

Official Rules

FIFA RULES APPLY IF NOT MODIFIED WITHIN

Player Registration

This event is sanctioned by the FYSA. All teams, players and coaches must be in good standing and registered with a State or National Association. Any player or coach who is not registered with a USSF-affiliated association, please contact us at (904) 278-1001 or info@ClayCountySports.com. Everyone is welcome and we have an easy way for those who wish to participate to become properly registered.

Teams will not be considered fully registered and eligible for play until all documentation required by the Tournament Director has been completed (i.e. rosters, player passes, liability waiver, etc.). Teams must be able to provide verification of player's age in the event of a challenge.

Number of Players

A team shall consist of up to six (6) players with a maximum of four (4) players on the field at any one time. A minimum of three (3) players is needed to avoid a forfeit. There are no goalkeepers in 4v4.

Co-ed teams shall have two (2) female players on the field at all times. Teams not able to have two (2) female players on the field will forfeit their remaining games.

Skill Level

Teams with players having a combined experience of three (3) years or more of competitive play will be classified as competitive teams (i.e. if three players have one year of competitive experience or if one player has three years of competitive experience). All other teams will be classified as recreational, unless the team opts to play at the competitive level.

Age Groups

Player ages before August 1 of the current year determine the age brackets. Teams that span more than one age group will be placed into the division of the oldest, most experienced player on the team. U11 players and older may play up two (2) years. U10 players and younger may play up one (1) year.

Group	Born on or after	but before
U8	8 / 1 / 99	7 / 31 / 00
U9	8 / 1 / 98	7 / 31 / 99
U10	8 / 1 / 97	7 / 31 / 98
U11	8 / 1 / 96	7 / 31 / 97
U12	8 / 1 / 95	7 / 31 / 96
U13	8 / 1 / 94	7 / 31 / 95
U14	8 / 1 / 93	7 / 31 / 94
U15	8 / 1 / 92	7 / 31 / 93
U16	8 / 1 / 91	7 / 31 / 92
U17	8 / 1 / 90	7 / 31 / 91
U18	8 / 1 / 89	7 / 31 / 90

Team Brackets

Youth – All teams, regardless of gender ratio, will be assigned to the Open bracket. There are no Female or Co-Ed brackets in the Youth team categories, though teams containing all females or a mix of males and females are encouraged to participate.

Adult (Co-Ed, Female, or Open) – All adult teams, regardless of gender ratio, are eligible to play in the Open bracket. Therefore, Co-Ed teams (those having a minimum of two female players playing on the field at all times) can select to play in the Open or the Co-Ed bracket. Female teams (those having all female players) may choose to participate in the Open or the Co-Ed or the Female bracket. Teams unable to compete in the Female and/or the Co-Ed brackets will automatically be placed in the Open bracket.

Adult (Over 30) – All adult teams, regardless of gender ratio, where each player is over 30 years, may elect to participate in the Adult – Over 30 bracket. They may also elect to play in the other Adult brackets depending on the team’s gender ratio (see above).

Youth Competitive	U8 to U18
Youth Recreational	U8 to U18
Co-Ed Competitive	Must be over 18 for all participants
Co-Ed Recreational	Must be over 18 for all participants
Open Competitive	Must be over 18 for all participants
Open Recreational	Must be over 18 for all participants
Female Competitive	Must be over 18 for all participants
Female Recreational	Must be over 18 for all participants
Over 30 Competitive	Must be over 30 for all participants
Over 30 Recreational	Must be over 30 for all participants

What Do The Winners Get?

A clear winner will be recognized from each competition division. As such, a festival style of competition is not a part of this event. Trophies will be awarded to first and second place teams from each of the competition divisions.

Rosters

Roster changes must be made **60 MINUTES PRIOR** to the team’s first scheduled game of the tournament with the approval of the tournament personnel. No player changes will be made due to an injury during tournament play. A coach or player may make changes, but they must have all the appropriate paperwork. The person making the change must have the Player Replacement Form filled out and the player must have proof of age. All players are required to have proof of age on hand. We do not check each player, but in case of an age-related challenge, teams may be disqualified if they are unable to provide the event director with proof of age. Acceptable forms of proof of age are: State I.D. cards, Driver’s Licenses, State Birth Certificates, and Military I.D. cards. Passports will NOT be accepted. Player’s birth date qualifies the player for the correct age division and the player’s skill level qualifies the player for the correct skills division.

Team Uniforms

All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. Jerseys/Shirts must be tucked in shorts or pants. In playoffs, the higher seed will have the option. Athletic trainer and referee must approve players wearing proactive cast; hard cast will not be allowed. Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces, or bracelets. The only exception will be players wearing medical bracelets. Numbers are required on all jerseys.

Field Dimensions

The playing field is 64 yards long by 25 yards wide for all ages, with the goal being placed seven yards from the end line.

Goal Box

The goal box is eight feet wide by six feet long, centered directly in front of the goal and extending upward. The goals are four feet high by six feet wide. There is no ball contact allowed with the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal line kick is awarded, regardless of who touched the ball last.

Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded.

Tournament Equipment

All players must wear shin guards. Any player without shin guards will not be allowed to play. There will be NO exceptions. Cleats with metal spikes will NOT be allowed. Teams are responsible for providing game balls. The following ball sizes shall be used for each age group:

U8:	Size 3
U9 – U12:	Size 4
U13+:	Size 5

For clarification, illegal equipment consists of, but is not limited to, the following:

- Headwear containing any hard, unyielding, stiff material including: billed hats or items containing exposed knots.
- Jewelry.
- Pads or braces worn above the waist.
- Shoes with metal, ceramic, screw-in, or detachable cleats. EXCEPTION: Screw-in cleats are allowed if the screw is part of the cleat.
- Shirts or jerseys that do not remain tucked in. Any hood on a coat, sweatshirt, or shirt that does not remain tucked in.
- Pants or shorts with any belt(s), belt loop(s), pocket(s), or exposed drawstring(s).
- Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped.
- Sticky foreign substances on any equipment or exposed part of the body.
- Exposed metal on clothes or person.
- Towels attached at the player's waist.

Game Clock Format

The game shall consist of two twelve-minute halves, separated by a two-minute halftime period, OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie, except in the playoffs.

If a team is not present five (5) minutes after the scheduled game time start, a 3-0 forfeit win will be recorded for the opposing team. Teams are responsible for waiting until the seed for playoffs has been determined. No timeouts in 4v4. In the case of overtime during a playoff game, there will be a two-minute intermission prior to starting overtime. Officials may stop the clock at their discretion. Tournament officials reserve the right to reduce, shorten, or reschedule games due to inclement weather or any other unforeseen circumstances.

Scoring

A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the center line. If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

In Pool Play, teams will receive one (1) point for each goal scored, with a maximum of three (3) points: three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. One additional point will be awarded for a shutout.

Substitutions

Players may enter the field on any dead-ball situation, regardless of possession, after receiving the referee's approval. Players are to enter and exit from midfield.

Forfeits

Any team forfeiting two consecutive games will be disqualified and removed from the tournament. Any team forfeiting one game in the playoffs will be removed from the tournament. If a team is not present five (5) minutes after the scheduled game time start, a 3-0 win will be recorded for the opposing team.

Playing The Game

The game is similar to 3v3 and 4v4 small-sided soccer format games with a slight variation. The field of play is similar to hockey with seven yards behind the goal in which players may enter and use as part of the playing field.

The ball may be chipped over the goal from any direction. If the ball becomes entangled or held by the net, it is treated as if the ball crossed the backline. There is a centerline, goal line, and backline.

There Are No Offsides In 4v4 Soccer. No Slide Tackling.

Players can slide for a ball if there is not contact/intent to contact. For example, players can slide for a ball that is going out of bounds, if no other players are around (at the referee's discretion).

Five Yard Rule

In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-ins

The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves on full rotation.

Indirect Kicks

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect, with the exception of corner kicks and penalty kicks.

Goal Kicks

Goal kicks will be taken from the goal line, as played in other soccer formats.

Corner Kicks

Corner kicks will be taken from the corner or any point along the **backline**, not the goal line as typically played.

Kick-off

The start of play will be from the midpoint on the centerline. The kick-off is an indirect kick and may be taken in any direction. The ball must make one full rotation before another player touches it.

Penalty Kicks

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "dead ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

Handball Clarification

Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity will result in the following:

- A penalty kick will be awarded, and
- The player committing the foul will be sent off and shown a red card (at referee's discretion).

Delay Of Game

Any player may be cautioned with a yellow card, if it is deemed by the referee that the player is intentionally wasting time (for example, a player intentionally kicks the ball long distances away from the playing field in order to waste time).

Cautioned Players (Yellow Card)

A player receiving two yellow cards in one game will result in a red card [*please see Player Ejection (Red Card) section below*]. Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions). All fouls are subject to further review and subsequent action as may be imposed by the Tournament Director.

Player Ejection (Red Card)

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off.

The team may then continue with their remaining two, three or four players; however, if the player receiving the card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red-carded need to leave the immediate playing area, including the fan and team areas.

All fouls are subject to further review and subsequent action as may be imposed by the Tournament Director.

Divisional Tiebreakers

When two teams are tied for one place in the preliminary games, the following criteria will be used to determine seeding for the playoffs:

- Head-To-Head Competition (in the event of a tie among three or more teams, this criteria will not be considered), then
- Most Wins, then
- Least Goals Allowed, then
- FIFA Penalty Kicks*

* *Penalty kicks will consist of each player (alternating between teams) taking a turn until one team scores unanswered. Once all players have taken a penalty kick, the rotation of those players will start over until a winner is determined.*

Protests

NO PROTESTS ARE ALLOWED.

Challenges

If the age of a player is challenged, a challenge fee of \$75 (in cash) must be paid to the Tournament Director by a member of the opposing team before the game in question begins. If upheld, the challenge fee is refunded immediately. The Tournament Director will make the final decision based on the information provided.

If the player in question is illegal, that team will forfeit each game that the illegal player has played in. However, if the challenge takes place before a playoff game, the team will not have to forfeit any previous games. The illegal player will be removed from the team for the remainder of the event.

Tournament Director

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated.

Trash Talking Will Not Be Tolerated.

The referee has the authority to determine language which is offensive. The referee will have the authority to eject any offending player or an entire team. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

Overtime

The four players from each team remaining on the field at the end of the regulation play will enter a rotation of penalty kicks taken from midfield. A coin toss will determine the team rotation with alternating player attempts. These sudden death penalty kicks will continue until a team scores unanswered.

If one team has received a red card during the game and finishes with three players on the field, a remaining roster player (other than the red-carded player) may be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the three field players may kick twice.

Addressing The Officials

Verbal and/or physical abuse of any of the Tournament staff or officials may result in an ejection from the property and/or arrest. If abuse happens during a game, the official has the discretion to have your team lose by forfeit. Officials and players are to show respect for each other.

Repeated poor sportsmanlike conduct from officials or players will not be tolerated. Officials will be replaced and players will be ejected. Remember, these are games for all to enjoy.

Weather Related Issues

The Twisted 4v4 Soccer Shootout reserves the right to modify, reschedule or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule any game, as well as the right to shorten game time. In case of bad weather, call (904) 278-1001.

If weather cancels the tournament prior to the start of the first game of the tournament, a portion of the team entry fee will be retained by the event organizers to cover startup costs (brochures, postage, specific game day items, etc.). However, every effort will be made to refund as much as possible of the team entry fee.

The remaining balance will be refunded to the coach/captain of each team within 30 days of the original date of the event. Teams may also elect to waive receipt of a refund and receive a full team credit for the next regularly scheduled event of Clay County Sports, Inc. Teams **must** contact the Tournament Director in writing at info@ClayCountySports.com within **10 days** of the original date of the cancelled tournament.

Conduct

This is a game. Remember to enjoy yourselves, but conduct yourselves in a manner that is respectful to others involved in this tournament. Refrain from foul language or be subject to ejection from the property.

Please help keep the park clean by depositing all trash into the appropriate receptacles. Intentionally trashing/polluting the property may result in ejection from the property, with authorities being notified.

Co-Ed Players

A game is played between two teams of six (6) players. Players on the field will consist of at least two (2) female players. Any team not able to have two (2) female players on the field will forfeit that game.