

SLSC 4v4 Summer Showdown Rules

Showdown Entry Requirements

- A. Payment must be received before team can participate.
- B. Showdown entry fees are not refundable in the event of a no-show. If a team withdraws from the Tournament before the deadline, a refund may be given only if another team can be found as a replacement.
- C. Any team withdrawing after the tournament deadline will forfeit their tournament fees.
- D. No game will begin until all tournament entry requirements are satisfied.

Team Check-In

Check in information will be sent out to all teams. Times and Location of check in will be posted and is mandatory.

- A. Medical Release form for all players on roster **(available on website southlakessoccer.org)**
- B. Showdown liability/release/Team roster **(available on website southlakessoccer.org)**
- C. Proof of age: Copy of Birth Certificate, Driver's License, or Player card

Schedules

- A. Team representatives are required to check game schedules at check in for any last minute changes. Every effort will be made to notify teams beforehand.
- B. Coaching Conflicts will be acknowledged to the best of our ability for those with multiple teams. However, Coaches with more than 2 teams may need to identify an assistant coach.

Uniforms

- A. Teams are required to have alternate jerseys. Jerseys are not required to be numbered.
- B. All players are required to wear **appropriate** shin guards.
- C. The home team is listed first or on top in the schedule. Both teams will sit on the same side of the field and parents or fans from both teams will sit on the opposite side. In case of color conflict, the home team shall change jerseys.
- D. Each team must be prepared to provide a game ball to the referee prior to start of the game.

Games

Length of Games

Age	Max Roster	Min Games	Halftime	Ball Size
U5-U6 (4v4)	8	2 - 12 minute halves	2 minutes	3
U7 (4v4)	8	2 - 12 minute halves	2 minutes	3
U8-U12 (4v4)	8	2 - 12 minute halves	2 minutes	4
U13-Adult (4v4)	8	2 - 12 minute halves	2 minutes	5

- A. Each team will be guaranteed a minimum of 3 games and teams will participate in pool play
- B. No off-side, no goalkeepers
- C. **Field Dimensions:** The playing field is approximately 40 yards long by 30 yards wide. The goals are four feet high by six feet wide or similar.
- D. **Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Cannot be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.
- E. **The Goal Box:** The goal box, approximately eight feet wide by five feet long, is directly in front of the goal. A defending player residing in the goal box who makes contact with the ball will result in a goal. An Offensive player residing in the goal box who makes contact with the ball will result in a goal kick. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such.
- F. **Game Duration:** The game shall consist of 2 - 12 minute halves separated by a 2 minute halftime period. Games tied after regulation play shall end in a tie, except in the playoffs.

- G. **Playoff/Penalty Shootout:** The winner shall be decided by a penalty kick shootout of the 4 players remaining on the field at the end of the game for 4v4 and the remaining 3 players on the field at the end of the game for 3v3. If still tied, then sudden death penalty kicks for the players on the team that has not kicked yet. In the event teams are still tied, then begin with the first kicker and continue with sudden death penalty kicks until there is a winner.
- H. **Penalty Kicks:** It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "dead ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.
- I. **5-Yard Restart Rule:** In all restart 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 goal box, in line with the place of the foul.
- J. **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 with a foot and moves one full rotation.
- K. **Indirect Kicks:** All dead ball kicks (kick ins, free kicks, kickoffs) are indirect with the exception of corner/penalty kicks.
- L. **Goal Kicks:** May be taken from any point on the end line.
- M. **Kick Off:** May be taken in any direction.
- N. **Substitutions:** Substitutions may be made at any dead ball situation
- O. A game will be declared a forfeit if a team is not ready to play at the designated time.
- P. A game will be considered completed if terminated during the second half of play. An example would be inclement weather.

Scoring System and Tie Breakers

- A. Team standings will be based on the following scoring system:
3 points for a Win
1 point for a Tie
- B. A game that is forfeited will be recorded as a 3-0 score and the winner will receive 3 points. The team forfeiting will be disqualified from the tournament.
- C. Tie-breaker system is as follows:
 - (1) Head-to-head
 - (2) Goal differential (no max)
 - (3) Most shutouts
 - (4) Fewest goals allowed
 - (5) Penalty kicks

Awards

Team and individual awards will be given to the top two teams in each division.

Referees

Referee decisions are final; no protests will be allowed.

Team Discipline

- A. An ejected player or coach is ineligible to participate in the next scheduled game. Any ejected player or coach must leave the field immediately.
- B. Ejection for fighting will automatically result in the coach, parent or player(s) not being allowed to participate in the remainder of the Tournament.
- C. A player who accumulates 2 yellow cards in the tournament will serve a 1-game suspension for the next tournament game. Should a player receive a red card, that player must sit out the remainder of that game plus the next game. Should a player receive a second red card in the Tournament, that player will be suspended from the remainder of the Tournament.
- D. **In addition, any coach booked by a referee in two consecutive games will be ineligible to participate in the next scheduled game.** The coach is responsible for controlling verbal and/or physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.

Weather

- A. In case of lightning, one long blast will signal everyone to leave the complex and wait in vehicles until everyone is cleared to take the fields again. (Two short blasts of the horn)
- B. Tournament entry fees are not refundable if inclement weather forces the cancellation of the tournament.
- C. If inclement weather causes a change in the schedule please check the posted schedule and/or website (www.southlakessoccer.org).

South Lakes Soccer Complex Rules

❏❏NO PETS

❏❏NO SMOKING

❏❏NO ALCOHOL

❏❏NO FIREARMS

❏❏NO GLASS CONTAINERS

❏❏**NO GRILLS ALLOWED ON COMPLEX (BACK GATES TO SOUTH LAKES PARK WILL BE OPEN AND AVAILABLE FOR SETTING UP GRILLS)**

❏❏ALL TEAMS ARE RESPONSIBLE FOR PICKING UP TRASH ON THEIR SIDELINE IMMEDIATELY FOLLOWING THEIR GAME. PLEASE HELP KEEP THE FACILITY CLEAN ON BOTH SIDES OF THE FIELD

❏❏GATES TO THE COMPLEX WILL BE OPENED ONE HOUR PRIOR TO THE FIRST GAME

Matters Not Provided For

Any matters not provided for shall be determined by the Tournament Director(s), whose decision will be final.