

## **Revolution 4v4 Cup RULES OF PLAY**

**PLAYER REGISTRATION:** All players must be registered on their team's roster. Roster changes, substitutions and additions must be made before checking in to the event. All players must provide an identification card to verify age upon request. Teams may be asked randomly to provide cards before games at any time. Every player (or guardian if the player is under 18) must complete and sign a waiver. No player will be able to participate without a waiver.

**NUMBER OF PLAYERS:** The maximum number of players allowed on a roster is eight (8): four (4) field players and four (4) substitutes. A maximum number of four (4) players are allowed on the field at any time. The minimum number of players is three (3). Teams are not allowed to field players that are not on their roster. No Goalkeepers allowed. Any team that fields an ineligible player could be dismissed from the tournament, subject to the decision of the tournament director.

**PLAYER SUBSTITUTIONS:** Substitutions can occur at ANY stoppage. Teams must get referee's permission. The player must leave the field before the substitute enters.  
NO SUBSTITUTIONS ON THE FLY.

**PLAYER SENDOFF:** Referees have the right to sendoff a player from the game for uncontrollable and continued disobedience or an incident that warrants a sendoff. The sent off player cannot play for the remainder of the game. The team can add a player and continue to play with four (4) players. The sent off player may be suspended for additional games at the discretion of the tournament director.

**THE PLAYERS:** All players must wear team jerseys/shirts during the game. Teams are required to bring two (2) sets of jerseys that are a different color. A coin flip will determine who changes uniform. Numbers on a jersey are not required. All players must wear shin guards.

**FIELD DIMENSIONS:** The playing field is 30x20 (yards) and the goals will be 4x8 (feet). All dimensions subject to change by tournament director. The field will have NO goalie arc around the goal and there is NO rule that prohibits defenders from standing in front of the goal.

**GOAL SCORING:** A goal can only be scored in the opposition half of the field. ANY BALL THAT IS HIT WITH ENOUGH FORCE TO KNOCK DOWN THE GOAL WILL BE DISALLOWED and be placed as a goal kick for the other team. Referee's decision is final with any goals scored or not scored. The ball changes possession after a goal is scored and is restarted from midfield.

**RESTARTS:** All restarts are INDIRECT FREE KICKS. This includes any Kick Offs, Goal Kicks, Corners Kicks, Throw Ins, and ALL free kicks anywhere on the field EXCEPT Penalty Kicks, which will be a free shot at the goal (no Goalkeeper) from the halfway line.

**MINIMUM DISTANCE:** The minimum distance to the ball on any restart for opposing players is three (3) yards. The Referee may allow an opposing player to be less than the minimum distance to allow a "quick restart".

**GOAL KICKS:** May be taken from any point on the defensive touchline. Opposition players must retreat to their own half to allow the other team to put the ball in play. They are allowed to cross over once the ball is put into play. A goal cannot be scored from a Goal Kick. A Goal Kick must touch the ground or a player before crossing the halfway line.

**CORNER KICKS:** Will be taken as normal. The opposition player must be at least 3 yards away. A goal cannot be scored from a Corner Kick.

**PENALTY KICKS:** The Referee will award a Penalty Kick when, in the opinion of the Referee, a player denies a goal scoring opportunity. The Penalty Kick will be executed from the center spot, and no player is allowed in front of the ball.

**OFFSIDE:** There is NO offside in 4V4 soccer.

**HEADERS:** In accordance with new youth soccer regulations, there will be a ban on headers for all players ten years and younger. Therefore, for age groups of u12, u10 and u8 will have a ban on headers. If in the opinion of the referee, a player deliberately heads or attempts to head the ball for those age groups, the referee will award an indirect free kick to the opponent. Any player that plays in an older age group that allows heading, has assumed consent from the parents to participate.

**THE TOURNAMENT COMPETITION FORMAT:** The first round consists of a round robin format. The top two teams in each bracket will make the final. The final is single elimination. The format is subject to change by the tournament director.

**GAME DURATION:** All games will last 25 minutes. All games tied after the allotted time will end in a tie except for the final Game.

**POINTS:** Games will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss. To encourage Fair Play, goal differential will be limited to 6 goals per game for standing's purposes.

**TIEBREAKERS\*** When division winners cannot be clearly defined, the Tournament Director will follow the steps below in order until the teams participating in the Final are determined.

- 1.) Head to Head result
- 2.) Goal Difference
- 3.) Goals Scored
- 4.) Goals Against
- 5.) Coin Flip

*\*Tiebreakers used will not reverberate back in the event of a three-way tie, after splitting the first two teams the order will continue - Should the determination not be clear between tiebreakers, the ruling on progression will be at the discretion of the tournament director.*

**FORFEITS:** The opponent of the forfeiting team will receive a 3-0 win. Any team forfeiting 2 games will be removed from the tournament. A forfeiting team will receive a 0-3 loss for every game forfeited.

**GRACE PERIOD:** The 25 minute game clock will start on time but a team will receive a 5 minute grace period to start the game, if needed. The game clock will not be reset if a team uses the grace period, as it is very important each field stays on schedule. Teams must have at least 3 players to start any game. If a team is not ready to play after 5 minutes a forfeit will be applied in the discretion of the tournament director.

**PLAYOFF/FINAL:** The top two teams in each division will play in a Final. All games will last 25 minutes. A game ending in a tie will have 2 minute golden goal overtime. The first team to score wins. Games still tied will end in a sudden death penalty shootout (each team will choose one shooter to take a shot). If tied after each round, a shooter cannot shoot again until all players on the team have shot. After each successful round in which both teams score, the penalty spot will be moved back one yard, which will be indicated by the referee. If both teams miss, the next round will be taken from the same spot.

**FAIR PLAY:** All players, coaches and parents are expected to act in the nature of fair play at all times. Any abuse to referees or players will result in a red card. All teams and parents can be asked to leave the facility at the discretion of the tournament director. Parents will all be seated in seats in the 100-level of Gillette Stadium and will not be allowed on the field of play. Parents will be asked to stand or sit in a designated area of the field house. Violation of any rules will be taken very seriously.

**FINAL CONSIDERATIONS:**

FIFA RULES APPLY TO ANY RULES NOT MENTIONED IN THIS DOCUMENT

ALL OTHER SITUATIONS NOT DISCUSSED IN THIS DOCUMENT SHALL BE HANDLED BY THE TOURNAMENT DIRECTOR.