

4v4 ABSC World Cup Soccer Tournament

September 1, 2014

Rules of Play

1. **FIELD:** The playing field is 25 yards wide by 36 yards long.
2. **BALL SIZE:** Size 3 for U9 and younger, Size 4 for U9-U13, and size 5 for U14 and older.
3. **TEAMS:** Composed of six (6) players. Eight (8) are allowed. Only four (4) may play at a time, and a team may not play with fewer than three (3) on the field.
4. **GOALKEEPERS:** No goalkeeper is allowed.
5. **SUBSTITUTION:** Free substitution by either team at any stoppage in play with the referee's permission. No substitution allowed during running play. Referee discretion during free kicks.
6. **LENGTH OF GAME:** 25 minutes divided in two (2) 10-minute halves with a 5-minute halftime. Forfeit time is 5 minutes after the game start time. A team unable to field three (3) players at that time will forfeit. Time will continue to run except for injury or stopped at the discretion of the referee if one team is deliberately wasting time.
7. **REFEREES:** One (1) referee officiates each game. All referee decisions are final except for ineligible player.
8. **KICK-OFF:** The referee will have a captain from each team do a game of ro-sham-bo to determine kickoff or side of the field to start. It is determined in one try, unless there is a tie, in which case a redo is done.
9. **MISCONDUCT:** Caution/Dismissal will be used as specified by FIFA. Caution/Dismissal will be for that game only and does not carry over to other games except at discretion of the tournament director. A dismissed player may not be substituted and the team will play short for the remainder of the game. If two (2) players are dismissed, the game is terminated. Parent/Coach misconduct will result in cautions as well. Three warnings will result in a forfeit.
10. **FREE KICKS:** Kick-off, kick-ins, goal-kicks and fouls are indirect kicks. Defending player must be a least 8 feet from the ball at the time of restart. The kick must be taken within five seconds from the signal by the referee to play. Failure to do so will result in a free kick to the other team. A goal kick will become a corner kick. ALL CORNER KICKS AND PENALTY SHOTS ARE DIRECT.
11. **BALL OUT OF BOUNDS:** A ball played over the sidelines will result in a throw-in that is taken at the point the ball crossed the line. Goal kicks may be taken on either side of the penalty arc anywhere along the goal line outside the penalty arc. A goal is scored when the ball passes completely over the goal line between the goal posts and under the cross bar. A goal can only be scored from inside the attacking team's offensive half of the field. A ball kicked into the goal from the penalty zone line or from the halfway line will be a goal.

12. VERY IMPORTANT: TIE BREAKERS: In the event of a tie at the end of the game, BOTH TEAMS will go to a separate area called "THE PENALTY SHOOT OUT AREA" to determine the winner. Best of 4. Each player must shoot in consecutive order from start to finish, but players do not have to be on the field to be in the first group of 4. If still tied, **SUDDEN DEATH** to determine the winner.

13. PENALTY ZONE VIOLATION: Players may not enter the penalty zone (8-ft semicircle in front of each goal) at any time. If a "defensive" player enters the zone and becomes involved in the play that prevents the scoring of a goal, the referee will award a goal for the offensive team. If a "defensive" player enters the play (i.e. cutting across the zone to intercept an attacking player), the referee will award a penalty shot. When an "offensive" player enters the zone in his offensive end before the ball crosses the goal line, a goal kick is awarded to the defensive team. An "offensive" player that legally plays the ball outside the zone and whose momentum carries him into the zone will not be penalized.

14. FOULS / RESTARTS: All fouls will result in an indirect free kick from the point of the violation (unless advantage is applied) except as follows:

a. **Fouls:** Deliberate handling of the ball that prevents a scoring opportunity will result in a penalty shot and a caution. A foul committed against an opponent on a breakaway with a goal scoring opportunity will result in a penalty shot and a caution.

b. **Restarts:** Injury that requires stoppage of play. Drop ball at the point of play when stoppage occurs. If the ball stops in the penalty zone without crossing the goal line, a goal kick is awarded to the defensive team or a corner kick is awarded to the attacking team depending on who touched the ball last.

15. PENALTY SHOT: When a penalty shot is awarded as defined, the team receiving the shot will get an opportunity to shoot from the center spot on an unattended goal of their opponent with all the players removed to the midline. No second play is allowed. If a goal is scored, restart with a kick-off. If missed, then the defending team is awarded a goal kick. If the ball stops rolling before going out of play, the defending team is awarded a free kick from where the ball stopped, unless in the penalty zone, then it is restarted with a goal kick.

16. SCORING: A goal is scored when the ball passes completely over the line between the goal posts and under the cross bar. The ball must have been played in the attacking team's offensive end of the field by either team. The team scoring the most goals at the end of time will be declared the winner. A game ending in a draw must find a winner with penalty shots from the center of half field. Three players from each team are selected and then shots are taken on goal, one at a time. If all players make a goal, each team will select one different player to take the next kick, until one player misses a goal. This will take place immediately after the game.

17. POINT SYSTEM: Win = six (6) points; Shutout = one (1) point; one (1) point for each goal up to a maximum of three (3). Total possible maximum is ten (10). No points are awarded for goals scored in a shoot-out. A losing team will receive points for goals or one (1) point if a shutout occurred and they lost in a shutout and won with the penalty kicks at half-field. Seven (7) points awarded for a forfeit.

18. REPORTING OF SCORES: The referee is required to complete a scorecard after each match and have both teams sign the card and give the card to the Field Marshall. The Field Marshall turns the scorecard in to headquarters on the hour.

19. JUDGMENT CALLS BY REFEREES may not be appealed.