



## *4v4 Indoor Soccer Rules*

**Teams:** A team will have a minimum of 4 players to start, with a maximum roster of 6 players. A player may play on multiple teams, and must be rostered on each team. All rosters are final with the start of a team's first game.

**Age Divisions:** The age division of a team in the tournament is determined by the age of the oldest player on the team. Age divisions will be; 8&9, 10&11, 12&13, 14&15 and 16-18. There will be a boys and a girls division for each age division. Girls may play in a boys division, but boys may not play in a girls division.

**Registration Procedure:** The tournament registration form may be downloaded from the SportsPleX website [www.splex.com](http://www.splex.com). The registration form must be received by December 17, 2009 with full payment of \$145 per team. A team roster / Assumption of Risk form must be submitted prior to a team's first game.

**Equipment:** All players must wear shin guards. A futsal ball will be used as the game ball.

**Field Dimensions & Goals:** Fields will be cross field on the larger fields, two fields on each. Field size is approximately 50'x 90' with a Pugg Goal at each end and no walls.

**Game Duration:** All games are 24 minutes; running clock with each team guaranteed 3 tournament games. Games tied after regulation play shall end in a tie.

**Number of Players:** During the game there will be four field players and no goal keeper. In the case of injuries or ejections, teams may play with 3 players. Substitutions are made on the fly.

**Kick-ins:** The ball shall be kicked into play from the sideline instead of a throw-in.

**Indirect Kicks:** All dead balls (kick-ins, free kicks, kick-offs, corners) are indirect with exception of Penalty Kicks.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from mid-field with all players behind the kicker. The ball is live once it has been played forward.

**Kick Off:** May be taken in any direction.

**Goal Kicks:** Will be taken from the goal line.

**Corner Kicks:** Will be taken from the nearest corner.

**Ten Feet Rule:** In all dead ball situations, defending players must stand at least 10 feet away from the ball. If the defensive's player's goal is closer than 10 feet, the ball shall be placed 10 feet from the goal area in line with the place of the penalty.

**NO OFFSIDE and NO SLIDE TACKLING in 4 v 4.**

**Scoring:** In pool play, games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss. A bonus of 1 point will be awarded for a shutout.

**Tiebreakers:** In pool play, ties between three or more teams will be broken by; 1.) head to head results between tied teams; 2.) goal difference in pool play; 3.) playoff team shootout.

**Division Championship:** A Championship game will be played in each division between the two highest point teams from pool play. Each Division Champion will receive a Championship t-shirt.

**Forfeits:** A forfeit shall be scored as 5 – 0.

**Player Ejection:** Referees have the right of eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. Blue card offenses equal a 2 minute penalty. Team plays down a player for the 2 minutes. Red card offenses are immediate expulsion from the tournament and the team must play down for 5 minutes in the current game.

**Playoff Overtime:** The Championship game in each division will have a 3 minute Golden Goal. If the score is still tied, another 3 minute period will be played and continue until a winner is determined.

**Protests:** There will be no protests. Officiating decisions are final. SportsPleX has sole discretion of interpretation of the tournament rules.