

# Soccer Madness 4v4 Tournament Rules 2022

## **Tournament Rules** *IFAB RULES APPLY IF NOT MODIFIED WITHIN*

**PLAYER REGISTRATION** All participants of a special event are required to be registered NTSSA players or purchase a temporary single event registration pass to participate in a special event. Temporary registration fees will be set by NTSSA and will require a Temporary Player Registration Form to be completed. Proof of age when completing this form shall be the same as required for all NTSSA registered players. Special Events shall utilize a Special Event Roster. The roster must be signed by an association registrar verifying registration of each player listed, or be approved by the event director by showing valid NTSSA affiliated roster or submitting a temporary event registration form and fee for that event. Teams must have a copy of their roster at all games, as well as copies of medical releases. All players should have proof of age (i.e. birth certificate, driver's license, or passport) and be prepared to provide it to any tournament official should age come into question. Any player found to have falsified age will be dismissed from the tournament. Youth players may only play on one team in the tournament.

**NUMBER OF PLAYERS** A team may consist of a maximum of seven (7) players. Four players will be on the field at a time. There are no goalkeepers in 4v4. No changes may be made to the roster after registration check-in. Any exceptions must be approved by the Tournament Director.

**TEAM UNIFORMS** All players must wear like jerseys during play. Each team must bring both light and dark colored jerseys with numbers. Home team must wear lighter jerseys; Away teams must wear darker jerseys. The home team is the first team listed on the schedule. During playoffs, the higher seed will have option of color. Shin Guards are mandatory.

**PLAYING RULES** All age groups will play on approximately 30 yd. x 25 yd. fields with small goals. There are no offsides and no goalkeepers. There is no slide tackling, except to stop or intercept the ball. No contact can be made with the opposing players while sliding for the ball. When the ball leaves the field of play, a kick-in will be awarded from the spot the ball went into touch. A goal kick or corner kick will be awarded if the ball travels over the end line. Goal kicks may be taken from any point along the end line. Kick-offs may be taken in any direction. All dead ball restarts, including corner kicks and fouls, are indirect. In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards away, the ball shall be placed five yards from the goal crease in line with the place of the foul. Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. A penalty kick is a direct kick taken from the mid-line with all players standing behind the mid-line. If a goal is not scored, the opposing team is awarded a goal kick. Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. Please notify the referee of all substitutions. Players may not stand inside the crease or touch the ball when it is within the crease. However, players may run through the crease. Any part of the ball or person touching the line is considered within the crease. If a member of the defending team touches the ball when it is within the crease, a PK is awarded to the offensive team, taken from midfield. If a member of the attacking team touches the ball while it is in the crease, a goal kick will be awarded to the other team. The ball must be inside the crease to justify a crease violation. If the ball stops inside the crease, a drop ball will take place at mid-field. A game ball is to be provided by each team. All goals must be scored from the attacking half. If a goal is scored from the defending half, a goal kick is awarded to the defending team.

**GAME DURATION** Teams must report to their scheduled field 15 minutes prior to game-time. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee or Tournament Director. It is the responsibility of the coach or team captain to check the schedule for any changes the day of the tournament. You will not be notified of any changes, except if your first game time is changed. Games will consist of two 12-minute halves separated by a two minute halftime AND if a team reaches a 12 goal lead during the game, the game will end. Games ending in tie will be considered a tie, except during playoffs, when the golden goal rule will be enforced, followed by penalty kicks. The golden goal overtime will consist of one (1) period, 5 minutes in length, with a coin toss to decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied, penalty kicks will be taken to determine a winner. The four players from each team that were on the field at the end of the final golden goal 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 from the mid-line until a winner is decided.

**SCORING** Both teams are responsible for reporting the score to the registration tent! Scorecards will be provided in the team's packet. A goal may only be scored from a touch within a team's offensive half of the field. If a goal is scored from the defending half of the field, a goal kick is awarded to the opposing team. Standings will be based on the 3 point scale: 3 points for a win, 1 point for a tie, and 0 points for a loss. In pool play, ties between two or more teams will be broken by: 1) head to head results between teams, 2) goal differential, 3) goals scored, 4) goals against, 5) penalty kicks from the mid-line. Note; only 5 goals max will be counted towards goal differential.

**EJECTIONS** 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 with three players on the field. Substitutions may still take place, but the offending team may only have three players on the field at any one time. Players, coaches, or parents whom are ejected by the referee must leave the field and area around the field. 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 are final. GOOD SPORTSMANSHIP must be used by players, coaches, and spectators at all times. Abuse of the referees and event staff will not be tolerated, and could warrant disqualification of the offending person and team from the tournament.

**PROTESTS** No protests are allowed. All referee decisions are final.

**WEATHER RELATED ISSUES** The Solar SC Soccer Madness 4v4 Tournament Soccer Committee 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 time. You will not be notified about cancellation. In case of bad weather, check the **hotline number, 972-988-4110 x21**. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

**TOURNAMENT FORMAT** The Solar SC Soccer Madness 4v4 Soccer Tournament is a USYSA sanctioned event. Every youth team is guaranteed three (3) games. For any questions on rules and regulations please contact Ray Hirschowitz, Tournament Director 469-363-0292.