



(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age, ie: player pass, driver's license or birth certificate.

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; four field players at one time. Teams playing more than 6 players during the course of an event will be disqualified. Players may only play on one team per division. There are no goalkeepers in 4v4 soccer. Substitutes may occur at any anytime.

GENDER: No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for 2012's, 2011's, 2010's, 2009's, 2008's, 2007's, 2006's= #4; 2005's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

GOAL: A goal may be scored from a touch on the offensive half on the playing field. No player may touch the ball within the goal box, ten feet wide by eight feet deep, is directly in front of the goal, however any player may move through the goal semi circle. Any part of the ball or player's body on the line is considered in the goal semi circle; the player is an extension of the circle. An INFRACTION occurs if a defender touches the ball in the goal semi circle, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal semi circle, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GAME DURATION: The game shall consist 20 minute game OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field.

SCORING (IN POOL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss.

FORFEITS: A forfeit is scored as 5-0



TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

NO OFFSIDES IN 4V4 SOCCER AND NO SLIDE TACKLING IN 4V4 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams still play with 3 on the field

FORFEITS: A forfeit shall be scored as 5-0.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

THE BALL IN AND OUT OF PLAY: The wall plays ex: if the ball hits the wall the game is still on. The ball will be OUT if it hits the net above the goal. Ex: If the ball hits the net on the ceiling is out.

AWARDED TEAMS: The First and Second place will receive a medal.

Format: Each team will be placed in a pool of 3 or 4 teams and will be guaranteed 3 games. In the 4-team pools, teams will play each other one time. The two 3-team pools will play each other (e.g. teams from Pool A will play each team in Pool B and vice versa). After pool play, teams will be seeded according to the point system we have established. Top 3 seeds of pool play will have a bye. Winners of the semifinals will play in a championship match on Sunday afternoon.

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SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.