

4 The Game 4v4 Tournament

RULES MAY 1, 2016

Director – David Zubrowski 443-527-5938 4thegame@bearcreekrec.org

Age determination is based on the new birth year requirements as outlined [here](#) (e.g., Birth Year 2009 = U8)

REGISTRATION:

This is an open tournament. Anybody can play as long as they meet the requirements of the tournament. No soccer association is necessary for qualification to play. Every team is required to have in their possession at all times during the tournament a copy of Proof of Age (i.e. birth certificate, passport, or state association issued card).

TEAM CHECK-IN:

All teams must check-in 30 minutes prior to their first scheduled match. Check-in consists of the team coach, or manager reporting to the Tournament Headquarters Personnel (Concessions Stand). At that time, you will be responsible for providing:

1. Fully completed and signed roster.
2. Any changes to the initial registration application (e.g., contact cell number has changed)

You will also receive your tournament packet containing score cards and tournament information. An incomplete roster will not allow the team to play in the tournament. If the team does not check-in any games they have played may be marked as forfeits.

SCHEDULE CHANGES:

No changes are expected once the schedules are released but in the event there is a necessary change, the team contact will be notified via phone, text or email. Confirmation will be requested from the team contact.

DIVISION BRACKETS:

Every team is guaranteed three (3) games scheduled.

Of Teams In Division: Explanation

4 Each team plays all other teams in pool. Top team advance to the final to play winner of another pool.

5 Each team plays all other teams in pool. Top team wins bracket. No playoffs.

6 Each team will play 3 other teams in pool. Top 2 will advance to the final to play winner of another pool.

8 and above Pool will be split into division of 4 or 6 teams as described above in this section.

RULES OF THE GAME:

The following rules have been designed to ensure fair play for all participants. Each team is expected to

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understand these rules prior to their participation in the tournament. The ultimate goal for the tournament is to let the players have fun and play the game. Any questions concerning these rules should be directed to the Tournament Director. Teams will be placed into divisions based upon age, gender and playing experience.

Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team.

UNIFORMS:

In the event that two teams have the same/similar color uniforms, the home team will be responsible for changing uniforms.

GAME BALLS: Each team is responsible for providing the referee with a game ball prior to the start of every game. Ball size is U8-U12 #4, U13-U17 #5

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.

TOURNAMNET SITE: The event is being hosted at Bear Creek Elementary School. This is a historic waterfront facility and all teams, parents, attendees are expected to respect the facility by cleaning up after each of your games. Please do not leave any garbage on the field at the end of your game. Please help keep our Chesapeake Bay clean! Concessions and rest rooms are available at the site.

NUMBER OF PLAYERS:

7 is the maximum number of players on a team. A team must have a minimum of 3 field players to start a game. If the team does not have at least 3 players, they will forfeit the game. Players may only play on one team per division. There are no goalkeepers in 4v4.

FIELD DIMENSIONS:

- U6-U10 will play on 30yd x 20yd fields. Fields 1-4
- U11-U18 will play on 40yd x 30yd fields. Fields 4-8

The goals are SKLZ Pro Training Goals - 5 ft. tall by 8 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease (**goal arc**) in front of each goal.

NO TOUCH ZONE:

There is no ball contact allowed within the goal arc, however all players may pass through the goal box as long as they do not touch the ball in the box. If the ball comes to a rest in the goal box, or on the goal line a goal kick will be awarded regardless of who touches the ball last.

If a defensive player touches the ball after it enters the goal arc, a free kick will be awarded 4 yards outside of the box. If an offensive player touches the ball in the box a goal kick will be awarded

GAME DURATION:

Games will consist of:

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- Two 12 minute halves
- 1 minute halftime

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. Time will be kept by the referee on the field.

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 goal box in line with the direction of play prior to the penalty.

KICK OFF:

Taken at the start of the game, at the start of the 2nd half and after any goal. Kick Off is an indirect kick that may be taken in any direction (forward or backwards). You cannot score directly from a kick off. There is a five yard mark from the center mark on all fields.

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. All Kick-Ins are indirect kicks and adhere to the Five Yard Rule.

GOAL KICKS:

May be taken from any point of the goal line.

GOAL SCORING:

A goal may only be scored from a touch within the team's offensive half on the field. The ball must be completely on the offensive half of the field. Goals may not be scored directly from kick-off or kick-ins. All free kicks are indirect unless stated below. If a player in their defensive half kicks the ball across the mid-line and the ball hits another player (touches offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a goal is scored from the defending half of the field without touching any player (offensive or defensive), a goal kick is awarded to the opposing team. Own goals, whether the ball started on offensive or defensive side of the field, count as a goal.

We recommend, as "crease courtesy", that a coach does NOT place a player on the crease edge throughout the duration of the game as a defensive strategy. We feel "crease-tending" is not teaching proper soccer tactics. This is only a recommendation and is NOT a rule. There will be no penalty called.

PENALTIES:

All penalties are considered an indirect kick unless it is for one of the following reasons:

- Handling the ball to take away a clear goal scoring opportunity
- Dangerous Play

A direct penalty kick is taken from the midway line at the attacking teams goal. No player can defend the penalty kick and need to stand behind the half line. If not scored the play resumes with a goal kick. There are no rebounds.

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SUBSTITUTION:

Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. Teams must gain the referees attention before making a substitution.

NO SLIDE TACKLING:

If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded via a penalty kick from the midway line. 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 a direct penalty kick from the midway line. Otherwise all fouls are an indirect free kick from the spot of infraction.

OFFSIDES:

None

SCORING:

Games will be scored according to the following:

- 3 points for a win
- 1point for a tie
- 0 points for a loss.
- A forfeited game is scored as a 6-0 win for the team that is present.

SCORE REPORTING:

Coaches/Managers are responsible for submitting score reports to the Tournament Headquarters (score cards are in your welcome packet). Failure to report scores may result in game forfeit. **We will not except score reports from players.**

OVERTIME RULES:

Games ending in tie will be considered a tie, except during playoffs, where there will be one (1) five minute “sudden death” overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the five minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the first round wins. If it is still tied at the end of the first round, the same players will rotate in a “sudden death” penalty kick format until a winner is decided.

TIE BREAKERS:

Ties between 2 teams will be broken by:

- Head to Head
- Goal differential
- Goals scored
- Goals allowed
- Coin toss

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YELLOW CARDS:

Two yellow cards will constitute a RED and will leave the current game and not be allowed to play the next game. Upon receiving a Yellow Card the player will leave the field.

PLAYER EJECTIONS (Red Card):

Referees have the right to eject a player, coach, or parent from the game. If a player on the field is ejected, the team must complete the game minus one player on the field. Substitutions may still take place, but the offending team will still be minus one player on the field. The player receiving the red card will automatically be suspended for their next game (NO EXCEPTIONS). Players, coaches, or parents whom are ejected by the referee must leave the venue. The game will not restart until the opposing player, coach, or parent has been removed, yet the game clock will continue. If a player, coach, or parent refuses to leave, the game may be forfeited in favor of the opposing team. All referee decisions, in this matter, are FINAL.

PROTESTS/DISPUTES:

No protests will be allowed when referring to a Referee's "judgment call". Results of games will stand regardless of protest. Protests will only result from disciplining of referee(s). The referee(s) in question may not be allowed to referee one or more games if found guilty. The Tournament Director will resolve any situation not explicitly covered by the rules. The Tournament Director will also resolve any "Rule Interpretation Violation" made by the Referee. Individual parents or fans of the game may not represent a team if not registered as an Administrator/Coach with the involved team(s). If a "Rule Interpretation Violation" does occur a formal protest must be made by the Administrator/Coach of the team protesting within 15 minutes after the game is over. Videotape will not be allowed as a form of protest or decision review. Initial protests are NOT accepted after the game is completed.

WEATHER RELATED ISSUES:

The tournament reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times. You will be notified about cancellations. In case of bad weather, please check the website.

If weather cancels tournament prior to the start of the first game of the tournament, the tournament will most likely be rescheduled.

REFUNDS CANCELLATIONS:

Refunds

All refund requests must be submitted via email to info@bearcreekrec.org 14 business days prior to program start date. There will be a 10% administration processing fee taken from original registration fee before refund is made.

Refunds requested with less than 14 business days' notice will be in the form of credit towards a future program offered by Bear Creek Soccer.

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Cancellation

Should the tournament be cancelled due to weather and/or other force-majeure concerns/reasons before its start time, the tournament fee will be refunded to all teams less an 10% administration processing fee. No other refunds will be issued.

Should the tournament be cancelled, due to weather or other force-majeure concerns/reason after the first game has started, teams will be refunded per game if the event starts and they play only one or two games. The determination of force-majeure as well as field(s) being playable will be made solely by the Tournament Organization and/or its designees.

The Tournament Director will have final say on all disputes and interpretations of Tournament Rules.

Abuse of the referees and event staff will not be tolerated, and could warrant disqualification of the offending person and/or team from the tournament

Awards;

All Champions and finalist will receive awards.