

# LOCKPORT SOCCER CLUB - 4v4 FALL CLASSIC OFFICIAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

## Player Registration

This event is sanctioned by the NYSWSA. All teams, players and coaches must be in good standing and registered with a State or National Association. Everyone is welcome and we have an easy way for those who wish to participate to become properly registered.

Teams will not be considered fully registered and eligible for play until all documentation required by the Tournament Director has been completed (i.e. rosters, player passes, liability waiver, etc.). Teams must be able to provide verification of player's age in the event of a challenge. This is being set up as a club level tournament and no premier/elite teams will be accepted.

## Number of Players

U8 to U14                      4v4 no goalkeepers

A minimum of three (3) players are needed, for all age groups, to avoid a forfeit.

<b>Age Groups</b>	<b>Ball Size</b>	<b>Max. Roster Size</b>
U8    Born on or after 8/1/02	4	6
U9    Born on or after 8/1/01	4	6
U10   Born on or after 8/1/00	4	6
U11   Born on or after 8/1/99	4	6
U12   Born on or after 8/1/98	4	6
U13   Born on or after 8/1/97	5	6
U14   Born on or after 8/1/96	5	6

**Combining of age groups will be done at the Tournament Committee's discretion, if needed.**

## What Do The Winners Get?

A clear winner will be recognized from each competition division U11 and up. Trophies will be awarded to first and second place teams from each of the competition divisions. No standings will be kept for U8 to U10 age divisions. Each participant will receive an award in all U8 to U10 age divisions.

## Rosters

Roster changes must be made **60 MINUTES PRIOR** to the team's first scheduled game of the tournament with the approval of the tournament personnel. No player changes will be made due to an injury during tournament play. A coach or player may make changes, but they must have all the appropriate paperwork. The person making the change must have the Player Replacement Form filled out and the player must have proof of age. All players are required to have proof of age on hand. We do check each player at registration, but in case of an age-related challenge, teams may be disqualified if they are unable to provide the event director with proof of age. Acceptable forms of proof of age are: State I.D. cards, Driver's Licenses, State Birth Certificates, and Military I.D. cards. Passports will NOT be accepted. Player's birth date qualifies the player for the correct age division and the player's skill level qualifies the player for the correct skills division.

## Team Uniforms

All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the team designated as the visiting team will change their jersey. Jerseys/Shirts must be tucked in shorts or pants. In playoffs, the higher seed will have the option. Athletic trainer and referee must approve players wearing proactive cast; **hard cast will not be allowed**. Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces, or bracelets. The only exception will be players wearing medical bracelets. Numbers are required on all jerseys.

## Field Dimensions

The playing field will be a minimum of 25 yards wide and a maximum of 35 yards wide, with a minimum field length of 35 yards and a maximum length of 45 yards long.

## The Goal Arc

The goal arc is located in front on each goal. No player from either team is allowed to enter the goal arc. If a defending player makes contact with the ball in the goal arc a goal is awarded to the attacking team. If an attacking player makes contact with the ball in the goal arc the ball is awarded to the defending team. Players may pass through the goal arc as long as they don't make contact with the ball. If the ball comes to rest in the goal box, a goal kick is awarded, regardless of who touched the ball last.

Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded.

## **Tournament Equipment**

All players must wear shin guards. Any player without shin guards will not be allowed to play. There will be NO exceptions. Cleats with metal spikes will NOT be allowed. Teams are responsible for providing game balls.

## **Duration of the Game**

2x12 minute halves          All age divisions

## **Game Clock Format**

The game shall consist of two twelve-minute halves, separated by a two-minute halftime period. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie, except in the playoffs.

If a team is not present five (5) minutes after the scheduled game time start, a 3-0 forfeit win will be recorded for the opposing team. Teams are responsible for waiting until the seed for playoffs has been determined. No timeouts in 4v4 soccer. In the case of overtime during a playoff game, there will be a two-minute intermission prior to starting overtime. Officials may stop the clock at their discretion. Tournament officials reserve the right to reduce, shorten, or reschedule games due to inclement weather or any other unforeseen circumstances.

## **Substitutions**

Players may enter the field:

Any time the ball leaves the field of play, regardless of possession.

After a goal is scored

At half time

Players/coaches must receive the referee's approval, and must enter and exit from midfield.

## **Forfeits**

Any team forfeiting two consecutive games will be disqualified and removed from the tournament. Any team forfeiting one game in the playoffs will be removed from the tournament. If a team is not present five (5) minutes after the scheduled game time, a 3-0 win will be recorded for the opposing team.

## **There Are No Offsides In 4v4 Soccer**

### **Five Yard Rule**

In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five 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 thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation. All dead ball kicks are considered **direct kicks**.

### **Goal Kicks**

Goal kicks will be taken from anywhere inside the goal arc and are direct kicks.

### **Kick Off**

The start of play will be from the midpoint on the centerline. The kick-off is a direct kick and may be taken in any direction. The ball must make one full rotation before another player touches it.

### **Penalty Kicks**

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card).

U8 to U14    Penalty kick will be taken from the midfield line with no goalkeeper

### **Delay Of Game**

Any player may be cautioned with a yellow card, if it is deemed by the referee that the player is intentionally wasting time (for example, a player intentionally kicks the ball long distances away from the playing field in order to waste time).

## **Cautioned Players (Yellow Card)**

A player receiving two yellow cards in one game will result in a red card [*please see Player Ejection (Red Card) section below*]. Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions). All fouls are subject to further review and subsequent action as may be imposed by the Tournament Director.

## **Player Ejection (Red Card)**

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off.

The team may then continue with their remaining two, three or four players; however, if the player receiving the card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red-carded need to leave the immediate playing area, including the fan and team areas.

All fouls are subject to further review and subsequent action as may be imposed by the Tournament Director.

## **Point System**

Win      3 points

Tie      1 point

Loss     0 points

## **Divisional Tiebreakers**

When two teams are tied for one place in the preliminary games, the following criteria will be used to determine seeding for the playoffs:

Head-To-Head Competition (in the event of a tie among three or more teams, this criteria will not be considered), then

Most Wins, then

Goal differential (max. four goals per game), then

Least Goals Allowed, then

## FIFA Penalty Kicks\*

*\* Penalty kicks will consist of each player (alternating between teams) taking a turn until one team scores unanswered. Once all players have taken a penalty kick, the rotation of those players will start over until a winner is determined.*

## **Overtime (playoffs only)**

Two five minute overtime periods will be played. If at the end of the second overtime period the score is still tied then, each team will remove one player. After the end of the second overtime period each team will remove a one player and play a third overtime period. The third overtime period will be golden goal. The first team to score in the third overtime period will win the match. At the end of the third overtime period if neither team has scored then penalty kicks will then be taken. If a team receives a red card during the course of the game or overtime period they must continue to play short for all of the overtime periods.

## **Penalty Kicks (Playoffs only)**

In the event that the game is still tied after the first three periods of the overtime, then penalty kicks will be taken to determine the winner. If after six shooters the score is still tied, then one on one rounds will be conducted until a winner is determined. Each player must shoot before the first person can shoot a second time. In the case of 1 team having fewer players than the other, if a player from 1 team has to take a second shot because all players have shot, Team B is then allowed to have a player shoot again as well.

## **Protests**

***NO PROTESTS ARE ALLOWED.***

## **Challenges**

If the age of a player is challenged, a challenge fee of \$75 (in cash) must be paid to the Tournament Director by a member of the opposing team before the game in question begins. If upheld, the challenge fee is refunded immediately. The Tournament Director will make the final decision based on the information provided.

If the player in question is illegal, that team will forfeit each game that the illegal player has played in. However, if the challenge takes place before a playoff game, the team will not have to forfeit any previous games. The illegal player will be removed from the team for the remainder of the event.

There will be no challenges to dispute a call made by an official.

## **Tournament Director**

***SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.***

## **Sportsmanship**

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated.

## **Trash Talking Will Not Be Tolerated.**

The referee has the authority to determine language which is offensive. The referee will have the authority to eject any offending player or an entire team. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

## **Addressing the Officials**

Verbal and/or physical abuse of any of the Tournament staff or officials may result in an ejection from the property and/or arrest. If abuse happens during a game, the official has the discretion to have your team lose by forfeit. Officials and players are to show respect for each other.

Repeated poor sportsmanlike conduct from officials or players will not be tolerated. Officials will be replaced and players will be ejected. Remember, these are games for all to enjoy.

## **Weather Related Issues**

The Lockport 4v4 tournament/festival reserves the right to modify, reschedule or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule any game, as well as the right to shorten game time. In case of bad weather, check the website at [www.lockportsoccerclub.com](http://www.lockportsoccerclub.com)

If weather cancels the tournament prior to the start of the first game of the tournament, a portion of the team entry fee will be retained by the event organizers to cover startup costs (brochures, postage, specific game day items, etc.). However, every effort will be made to refund as much as possible of the team entry fee.

The remaining balance will be refunded to the coach/captain of each team within 30 days of the original date of the event. Teams may also elect to waive receipt of a refund and receive a full team credit for the next year's tournament. Teams **must** contact the Tournament Director in writing at Rhodes140@roadrunner.com within **10 days** of the original date of the cancelled tournament.

## **Conduct**

This is a game. Remember to enjoy yourselves, and conduct yourselves in a manner that is respectful to others involved in this tournament. Refrain from foul language or be subject to ejection from the property.

Please help keep the park clean by depositing all trash into the appropriate receptacles. Intentionally trashing/polluting the property may result in ejection from the property, with authorities being notified