



St. Patrick's Day 4 V 4 TOURNAMENT

RULES OF THE GAME

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to LTSC Staff.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

Number of Players: Eight is the maximum number of players on a team: four field players and four substitutes. (A team must have a minimum of 3 field players). There are no goalkeepers in 4v4.

Coaches: Each team is allowed up to 2 coaches on the sidelines during the games. Coaches must remain on the touch line and are not allowed behind the goals.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the home team listed on the schedule must change. In playoffs, the higher seed will have the option. The Tournament Director and referee must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Tournament Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. LTSC is responsible for providing game balls. A size 4 futsal ball will be used for all games. Pugg pop up 6 foot by 3.5 foot goals will be used.

Field Dimensions: The playing field is 30 yards long by 25 yards wide.

Game Duration: The game shall consist of two 12-minute halves separated by a one minute haltime period. The home team will have kickoff to start the game and the away team will choose the side they want to defend. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 4v4 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Playoff Overtime: Shall consist of a 3-minute "golden goal" overtime period. The home team will have kickoff and the away team will choose the side to defend. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a sudden death shootout. The home team will shoot first. Each team will designate 4 players from its team to shoot and create a lineup of the 4 shooters. Teams will alternate shots until one teams goal is unanswered by the opposing team.

Goalkeepers: No player is allowed to use their hands in 4v4 play. Players are allowed to defend in front of their goal provided they do not use their hands or enter the goal box.

The Goal Box: The goal box is twelve feet wide by six foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a penalty shot will be awarded to the offensive team. If an offensive player touches the ball after it has entered the box, a goal kick will be awarded to the defensive team.

No Offsides in 4v4 Soccer!

No Slide Tackling: If a player is sliding, any contact with another player not allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following in a penalty kick (at the discretion of the referee)

Cautioned Players (Yellow Card): Players receiving a yellow card must be substituted from the field immediately. The player may return to the field at the next substitution opportunity. A player that receives two yellow cards in one game will result in a red card. (Please see red card rule).

Player Ejection (Red Card): Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions).

Kick Off: May be taken in any direction. You cannot score directly from a kick off.

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 and moves one full rotation. A goal can not be scored directly from a kick-in.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the end line in line with the direction of play prior to the foul.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Scoring (In bracket Play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. No bonus points will be awarded.

Tie-Breakers: At the end of group play, if teams are tied the following will break the tie: 1. Head to Head result. 2. Goals allowed. 3. Goals differential (goals scored minus goals allowed based on the maximum of six goals per game.). 4. Goals scored

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting. Videotape is not acceptable as a form of protest or decision review.