

Boarded 4 VS. 4 GAME RULES

FIFA RULES APPLY IF NOT MODIFIED WITHIN

General

1. The each team will provide a size 4 game ball.
2. Home team (1st team listed on schedule) will kick-off (kick-offs can be played backwards).
3. There will be a scoreboard where a designated person (player, spectator, coach, referee) will keep track of score.
4. All players must wear shinguards

Roster/Number of Players

5. Six is the maximum number of players on each roster per team with four players on the field at any one time. There are no goalkeepers in 4 vs. 4. Players may only be roster with one team in the event and rosters may not be changed once a team has played its first game.

Substitutions/Duration of Game

6. Substitutions are on the fly and player being replaced **MUST** be off the field before substituting player can enter game.
7. Duration of play is 25 minutes straight with no half-time. Electronic scoreboard will track time.

In-Game

8. **NO** off-sides.
9. 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. If a defender touches the ball within the goal box, a goal 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 rest in the goal box, a goal kick is awarded regardless of who touched the ball last.
10. If ball hits the net play continues.
11. After goal is scored restart will be with kick-off at center of field.
12. **ALL** kicks are direct (this includes kick-offs) – ball must be stationary.
13. Defenders **MUST** stand at least 2 yards (two large steps) away from the ball. If a foul is committed within 2 yards of the defensive player's goal box, the ball shall be placed 2 yards from the goal box, in line with the place of the penalty.
14. **NO slide tackling.** Opponent awarded a free kick. Infractions may result in yellow or red cards at the discretion of the referee.
15. **No Heading.**

Goal Scoring

16. Goals can only be scored from the attacking half and is up to the discretion of the referee (if deflected/touched by defender in the attacking half = goal). If the ball scores- it will result in a kick off from the team that gave up the goal at midfield. If the goal is disallowed due to the shot coming from the defensive half- it will result in a goal kick for the opposing team.

Points System/Advancement

17. Points System:

- a. Win = 3 pts
- b. Tie = 1 pt
- c. Loss = 0 pts

18. Tie Breakers. If any of the teams have the same points total the following criteria will be used:

- a. Head-to-Head competition (not used if more than two teams are tied)
- b. Most wins
- c. Fewest goals allowed.
- d. Most shut-outs.

Play-Off Games-Overtime

19. If a playoff or final game is still tied following regulation play, the game will be decided by a "sudden victory" shootout. The referee will ensure that each team uses only their four players remaining on the field at the end of regulation play for the shootout. The referee will flip a coin to determine which team kicks first. This is a "sudden victory" shootout. Therefore, if the first penalty kick is made by the first team to kick and the second team misses their first kick, the first team to take penalties wins the game. Only if both teams make or if both teams miss their first kick will the rotation then move on to your team's next penalty shooter. The rotation will continue with the same four shooters alternating teams with each kick, until one of the team scores unanswered. Penalty kicks are taken from the center of the half line.

Protests

No protests are allowed. All referee decisions are final. The tournament director cannot make a change to a referee's decision. All tournament director decisions are final.