



## **4 v 4 Soccer Tournament Rules**

***Standard Soccer Planet rules apply except as modified below:***

- All players must check-in as a team at the front desk 20 minutes prior to their first scheduled game. Rosters are frozen after first game.
- Each team will field 4 players including a goalkeeper, who must be designated with a different color jersey. Goalkeepers will have a small box wherein the gk can use his/her hands, but the gk can play with his/her feet in the field at any time.
- If a team is down by 6 goals, they may add a player until they are down by 4 goals.
- Games will last 15 minutes, with a running clock and no stoppage time. There will be a 5-minute transition between games.
- Teams must have a light and dark set of jerseys. All players on a team (excluding the gk) must have the same color jersey. Shirt numbers are not a requirement. AWAY team (team listed second) must switch colors in the event of a conflict.
- Substitutions can be made on all dead ball situations at the referee's discretion for U8-High School (Youth).
- Adult divisions can substitute on the fly.
- Shin guards are required for all players.
- No Cleats are allowed.
- Teams will be awarded 3 points for a win, 1 point for a tie, 0 points for a loss. A goal differential no greater than 6 will be recorded.
- Standings will be determined by:
  1. Total Points
  2. Head to Head results
  3. Goal Differential if teams are tied (Max 6 per game)
  4. Goals Against
  5. Coin Flip
- No offside.
- No slide-tackling.
- Home team kicks off to begin game.
- Kick-ins will restart play when ball goes out of bounds.
- Blue bumpers = the same as walls and the ball stays in play.
- Netting or over blue bumpers = out of bounds.

- If the ball hits the ceiling, the kick-in will be from the center mark (kick-off spot).
- If the ball goes behind the goal, sticks in the rear of the net, or hits the side of the net, the result will either be a goalkick or a corner kick, depending on who touched the ball last.
- Goalkicks will be taken from the ground from within the goal box for Youth players. Adult goalkeepers can distribute from their hands, or take a traditional goalkick.
- Goalkeepers cannot score on an opponent from distribution from their hands.
- Defenders must be a minimum of 10 feet from all dead balls.
- All dead ball kicks are DIRECT.
- A penalty kick will be awarded for any deliberate foul preventing a goal scoring opportunity. Penalty kicks will be awarded at the sole discretion of the referee.
- Penalty kicks will be awarded with the ball on the midfield kickoff spot and with no goalie. If the goal is missed, the resulting restart will be a goal kick.
- Opposing players are not allowed to interfere with the goalkeeper inside the goal box.
- If the winning team is determined to be delaying the game intentionally, the referee will award a free kick to the losing team at the spot of the infraction.
- If a team does not have a minimum of 4 players 5 minutes after the scheduled start time a 6-0 win will be recorded for the opposing team.
- Playoff games that are tied at the end of regulation will be determined by "Golden Goal." If a goal is not scored within 5 minutes the game will be determined by penalty kicks taken from the midfield kickoff spot (taken 1 for 1) with no goalie.
- Situations that these rules do not address shall be left to the sole discretion of the Tournament Director.

### **SPORTSMANSHIP**

All players and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of referees, staff, opposing players, or spectators will not be tolerated. Blue Cards (2-Minute Penalty), Yellow Cards (5-Minute Penalty), and Red Cards (ejections and 5-minute penalty) will be utilized when necessary. Players or spectators determined to be acting inappropriately will be removed from the facility and banned for the remainder of the event. The Soccer Planet Staff has the authority to eject the offending individual(s).