creative. Teams can do a dance or cheer as their team is announced <input type="checkbox"/> Players Pledge. Volunteer player reads the code of conduct and pledges on behalf of all players to follow it <input type="checkbox"/> Reminder of game schedule/format
<b>8 mins (2 min break)</b>	Game 1	Number of game rounds and length of games depend on the number of teams and the format being used
<b>8 mins (2 min break)</b>	Game 2	Number of game rounds and length of games depend on the number of teams and the format being used
<b>8 mins (2 min break)</b>	Game 3	Number of game rounds and length of games depend on the number of teams and the format being used
<b>8 mins (2 min break)</b>	Game 4	Number of game rounds and length of games depend on the number of teams and the format being used
<b>5 mins</b>	Closing ceremony (optional)	<input type="checkbox"/> Awards and recognition <input type="checkbox"/> Thank helpers <input type="checkbox"/> Final point scores (if recording scores) <input type="checkbox"/> Awards to honour players demonstrating the Code of Conduct.

Advantages	Disadvantages
Quick transition and lots of playing time / no team will blow out with the score line so games will be competitive, and this will allow all players to stay engaged.	More opportunity for teams to draw games with less time to score goals / if you have subs It will mean changing these regularly and you will need to be managed by an adult or pitch leader

# GAME SCORECARDS

FOOTBALL AUSTRALIA		GAME SCORECARD	
TEAM			
	v		
SCORE		GAME LEADER/REFEREE	
	-		

Used by game leaders to record the score for each game

FOOTBALL AUSTRALIA		GAME SCORECARD	
TEAM			
	v		
SCORE		GAME LEADER/REFEREE	
	-		

Used by game leaders to record the score for each game

FOOTBALL AUSTRALIA		GAME SCORECARD	
TEAM			
	v		
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	-		

Used by game leaders to record the score for each game

# SOCIAL MEDIA GUIDE



## FACEBOOK

[MiniRoos](#)  
[Football Australia](#)  
[CommBank Matildas](#)  
[Subway Soccerroos](#)  
[Pararoos](#)  
[CommBank ParaMatildas](#)



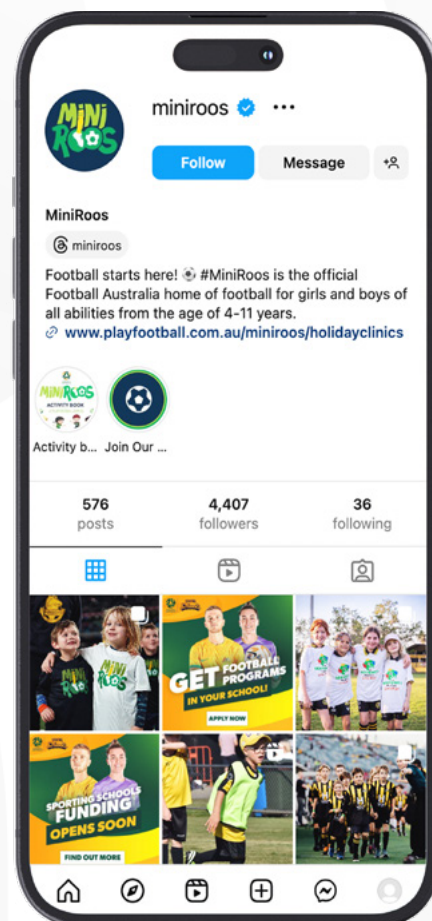
## INSTAGRAM

[MiniRoos](#)  
[Football Australia](#)  
[CommBank Matildas](#)  
[Subway Soccerroos](#)  
[CommBank Pararoos](#)  
[CommBank ParaMatildas](#)



## WEB

[Football Australia Schools](#)  
[Play Football](#)



## UPLOADING CONTENT TO SOCIAL MEDIA

Image Size Guide	Facebook	Instagram
<b>Profile photo</b>	170 x 170	320 x 320
<b>Landscape</b>	1200 x 630	1080 x 566
<b>Portrait</b>	630 x 1200	1080 x 1350
<b>Square</b>	1200 x 1200	1080 x 1080
<b>Stories</b>	1080 x 1920	1080 x 1920

It is important to promote events happening at school, remember to tag @miniroosaus and @footballaustralia so we can re share your post!

## SUGGESTED CAPTIONS

1. While the CommBank Matildas are battling it out our students have Football Fever with @footballaustralia
2. Our students have been participating in Football Fever, a intra-school tournament supported by @footballaustralia
3. Attention parents! Join our team and assist us in running the largest football tournament at our school.

# ADDITIONAL RESOURCES



## DISCOUNTED SCHOOL EQUIPMENT OFFERING

- Be ready for Football Fever by purchasing the official Football Australia approved range of equipment.
- Choose from a range of packs or create your own!
- [Access the discounted equipment offering here!](#)



## FOOTBALL FEVER BOOKS

- Check out these great children's books written in partnership with Football Australia.
- These books feature some of your favourite Australian squad members from the CommBank Matildas and Subway Socceroos!
- From football focused picture books, to non-fiction chapter books for young readers, there's a football book for everyone!
- [Access the Football Fever books here!](#)



## LETTER TO THE SCHOOL COMMUNITY & LOCAL CLUB

- Invite parents to assist as helpers on the day.
- Consider requesting help from a local football club or association.
- [Find your nearest club by using the Club Finder](#)
- [Download a letter to the school community](#)
- [Download a letter to the local club](#)



## REFEREE GUIDE

- Share the below referee guide with teachers, volunteers and student leaders.
- [Access the Match Official Mini Guide here!](#)



# CONTINUE YOUR FOOTBALL JOURNEY



## **APPLY FOR SPORTING SCHOOLS FUNDING!**

### **Term 4, 2024**

8am AEST Monday 5 August 2024 - 5pm AEST Friday 23 August 2024

## **CONTACT**

[schools@footballaustralia.com.au](mailto:schools@footballaustralia.com.au) for all additional program bookings and enquires



# FOOTBALL FEVER