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## RULES

### TEAM CHECK-IN

Team Check-in is mandatory and will take place 45-60 minutes prior to the first scheduled game. Players will receive a tournament bracelet, which must be worn during the one-day event to play in all games.

### Age Groups

* 2016
* 2015
* 2014
* 2013
* 2012
* 2011
* 2010
* 2009
* 2008
* 2007
* 2006
* 2005

### Roster Size

A maximum of 8 players could be registered per team.

​A minimum of three (3) players are needed for all age groups to avoid a forfeit.

### Rosters

Roster changes must be made before the team’s first scheduled tournament game. No player changes will be made due to an injury during tournament play. All players are required to have proof of age on hand. Each player will be checked at registration, but in case of an age-related challenge, teams may be disqualified if they cannot provide the event director with proof of age. Acceptable forms of proof of age are Birth Certificates. The player’s birth date qualifies for the correct age division, and the player’s skill level qualifies for the proper skills division.

### Team Uniforms

* Numbers are NOT required on jerseys.
* All players must wear the same-colored jerseys/shirts during play. Each team must bring both a light and dark-colored jersey/shirt. If both teams wear the same color, the team designated as the visiting team will change its jersey. In the playoffs, the higher seed will have the option.
* No jewelry will be allowed, including earrings, rope necklaces, or bracelets (except the paper bracelet required to play by the tournament). The only two exceptions will be the required tournament bracelet for all players and players wearing medical bracelets.

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### Field Dimensions

The playing field will be a minimum of 20 yards wide and a maximum of 25 yards wide, with a minimum field length of 30 yards and a maximum length of 35 yards long.

### The Goal SIZE

The Goal will be 3 ft tall by 5 ft Wide.

### The Goal Arc

The goal arc is located in front of each goal. Players from either team can only touch the ball in the goal arc.

### DEFENSIVE PLAYER

The offensive team will receive a penalty-free kick if a defending player makes contact with the ball in the goal arc. Players may run through the arc as long as no contact is made within the goal box arc.

*See the Penalty Free Kick rule below for the location of a penalty kick.*

### PENALTY-FREE KICK

* The U6-U10 Boys & Girls Divisions will be played at the mid-half-line corners of the field. The player taking the kick will select the side.
* U11-U15 Boys & Girls Divisions will be taken within the defensive corner flag area arc. The side is to be selected by the player taking the kick.

### ATTACKING PLAYER

If an attacking player makes contact with the ball within the goal arc, the ball is awarded to the defending team as a goal kick. Players may pass through the goal arc if they don’t make contact with the ball.

A goal kick is awarded if the ball comes to rest in the goal box, regardless of who touched the ball last.

### Tournament Equipment

All players must wear shin guards. Any player without shin guards will not be allowed to play. There will be NO exceptions. Cleats with metal spikes will NOT be allowed.

### Duration of the Game

2 x 13-minute halves (Preliminary, Semi, and Finals) All age divisions include a final.

Halftime will be 2 Minutes (this time may be shortened by the Director).

### Game Clock Format

* The game shall consist of two twelve-minute halves, separated by a two-minute halftime period.
* The home team will determine the direction, and the visiting team will kick off. Games tied after regulation play shall end in a tie, except in the playoffs.
* If a team is not present five (5) minutes or by referees' choice after the scheduled game time start, the opposing team will record a 1-0 forfeit win.
* No timeouts in 4v4 soccer.
* Officials may stop the clock at their discretion.
* Tournament officials reserve the right to reduce, shorten, or reschedule games due to inclement weather or unforeseen circumstances.

### Substitutions

Players may enter the field:

1. Any time on the fly at mid-field within 5 ft of the mid-field marked line.
2. Opposite teams do NOT have to wait for teams making substitutions to start or continue play.

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### Forfeits

Any team forfeiting two consecutive games will be disqualified and removed from the tournament.

### Offsides

There Are No Offsides

### Fouls

In 4v4 Soccer, a 3-yard Rule, defending players must stand at least 3 yards away from the ball in all dead ball situations, including kickoffs. If the defensive player’s goal area is closer than 3 yards, the ball shall be placed 3 yards from the goal box arc area in line with the place of the penalty.

### Kick-ins

The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched by a foot with a forward kicking motion. All deadball kicks are considered direct kicks.

### Goal Kicks

Goal kicks will be taken from anywhere inside the goal box arc.

### Kick Off

The play will start from the midpoint on the centerline. The kickoff is direct and may be taken in any direction.

### Delay Of Game

Any player may be cautioned with a yellow card if the referee deems that the player is intentionally wasting time (for example, a player deliberately kicks the ball long distances away from the playing field to waste time).

### Cautioned Players (Yellow Card)

A player receiving two yellow cards in one game will result in a red card and automatically miss the next game. If a player receives a Yellow card, that player has to exit the field and play short-handed (only three players on the field) for ONE MINUTE.

### 3 Point System

Win: 3 points

Tie: 1 point

Loss: 0 points

### Divisional Tie-breakers

When two teams are tied for one place in the preliminary games, the following criteria will be used to determine seeding for the playoffs:

1. Head-to-head Competition (in the event of a tie among three or more teams, this criteria will not be considered)
2. Most Wins
3. Goal differential *(up to 6 goals)*
4. Least Goals Allowed
5. Penalty Kicks\*

*\* Penalty kicks will consist of players (alternating between teams) taking a turn until one team scores unanswered. Penalty Kicks are taken as defined in the penalty kicks section.*

### Sudden Death Overtime (playoffs only)

One four-minute sudden-death overtime period will be played 2v2. If the score is still tied, each team will remove one player and continue with another two-minute sudden-death overtime 1v1. This will continue until a goal is scored.

### Protests

NO PROTESTS ARE ALLOWED.

### Tournament Director

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

The referee has the authority to determine offensive language and to eject any offending player or an entire team. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

### Addressing the Officials

Verbal and/or physical abuse of any Tournament staff or officials may result in an ejection from the property and/or arrest. If abuse happens during a game, the official can have your team lose by forfeit. Officials and players are to show respect for each other.

Repeated poor sportsmanlike conduct from officials or players will not be tolerated. Officials will be replaced, and players will be ejected. Remember, these are games for all to enjoy.

### Weather Related Issues

The 4v4 tournament reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule any game and to shorten game time.

### Conduct

This is a game. Remember to enjoy yourselves and conduct yourselves respectfully toward others involved in this tournament. Refrain from foul language, or you may be subject to ejection from the property.

**Slide Tackle is allowed**