

# **2014 WITCHES CUP LABOR DAY 4 V 4 TOURNAMENT RULES**

## **Number of Players**

U-8 to u-14 4 v 4 no goalkeepers

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

## **TEAM CHECK IN**

**Is mandatory and will take place 45 minutes prior to first scheduled game.**

<b>AGE GROUPS</b>	<b>BALL SIZE</b>	<b>MAX. ROSTER SIZE</b>
U8 Born between 7/31/08 and 8/1/06	3	8
U10 Born between 7/31/06 and 8/1/04	4	8
U12 Born between 7/31/04 and 8/1/02	4	8
U14 Born between 7/31/02 and 8/1/00	5	8

## **WHAT DO THE WINNERS GET?**

U8's and U10's Will receive Participation Medals

U-12's and U-14's 1<sup>st</sup> and 2<sup>nd</sup> Place Finishers will receive Gold or Silver Medals

## **This is a PATCH TOURNAMENT**

Teams will provide patches to be exchanged after each game.

## **ROSTERS**

Roster changes must be made PRIOR to the team's first scheduled game of the tournament. All players will be required to have **proof of age** on hand. Birth Certificates or a Ma. Youth Soccer ID card are acceptable forms of ID.

## **UNIFORMS**

Players game jerseys will have numbers on the backs. All players must wear the same color jerseys/shorts and socks. If both teams wear the same color jerseys the team designated the home team must wear a pinnie.

**No jewelry will be allowed, including earrings of any type, rope necklaces, or bracelets or beads in the hair. The only exception will be players wearing medical bracelets and they must be taped to their wrist.**

## **Field Dimensions**

The playing fields will be a minimum of 20-25 yards wide and 30-45 yards long.

## **The Goal Size**

The goals will be 6 ft wide by 3 ft high

## **The Goal Arc**

The goal arc is located in front of each goal and will be a 12 ft. semi circle.

## **Defensive Players**

If a defensive player makes contact with the ball in the goal arc a **FREE KICK PENALTY** will be awarded to the offensive team. This kick will be taken from either defensive side Corner Flag chosen by the Penalty Kick Player.

## **ATTACKING PLAYER**

If an attacking player makes contact with the ball in the goal arc the ball is awarded to the defending team as a Goal Kick. 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 arc it is awarded to the defense as a goal kick, regardless of who touched the ball last.

## **Tournament Equipment**

**ALL PLAYERS MUST WEAR SHIN GUARDS COVERED BY THEIR SOCKS. NO EXCEPTIONS !!**

## **Duration of the Games**

**2 X 12 Min. Halves All age Groups including semi, and Finals**

**HALF TIME WILL BE 2 MINUTES( This time may be shortened by the tournament director).**

## **Game Clock Format**

The game shall consist of 2-12 min halves, separated by a 2 min. half time period. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will determine which goal to defend and the other team will kick.

Games tied after regulation shall end in a tie, except in the playoffs.

If a team is not present five (5) min after the scheduled game time, the TD may record a 1-0 forfeit for the opposing team . No TIME OUTS in 4 v 4 soccer. ALL GAMES ARE RUNNING TIME !! **The tournament director reserves the right to reduce,shorten, or reschedule games due to inclement weather or any other unforeseen circumstances.**

## **THERE ARE NO OFF SIDES IN 4 V 4 SOCCER**

## **Five Yard Rule**

In all dead ball situations , including kickoffs ,defending players must stand back at least five yards from the ball. If the defenders goal area arc is less than five yards ,the ball will be placed five yards from the goal arc in line with the penalty.

## **Kick Ins**

The ball shall be kicked into play from the sideline instead of a throw in. The ball is considered in play when it is touched by a foot with a forward kicking motion. All dead ball kicks are considered DIRECT KICKS.

## **Goal Kicks**

Goal Kicks are taken from anywhere inside the goal arc.

## **Kick Off**

The start of play will be from the center circle. The kick off is a direct kick and may be taken in any direction,

## **Cautioned Player**

A player receiving two yellow cards in one game will result in a Red Card and will automatically miss the next game. A player receiving a yellow card must exit the field and the team must play shorthanded (3 players) for ONE MINUTE. All fouls and YELLOW /RED cards are subject to further review and subsequent action may be imposed by the Tournament Director.

## **POINT SYSTEM**

WIN        3 POINTS  
TIE        1 POINTS  
LOSS       0 POINTS

## **PLAYOFF TIE BREAKERS**

- 1) Head-to-Head ( If 3 or more teams are tie, this criteria will not be used)
- 2) Most wins then,
- 3) Least Goals Allowed
- 4) Goal Differential (max 4 goals per game)
- 5) PK' s from the Center Mark from the Center Circle- each member on the field at the completion of the game