



## GAME LEADER Club Overview

### GAME LEADERS

Game Leaders will be introduced throughout FSG for our U5-U12 games for 2026. This is to assist in standardising games in these age groups. FSG has fully accredited Game Leader courses that it will run in early 2026. Many clubs will be hosting courses for new participants to become our new game leaders (paid) from 12yrs of age.

It's important for the MiniRoo games that the Game Leaders help the players, as they are still learning the rules and need this assistance to improve & understand the game.

Should your club have any immediate inquiries regarding Game Leaders, please do not hesitate to contact, [technical@footballStGeorge.com.au](mailto:technical@footballStGeorge.com.au).

### What is a Game Leader and why do we need Game Leaders?

To help us create a great environment for young players. Players and spectators appreciate it when games are led/refereed by someone who understands the rules, lets the game flow, doesn't break the game with unnecessary stoppages, and helps players orient themselves on the field.

*Game Leaders are here to help with all of that!!!*

A Game Leader (GL) is the trained and credentialed game official for the U5-U12 age groups, with learned skills to lead the game in a certain way.

### What a Game leader needs to know and be able to do:

- The Rules of the game. Read them, learn them, recall them, and apply them while doing the GL role in a game.
- Full set of rules can be found [here](#) (4 pages)
- Blow the whistle (loudly!), speak loudly and clearly, and not be afraid to be heard
- Show and tell the kids the rules
- Receive and take on board feedback from GL Mentors
- Allow kids to play football and enjoy the game.

*The GAME LEADER role opens the door to you becoming a referee in the future. As the GL role focuses ONLY on the younger age groups (U5-U12), this is a great pathway toward refereeing and other leadership roles further down the track.*

Parents and players over 18 can become Mentors to help support young Game Leaders as they build their skills and confidence.

In case of no junior GL being present for your child's game, it has been a common habit to share the role of "a referee" for the game with the opposition. This can bring some unexpected tension and issues for the children playing and for the spectators as well.

Having a GL is more neutral and ensures all players are being supported and allowed to learn while playing the game. All details relating to the role of GL will be explained on course.

### **Having an accredited Game Leader at your games ensures:**

- Coaches can coach
- Managers can manage
- Young players can enjoy
- Games can flow
- In case of any stoppages, Players receive a short explanation of what has happened and how to react.
- One person is leading the game with the same unbiased intentions and leadership.
- The MiniRoo game is organised and requires no assistance from the sideline parents, and as such progresses for the enjoyment & development of the players.

***Accredited Youth GLs can also earn some pocket money.***

If you would like to help us develop young players, then become a Mentor to our Game Leaders, please contact FSG or your club.

### **MENTORS**

As Mentors you are here to allow GLs to ask us any questions about the rules, the game, and game situations that may happen. In an ideal situation, a mentor is watching more than one game at once, (pending on field layouts) and is able to analyse critical moments of the GLs performances and chat with them about problems, situations that could be solved better/faster/clearer in accordance with the rules of small-sided football at half time. You need to be able to assess GL performance for allocating GLs to future games.

As a mentor we need to:

- Have a clear understanding of the rules: [Rules and tips](#) (4 pages)
- Attend a GL course held by FSG during the year (requirement for becoming a mentor)
- Be part of FSG Mentor group where news, updates, and critical info will be shared.
- Be open to discussing the rules with GLs before and after games
- Be able to point the GLs in areas where they can/need to improve
- Be able to step in if GL is abused/heckled by spectators and explain that GLs are learning as well

Our goal is to create a positive environment for GLs so that the games for our Mini-roos can be the best possible experience (learning and enjoyment).

## **Game Leader: what is it and how do I become one**

You may have heard the term “Game Leader” being mentioned in football circles recently but do you know exactly what they are?

A common misunderstanding is that Game Leader is simply a new term for MiniRoos referees, but that is not the case. Game leaders are a part of small sided games, whereas Referees or Asst Referees (linesman) only come in at eleven a side full field football matches.

### **What is a Game Leader?**

They are the organiser and Leader of MiniRoo small sided football games. The main objective of MiniRoos football is to keep the game flowing, allowing the young players involved the chance to increase their understanding of football in a safe and enjoyable environment.

Game Leader are exactly what their name suggests: they lead the game to ensure players get as much education and enjoyment as possible in a safe environment.

Being a Game Leader is a great introduction to officiating, the Game Leader role is much more important at the early stage of learning for the players.

### **Why do we need Game Leaders?**

When you think of a referee you think of someone who officiates football and enforces the laws of the game. With the young age of MiniRoos players, many [or most] still don't understand the rules – so are often penalised for something they do not understand. Instead of policing the laws of the game, Game Leaders have a number of tools to help young players progress their understanding of football. Some examples include:

- Showing them how to do throw ins with repeat actions or do overs
- Getting opposition teams to move back so the team in possession can have the opportunity to play out with the ball, without instant pressure

The role of Game Leaders also educates the sideline with spectators (including coaches) feeling less the urge to “help” the players by shouting instructions.

### **Who can become a Game Leader?**

- Game Leaders can be anyone turning 12 or older in the current calendar year.
- Trainers/Mentors must have a maturity of at least 16-years-old (Ideally 18+).
- Ground Officials must be 18 years or above.

### **How can you become a Game Leader?**

First, you need to decide if you are ready to become a Game Leader or a Mentor.

Once decided, follow the relevant process below.

#### **Game Leaders**

1. [Register by clicking here](#) and learn the MiniRoo rules supplied by the FSG.
2. Complete an orientation session at club venue (under 60mins).
3. Be overseen by a mentor until deemed competent (usually 2-4 matches).

## **How can you become a GL Mentor?**

1. [Register by clicking here](#) and learn the MiniRoo rules supplied by the FSG.
2. Participate in a Game Leader course.
3. Participate in overseeing a Game Leader with an Instructor until deemed competent (usually 1-2 matches).
4. Oversee Game Leaders in matches until you deem them competent.
5. Advise FSG so they can officially recognise those approved GL's.

## **Appointments Official:**

1. Be a club nominated Ground Official.
2. Download the fixtures in advance (Dribl).
3. Appoint GL's to your Club fields.
4. appoint GL's from your club list to games, in advance.
5. Have the GL's submit scores through you or directly to FSG.

## **Ground Official:**

1. Be a club appointed Ground Official (orange or yellow vest). "You are already there".
2. Read and know the rules.
3. Be available to step in if requested by a Game Leader – or at your discretion – if required due to "rowdy sideline assistance." Ideally you would also be a Mentor.

## **GL Trainer:**

1. Advise FSG & your club of your interest and learn the MiniRoo rules supplied by FSG.
2. Be a club nominated mentor and be part of several GL orientation sessions.
3. The process is overseen and approved only by FSG.

## **CLUB SUMMARY: WHAT DO I NEED TO GET STARTED:**

1. Club Mentor / Appointments volunteer(s).
2. Venue to host a GL training session, ideally pre some U8/9 games, so they can follow on "Leading" those games.
3. A genuine appetite to assist the program and your club.

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Any questions or assistance that you may require please reach out, as we are here to help your club and the GL's to be successful.

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## GAME LEADER Program (2026)

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### **EDUCATION:**

FSG to initiate the education program along the lines of the existing FA course.

Approved senior Club Officials trained as Game Leaders/Mentors may also be able to deliver the education (if required / requested).

Open to all ages. Whilst primarily targeted at younger youths turning 12 or older in the current calendar year, there is nothing to say older persons with an interest just in MiniRoos cannot take it up as well.

### **ASSESSMENT:**

By approved and trained senior mentors aged 18+. This can be a current Referee, FSG official or a senior club official/mentor trained in Game Leading.

### **ALLOCATION:**

Under 8s to Under 12s – 1 x Game Leader per fixture.

Cannot be allocated formally unless they have completed a Game Leader program/course

Local FSG Club to offer allocations through the normal officiating system to Game Leaders. Such allocations may be done at the nominated Club fields as required.

### **MATCH FEES:**

Game Leaders should receive as a guide (determined by clubs), **\$15** per U5/7 mini games (4v4) and U8/9 games (7v7). **\$25** for U10/11/12 games (9v9).

### **UNIFORM:**

Hi-vis (Pink) designated vest whilst acting as the Game Leader. (GL's to wear over, any and all clothing when acting as Game Leader). They will be supplied by FSG to completed certified GL's via their local club.

*This is an introduction program targeted at a particular style of football. The management of the game differs from that of a “premiership fixture”, i.e. U/12+. It’s a learning mode not purely officiating. A relationship between Game Leader programs co-ordinators, mentors at clubs and within the SGRA itself can be built. In time it will be natural progression for a % of Game Leaders to “want” to move into the SGRA formally (if not already) and to officiate in the premiership divisions. There may also be some that simply have no interest in competitive football and have a desire to just stay in MiniRoos. They could then become in future years the new Coordinators and take up those roles in the program as other younger GL's enter the program.*



## GAME LEADER Policy (2026)

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### **PURPOSE:**

The purpose of this policy is to outline appointments and general management of Game Leaders.

### **SCOPE:**

This policy applies to all Game Leaders, FSG Clubs, FSG Staff & Game Leader Parents.

### **GENERAL:**

Game Leaders are recognised as beginners in officiating. At no time should any person approach or instruct Game Leaders, other than for positive feedback.

Game Leaders shall be recognised by wearing the official Game Leader vest which is Pink in colour, clearly distinguishing their roles.

Game Leaders should be monitored by Club Officials, Match Day Supervisors and Ground officials. Any inappropriate behaviour towards a Game Leader is to be reported to FSG.

### **GAME LEADER EDUCATION & TRAINING:**

Training of the Game Leaders is conducted by FSG. A register of members who have completed the FSG course shall be kept by FSG as a master list.

Members must complete a Game Leader Course (refresher - 45mins) every year.

Successful completion of the Game Leader Course shall make that member eligible to register and participate as an accredited Game Leader.

### **GAME LEADER MENTORS/ASSESSORS:**

Game Leader Assessors/Mentor will be allocated by FSG.

Assessors /Mentors may help instruct Game Leaders, educate Game Leaders and report to FSG areas of recommended education for improvement.

### **GAME LEADER APPOINTMENTS:**

Game Leaders will be aligned to a primary club.

The primary Club will appoint Game Leaders to their home grounds only.

FSG will inform Clubs of their registered Game Leaders. Only registered Game Leaders may be officially appointed to MiniRoo matches.

Matches not covered shall be officiated by any capable person. The name of the Game Leader MUST be recorded on the allocation sheet as an unofficial Game Leader.

### **GAME LEADER PAYMENTS:**

Game Leader Payments shall be made in conjunction with the various Clubs Payment Policies. The payment amount should be determined by clubs using the FNSW payment guide. For 2026 this is:

- \$15 per U6/7 mini match (4v4) and U8/9 games (7v7).
- \$25 for U10/11/12 games (9v9).

### **DISCIPLINE:**

Clubs who fail to comply with this Policy will have their standing reviewed by the FSG until FSG is satisfied that the Club understand its responsibility of Game Leader management.

Any coaches / club officials or parent / spectator who act in any form of inappropriate behaviour towards a Game Leader are to be reported to FSG and disciplinary actions may be taken. Clubs will be held responsible for their grounds, not limited to away teams and associated parents/spectators.