

# 4 v 4 TOURNAMENT RULES

## TEAMS

- 1. NUMBER OF PLAYERS:** The maximum number of players on a team is seven. Only four players are on the field at a time. The minimum number of players a team can field is three. There are goalkeepers. A player can only play for one team.
- 2. PLAYER SUBSTITUTIONS:** Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's permission before making the substitution and players are to enter and exit at midfield. There are no substitutions on the fly.
- 3. PLAYER EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play.
- 4. PLAYER UNIFORMS:** All players must wear matching jerseys during play and each team must bring both a white and black colored jersey. Home teams are required to wear white and away teams are to wear black.

## THE FIELD OF PLAY

- 1. FIELD DIMENSIONS:** The playing field is forty (40) yards long by thirty (30) yards wide for U8 and above and thirty five (35) yards long by twenty five (25) yards wide for U7's. Goals are four (4) feet high and eight (8) feet wide. The goal box is 8 yards long by the width of the field. Field dimensions are subject to change by the tournament director.
- 2. PENALTY BOX:** Box Rule: GK's can use hands anywhere in the box. They have a maximum of six (6) seconds to hold on to the ball before they have to release it. GK's are not allowed to punt the ball. GK's will be encouraged to throw out or drop the ball at their feet and play. All players are allowed in the penalty box. Any foul in the box will result in a penalty kick.

## COMPETITION

- 1. BALL SIZE:** Regulation game balls will be issued by the tournament staff. Youth age groups (U10 – U11) will use a size 4 ball and youth age groups (U7 – U9) will use a size 3 ball.
- 2. GOAL SCORING:** A goal may be scored from anywhere on the field. The ball changes possession after a goal is scored, and is restarted from mid-field.
- 3. KICKOFF:** All kickoffs are indirect kicks taken from midfield, and may be taken in any direction.
- 4. RESTARTS:** All restarts are indirect kicks (including the kickoff to start each half, goal kicks, throw-ins, and corners) except penalty kicks.
- 5. Four (4) YARD RULE** In all dead ball situations, restarts, including game start and halftime start, defending players must stand at least four (4) yards away from the ball.
- 6. THROW-INS:** There are no throw-ins. All out of bounds balls will be taken as "kick-ins."
- 7. KICK-INS:** The ball shall be kicked into play from the sideline instead of thrown in. The defending player must be at least four (4) yards from ball on all kick-ins. All kick-ins are indirect.
- 8. GOAL KICKS:** May be taken from any point in the goal box. Goal kicks are indirect.
- 9. INDIRECT KICKS:** On an indirect kick, a goal can be scored only if the ball subsequently touches another player before it enters the goal. If the kick directly enters the opponents' goal, a goal kick is awarded. If the kick directly enters the team's own goal, a corner kick is awarded to the opposing team.
- 10. PENALTY KICKS:** Penalty kicks will be taken from the penalty spot which will be 10 yards out and the player taking the penalty kick will have 8 seconds to dribble and shoot. All other outfield players will line up behind the half way line and can try to win the ball back once the ref blows the whistle.
- 11. OFFSIDES:** There are NO offsides

## TOURNAMENT

- 1. SPECTATORS:** Parents/Spectators will be on the opposite side from players in a designated area.
- 2. GAME DURATION:** The game consists of two 10-minute halves separated by a 2-minute half-time period. Games tied after regulation play shall end in a tie except in the playoffs. There are no time-outs in 4V4 soccer. The match length may be shortened at the discretion of the tournament director. Games Tied during the first round will end in a Tie.
- 3. PLAYOFF OVERTIME:** If a Playoff games ends in a tie, the teams will compete in a sudden death penalty shoot out. Please see "PENALTY KICKS" for rules.
- 4. SCORING (FIRST ROUND):** Games will be scored according to the following: three (3) points for a win; one (1) point for a tie; and zero (0) points for a loss.
- 5. GOAL DIFFERENTIAL:** The maximum goal differential is ten (10) per game.
- 6. PLAYOFFS:** The playoff rounds are single elimination.
- 7. TIEBREAKERS:** If two (2) or more teams are tied on total points in group play, the tie will be broken by the following: 1.) Head to head result; 2.) Goals for; max 10 per game 3.) Goals against; max 10 per game 4.) Total goal differential.
- 8. FORFEITS:** The opponent of a forfeiting team will be granted a 3-0 victory. The forfeiting team will be granted a 0-3 loss. Any team forfeiting two (2) consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in the playoffs will be removed from the tournament. All grace periods and forfeits are at the discretion of the referee and the tournament director. If both teams are not present at game time, both teams will be forfeited and will be granted a 0-3 loss.
- 9. 5 MINUTE GRACE PERIOD:** Teams must have three (3) players with full uniform and equipment on the scheduled field to begin the match. Teams are given a five (5) minute grace period before a forfeit is declared, subject to the discretion of the tournament director.
- 10. FAIR PLAY:** Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated and will result in a red card. Abuse of opponents will result in a red card. At the discretion of the tournament director, teams can be removed from the tournament for abusive conduct by players, coaches, or spectators. Players, coaches, and spectators are not allowed in the Scoring/Referee area, and must direct all questions to the tournament headquarters. Teams in violation of this rule may be removed from the tournament by the director.