



Youth 4v4 TOURNAMENT RULES

FIELD: The field size is approximately 40yds x 20yds. The goal size is approximately 4ft x 6ft. The goal box is approximately 2yds x 4 yds. The field is a synthetic turf surface. Regular cleats can be worn.

BALL SIZE: Age appropriate. Must be provided by Home Team.

TEAMS: Consist of a minimum four to a maximum of six players. There are no goalies in 4v4.

SUBSTITUTION: Free substitution any time the ball goes out of bounds, after a goal is scored, and/or any time there is a stoppage in play. There is no substitution allowed during running play.

LENGTH OF GAME: All games will be 15 minutes long. There is no halftime and therefore no switching ends. The clock will be a continuous running clock. No stoppage time.

START OF GAME: The clock will start with the sound of a double horn. If both teams and the referee are ready to go before the double horn, they may begin early and get the extra game time.

END OF GAME: Games will end with the sound of a single horn.

REFEREES: One referee will officiate each game. All referee decisions are final.

OFFSIDES: There are no offsides in 4v4.

MISCONDUCT: Any player that receives a red card will be suspended from the tournament.

BALL OUT OF BOUNDS: Any time the ball goes out of bounds, it results in a kick-in for the opposition. The opposing team must be 4 yards away on all kick-ins. If the ball goes out for a goal kick, the ball may be placed anywhere on the goal line. Goals cannot be scored directly from a kick-in or goal kick.

FREE KICKS: All free kicks are direct. Defenders must be 4 yards away. If the free kick is closer than 4 yards from the edge of the goal box, then the defenders must stand on the line of the goal box.

KICK-OFFS: Kick-offs can go backwards. A goal cannot be scored directly off a kick-off, therefore, it is indirect.

GOAL BOX & VIOLATIONS: Players are not allowed to play the ball when it is in the goal box. If a player enters the goal box the referee will remind them to move. If a defender plays the ball while in the goal box, the result is a penalty kick to be taken from half field. If an attacking player plays the ball in the goal box, it results in a free kick for the defending team. The free kick will be taken from the edge of the goal box. All goal box violations are at the discretion of the referee.

PENALTY KICKS: A penalty kick is taken from the kick-off line and may not be contested by the other team. All players on the field must stand behind the penalty taker. If the kick goes in, it is a goal. If the kick misses or hits the post, the result is a goal kick.

UNIFORMS: Home team is listed first and must change if there is a uniform conflict. Uniforms do not need to have numbers on them. Shin guards must be worn by all players.

PLAYER CARDS: Player cards are not required for this 4v4 tournament.

PLAYERS, COACHES, & SPECTATORS: Only players and coaches are allowed on the main field. All parents/spectators must stay on the perimeter of the field (SEE MAPS).

POINT SYSTEM: 10 point scale will be used. Win=6 points. Tie=3 points. Loss=0 points. Shutout=1 point. 1 point for each goal scored up to 3 goals.

REPORT OF SCORES: The referee will report the final score to the Tournament Directors Table. Coaches/Managers are encouraged to check the scoreboard to ensure proper results are recorded.

FINALS: The two teams with the most points from their games will play in the finals. Unless otherwise noted in the game schedule. The winner of the final is the champion, regardless of overall points.

TIE-BREAKER: If two teams are tied in points, the tie-breaker will be the following: 1) head-to-head 2) most goals scored 3) least goals allowed 4) penalty kicks from the penalty spot (3 kicks)

CHECK-IN: Teams must check in at least 30 minutes before their first game. Player Liability Waivers must be turned in at this time.