

U9 Football

Dublin GAA Go-Games Rules – Valid from 2010

Aim: To consolidate the basic technical skills developed at age 7/8 level (catching and kicking) in an environment where players are also encouraged to develop tactical awareness/prowess i.e. decide on the best option in terms of making use of and/or creating time and space

Playing Rules

- Play to commence with a throw up in centre
- Goalkeeper may advance 10m for a kick out.
- After a score, the play recommences with a kickout from the goal keeper
- The player can carry the ball for one hop and one solo
- The ball must be lifted off the ground using the toe.
- 45sq are awarded. These will be taken from 32m out from where the ball crosses the line.
- No frees closer than 13m from the goals. (no Penalties)
- A player who is fouled to take the free out of the hands from where the foul occurred

Scoring System

- 3 points when the ball is played over the crossbar
- 1 point when the ball is played under the crossbar.
- Skill Point for Two Handed Block down

Time Duration

- 40 minute games
- 20 minutes per half

Playing the Game

- 9 v 9
- (65-70m) X (40-45m)
- 1 goalkeeper, 3 defenders, 2 midfielders, 3 attackers.
- Teams must be streamed according to ability
- 2 Zones
- Players must remain in the zone to which they are assigned with the exception of midfielders.
- All players to rotate positions after each half.

Notes on Streaming:

If a club has 4 teams and enter into 2 X 2 teams section they must rank them A,B,C & D. The Club will then group the A&D teams together and the B&C team together. This will lead to more competitive games when travelling to other clubs.

Equipment

- Well secured portable goal posts.
- U/9- (10qx 6qqr 3m x 1.8m)
- Jerseys
- Three Quick Touch (Size Footballs - one placed behind each goal and one in play)

Recommended Playing Area

