

## GRETNA ELITE ACADEMY 4 v 4 SOCCER OFFICIAL RULES

*(FIFA RULES APPLY IF NOT MODIFIED WITHIN)*

**ROSTERS:** All rosters (including player names and birthdates) must be finalized and updated on TeamSnap Tournaments at least 72 hours prior to the start of the tournament. Any roster additions within 72 hours of the start of the tournament must be submitted to and approved by the Tournament Directors. Roster minimum is 4 players. Roster maximum is 8 players.

**NUMBER OF PLAYERS:** Four field players at one time. Players may only play on one team per division. There are no goalkeepers. Substitutes may occur on the fly at any time.

**GENDER:** No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play.

**GOAL BOX:** The goal box is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a *penalty kick* is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are approximately 4 feet high by 6 feet wide. The goal box is approximately 7 feet wide and extends approximately 4 feet from the end line.

**GAME DURATION:** The game shall consist of two 12-minute halves separated by a 2-minute halftime period. Games tied after regulation play shall end in a tie (provided that bracket games shall proceed to Overtime as described in the rules below).

**MERCY RULE:** A team that is down by 10 or more goals at any point during the game may elect to end the game by notifying the referee.

**OVERTIME:** A "golden goal" overtime period shall be used for any bracket games that end in a tie. If no goals are scored after 3 minutes of overtime play, then each team shall remove one player from the field and the game will proceed in 3 v 3 format. If no goals are scored after 4 minutes of overtime play, then each team shall remove another player from the field and the game will proceed in 2 v 2 format. If no goals are scored after 5

minutes of overtime play, then each team shall remove another player from the field and the game will proceed in a 1 v 1 format (in which case, in the 1 v 1 format, all kicks become direct kicks, goals can be scored from the defensive half, and all kick-ins become dribble-ins). No substitutes are allowed during an overtime period.

**GOAL SCORING:** A goal may only be scored from a touch on the offensive half of the playing field.

**HEADERS:** Headers are allowed in all age groups.

**SCORING (IN POOL PLAY):** Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

**TIEBREAKERS:** In pool play, ties between two or more teams will be broken by: 1) head to head results between tied teams (head to head results not used if more than two teams are tied); 2) goal difference in pool play (maximum of 5 goals per game); 3) fewest goals allowed in pool play; and 4) other tie-breaker determined by tournament directors.

**NO OFFSIDES IN 4-V-4 SOCCER**

**NO SLIDE TACKLING IN 4-V-4 SOCCER**

**THREE YARD RULE:** In all dead ball situations, defending players must stand at least three yards away from the ball. If the defensive player's goal area is closer than three yards, the ball shall be placed three yards from the goal area in line with the place of the penalty.

**KICK-INS:** The ball shall be kicked into play from the sideline instead of throw in. Dribble-in play is NOT allowed. Kick-Ins are indirect kicks (i.e. goals may NOT be scored from a kick-in).

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner kicks, free kicks awarded and penalty kicks awarded. If the ball touches the net on the ceiling, an indirect free kick will be awarded.

**GOAL KICKS:** May be taken from any point on the end line, and not in the goal box area.

**KICK OFF:** May be taken in any direction.

**PENALTY KICKS:** Shall be awarded if (a) in the referee's opinion, a scoring opportunity was nullified by the infraction, or (b) the defending team touches the ball inside their own goal box (see above). A penalty kick is a direct kick taken from the top of the goal-area arc. A penalty kick is NOT

a live ball, and all players (other than the player taking the penalty kick) must be behind the kicking line. If a goal is scored on the penalty kick, the restart shall be a kick-off for the opposing team. If a goal is not scored on the penalty kick, the re-start shall be a goal kick for the opposing team.

**PLAYER EJECTION (RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The issuance of a RED CARD shall result in a suspension for the balance of the current game PLUS a suspension from the next game. Tournament Director may eject player for rest of tournament, as well. Teams still play with 4 on the field following the issuance of a RED CARD.

**FORFEITS:** A forfeit shall be scored as 5-0 win.

**SPORTSMANSHIP:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. There is a ZERO TOLERANCE policy with respect to tournament referees. Any violation of the ZERO TOLERANCE policy will be handled by the tournament directors, including possible removal of any violating coaches, players or spectators from the facility and/or disqualification of the applicable team from the event.