

# Simply Soccer

## 4 v 4 League Rules



### **Game Length:**

All games will be played with two 15 minutes halves and a 5 minute half time. Teams will have 5 minutes to warm up before the game begins. U8 and below will use a size 3 ball, U9 thru U12 will play with a size 4 ball, U13 and above will play with a size 5. Games are played with 3 field players for 4 v 4 (2 field players for for 3 v 3), and a goal keeper. A team must have a minimum of 2 players in order to start the game. Any team who cannot start a regularly scheduled game within 5 minutes of the start time will forfeit their game at the decision of the field marshal. Clock will not stop during the game except at the discretion of the referee due to some type of a delay of game which may include injury, substitution, or ball stuck or lost in netting.

### **Rosters:**

Rosters must have a minimum of 5 (4 for 3 v 3) players and a maximum of 10 (8 for 3 v 3). All participants must be on the team roster and have a signed medical waiver. All additions to the Roster during the season must be made before the teams third game, and with approval from the league director. No roster changes after that. All participats in this league must be approved in advance by the league director. The use of a player who is not on the team roster or who has not been approved by the director will result in a forfeit for the team in violation.

### **Rules of Play:**

All rules will conform to FIFA rules of the game with the following exceptions. All restarts will be indirect including kickoffs. To start play on a restart the ball need only be touched, not moved. Fouls except for fouls by the defending team in their own penalty box, or intentional handballs attempting to stop an opposing teams scoring opportunity. In these two incidents a shootout attempt is given. The game clock will be stopped during the Shoot Out Attempt. If the goalie makes a save and runs out of the box before playing it to his feet or reaches over the line inadvertantly not providing a significant advantage this handball is played as an indirect kick from the PK dot. Out-of- bounds will be restarted with a kick in from the spot where the ball went out-of-bounds. The only exception is those balls touched last by the defensive team and going out-of-bounds near their goal. Those balls will be restarted at the PK dot. Goals may be scored from anywhere on the field by any player including the goal keeper. The only exception

is after a controlled hand possession by the goalie, he or she is only able to score after the ball has left the goalie box. In 3 v 3 all goals must be scored from your own attacking half.

Any foul that in the judgment of the referee is excessively rough, or beyond allowed contact will be given a yellow card. Persistent infringement is also a yellow card. A flagrant or intentional foul will result in a red card. Two yellow cards in a game equals a red card. All red cards issued results in an immediate suspension of the offending player from the current game, and shall also be suspended from the next game. If the red card is issued due to a flagrant foul, all coaches and referees involved will be consulted and a determination will be made by the league or tournament director as to the severity of the penalty including a possible ban from all remaining games. Face guarding the goalie is not allowed during a controlled hand possession. Any team face guarding the goalie in this situation shall be given one warning. The next instance the player that is face guarding shall be issued a yellow card. The goalie shall be allowed three yards of space from the box while the ball is in their hands. As soon as the ball crosses the line or ball is played to his or her feet there then is no space requirements.

Goal keepers may use their hands inside their own penalty box at any time during the game except when the ball is passed back to the goalie from a member of the goalies own team. No offsides will be called. Substitutions may be made on any dead ball by either team including out of bounds, fouls, or after a goal is scored. The referee must be notified and acknowledge the substitution before a new player may enter the field. If in the referees opinion substitutions are being made to slow the pace of the game or to kill time, the substitutions will not be allowed or the clock may be stopped while the substitution is being made.

### **Shoot Out Attempt**

A shoot out attempt is issued when one of the two foul situations indicated above occurs, or after the two 3-minute overtimes has failed to decide a winner in a championship or semi-final game. A shoot out attempt begins from the center dot. All other players not involved in the Shoot Out Attempt must be behind the opposite side PK dot. The attacking player has five (5) seconds to score. From the referees whistle the attacking player may advance or shoot the ball in an attempt to score. The defending player may use his hands in the box or advance and attack as a defending field player. If after five seconds the ball has not crossed the defending teams goal line the defending team is awarded a goal kick. If the Shoot Out Attempt occurs during a regular game or pool game the referee will count out five seconds, and his whistle will end the attempt. If the Shoot Out Attempt occurs to determine a game winner each team designates three players

to take an attempt, and a second three if after the first three there is still a tie. In this instance 5 seconds will be placed of the clock, and the horn will end the Shoot Out Attempt. If a tie still exists it is sudden death and the shoot out continues back through the original order of the six players picked by the team for the shoot out attempt until a winner is determined.

### **Equipment**

No cleats are allowed. Shin guards are required. No gum, drinks or food are allowed on the field area.

### **Decisions of the referee:**

The referee will keep the official time on the field and all decisions of the referee are final.

There will be no protests.

### **Point System:**

3 points for a win

1 points for a tie

0 points for a loss

-1 point for a red card (A red carded player will be ineligible for the next game minimum)

### **Tie breakers (2 team tie): (in order)**

Head to head competition

Head to head goal differential

Head to head least goals allowed

Least red cards

Coin flip

### **Tie breakers (3 or more team tie): (in order)**

Head to head goal differential (All teams must have same number of games)

Head to head least goals allowed (All teams must have same number of games)

Total goal differential, max 10 per game

Least red cards

Coin flip

The Championship Game Day pairings will be determined by points, and if needed the tie-breaks listed above. Individual awards will be given for 1<sup>st</sup> & 2<sup>nd</sup> place in each division. In divisions with an odd number of teams with an odd number of total games 3<sup>rd</sup> place will play 2<sup>nd</sup> place for right to play in the championship. The only other exception may be when a crossover division is used and crossover game is available.