



WILLIAMSTON JUBILEE 4 v 4 SOCCER TOURNAMENT RULES



IMPORTANT INFORMATION

- Proof of age for each player is required. If a player's age is challenged, that player will be required to present proof of date of birth to the tournament officials. Failure to provide this documentation will result in forfeiture of the game (examples of acceptable proof of age are a birth certificate, player passcard, or driver license).
- Coaches or team representatives must check their teams in at the registration area 1 hour prior to first scheduled game.
- No player will be allowed to play without a wrist band.
- Full concessions will be available.
- No dogs allowed on complex grounds.
- No alcohol or tobacco use is allowed on school grounds.
- Please review rules with players and parents.

RULES

- Unless denoted in this document, current FIFA rules apply.
- Teams will consist of not more than six (6) players and not less than three (3). A maximum of four (4) players and not less than three (3) players will be allowed on the field of play for each team. Substitutions may be made when play is stopped.
- Teams will be grouped in divisions by age. If there are not enough teams in a division, you will be placed in a division at the discretion of the committee. The committee reserves the right to eliminate a division if deemed appropriate.
- We reserve the right to reduce the number of scheduled games or shorten games due to unforeseen circumstances.
- **NO GOALKEEPERS** allowed.
- All players must wear approved shin guards and matching shirts (or matching practice vests will be provided.)
- Fields will be approximately 35 yards long and 25 yards wide. Goals will be approximately four (4) feet high by six (6) feet wide.
- Players and coaches of both teams will be on one side, while the parents of both teams will be on the opposite side.
- Games will consist of two (2) ten (10) minute halves with a three (3) minute half time.
 - An air horn will be utilized to start & stop all games.
- There are no off-sides.
- All scoring must be shot from the team's offensive half of the field. A team **will not** be awarded a goal on a direct kick made on a kick-off or a kick-in from the sideline. A goal can be scored directly on a corner kick.
- When a ball goes out of bounds at the touchline, the team taking possession will start with an indirect kick at the point where that ball went out of play. Goal kicks will be taken anywhere on the goal line.

- If, in a referee’s discretion, a team intentionally kicks a ball out of bounds (an inordinate distance) or fails to retrieve a ball in a prompt manner, for the purpose of allowing time to expire, they will be warned. If the situation occurs a second time, the opposing team will be awarded a penalty kick.
- No player may stand in the “penalty arc” (a 10-foot arc from the center of the goal). Standing is defined as purposefully occupying space in the arc to defend the goal. Running through the arc area to get to the other side of the field is permitted. If a player is standing in the arc, penalties as follows:
 - a) First offense—opposing team gets an indirect kick from midfield.
 - b) Subsequent offenses—opposing team gets a penalty kick from midfield.
- If a defensive player touches a ball that has entered the penalty arc, the opposing team gets a penalty kick from the centerline. If a referee determines a team intentionally kicks a ball out of the penalty arc to avoid the scoring of a goal by the opponent, the referee will award a goal to the offensive team. If any subsequent infraction occurs a goal will be awarded AND the offensive team will be awarded a penalty kick. If an offensive player shoots the ball from within the penalty arc, the opposing team gets an indirect kick from the centerline. If any ball stops within the penalty arc and does not cross the goal line, play is restarted with a goal kick or corner kick, depending on who last touched the ball.
- PENALTY KICKS—Penalty kicks will be given for fouls and misconduct that are penalized under the FIFA Rules with a direct kick. Accordingly, a penalty kick will be awarded if:
 - a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:
 - a) Kicks or attempts to kick an opponent;
 - b) Trips or attempts to trip an opponent;
 - c) Charges an opponent;
 - d) Strikes or attempts to strike an opponent; or
 - e) Pushes an opponent.
 - Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
 - Executes or attempts to execute a “slide tackle” against an opposing player.
 - Holds an opponent.
 - Spits at an opponent.
 - Handles the ball deliberately/intentionally.
- Penalty kicks will be taken from the centerline (for the younger divisions, there will be a hash mark closer to the goals). All players must be behind the centerline when the penalty kick is being taken. The ball is dead when it’s forward momentum ends. Play will restart with an indirect kick at midfield by the opposing team if the goal is scored. If a goal is not scored, play will restart with an indirect kick at the centerline, by the team that took the penalty shot.
- An indirect kick will be awarded to the opposing team for any foul that does not result in a penalty kick. For all indirect kicks, including sideline kicks, the opposing team must stand 3 yards from the ball, and all indirect kicks will be at least 5 yards from the goal arc in line with where the foul was committed.
- A referee and/or tournament committee member reserves the right to eject any player whose behavior at any time during the tournament endangers another player, referees, or the public. The tournament committee has the right to extend the ejection to multiple games or the entire tournament, if the committee, in its discretion, deems it to be warranted under the circumstances. This behavior shall be defined as, but not limited to:
 - Play, which injures or is meant to injure.
 - Threatening or unsportsmanlike conduct (e.g. throwing a punch, fighting, etc.)
 - Abusive language.

- A referee has the right to eject any fan or coach who acts in a threatening or unsportsmanlike manner or uses abusive language toward fans, referees, players or coaches. If the fan or coach will not leave upon request, the team associated with that fan or coach would forfeit that game. The tournament committee has the right to extend the ejection to multiple games or the entire tournament, if the committee, in its discretion, deems it to be warranted under the circumstances.
- Mercy Rule - If a team leads in a game by seven (7) goals, that team must remove one player from the field until such time that the lead is reduced to less than seven (7) goals.
- Teams must be at the scheduled field fifteen (15) minutes prior to their scheduled game time. Game will be forfeited if less than the minimum numbers of players (3) are present at game start time.
- Deadline for registration of a player is prior to your first game.

POINT SYSTEM

The tournament format will be at the discretion of the scheduling committee depending on the number of teams in the particular groups.

- Scoring is as follows:
 - Win = 3 points
 - Tie = 2 points
 - Loss = 0 point
 - Forfeit = 0 points
- If pool play, advancement into championship round will be determined by total points. If a tie exists, the following, in order will be used:
 - Winner of head to head competition. However, this criterion shall not be used when more than two teams are tied in points.
 - Goal spread (goals scored minus goals against) with a maximum goal differential of five goals per game.
 - Fewest goals allowed.
 - Coin toss.
- **In the event a team plays more than three games prior to the Championship round, the first three games they play will be used for tie breaker.**
- Championship Round - In the event of a tie during the championship round, the four (4) players on the field when time expires will participate in a Shoot Out (3-second time limit to shoot). The team with the most goals scored after all four players shoot will be the winning team. If a team ends a game with only three players on the field, the opposing team, will select the player to kick the fourth shot for that team. If the game is still tied after the shoot out, the teams will participate in a sudden death shootout with all players on the team taking shots on goal on a rotating basis.