



# 4v4 Tournament Rules

Games will consist of two 12-minute halves with a 2-minute halftime

Substitutions will be allowed on all dead ball opportunities with referee's permission

There will be kick-ins from the sidelines, not throw-ins

No player may enter goal area while the ball is in play

Penalty for offensive players entering the goal area while ball is in play

- if an offensive player enters the goal area, the play is to be whistled dead and a goal kick awarded to the defensive team.

Penalties for defensive players entering the goal area

- if the ball is not in the goal area, the referee will give a team warning for the first violation.

The next time a defensive player enters the goal area, the referee will award a penalty kick from midfield to the offensive team.

- if the ball is in the goal area, but the player does not contact the ball, the referee will issue a team warning for the first violation. The next time a defensive player enters the goal area, the referee will award a penalty kick from midfield to the offensive team.

- if the ball is in the goal area, and the player DOES contact the ball, the referee will award a penalty kick from midfield to the offensive team. There is no warning for this violation.

**Each team will be allowed only one team warning per game, for ANY defensive goal area violation. After the warning, the goal area violations by the defensive team will result in a penalty kick from midfield.** The defensive team's kicker is allowed to enter their goal area to take a goal kick, but must immediately exit the goal area after the kick is taken.

The ball may not be played higher than 4 feet off the ground. The referee will award a free kick to the team that did not touch the ball prior to it going over 4 feet off the ground. The kick will be taken at the spot it went exceeded the 4 foot limit.

Scoring will be allowed only in the offensive half of field.

All free kicks, including kick-offs and kick-ins are direct (can score directly from the kick, if they are taken from offensive half of the field) and can be kicked in any direction. The team taking the kick has 4 seconds to play the ball on all restarts. If the team exceeds the 4 seconds, the referee will award the kick to the other team.

Opposing players must be at least 4 yards from all kicks when they are taken. Referees will give one warning for encroachment. Additional encroachment violations will result in a penalty kick from midfield against the encroaching team.

All games ending in a tie must be decided by a shootout from midfield

No slide tackling!!!

Standard misconduct rules, including yellow/red cards, will apply.

The following age groups will receive individual participation awards only: U5, U6, U7, and U8 Recreational. In all other age groups, the team finishing 1<sup>st</sup> will receive individual awards.

Teams will be scheduled to play at least three games. Each age group will play under a format which is dependent upon the number of teams in the age group: pool, round robin, or bracket.



# 4v4 Tournament Rules, cont.

In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear their white or lighter colored jerseys.

Players are required to have like-colored jerseys/t-shirts with permanent numbers (ironed-on or permanent marker) at least 4 inches tall on the back of their jersey/t-shirt that match the numbers listed on the team roster. TAPED NUMBERS WILL NOT BE PERMITTED – No exceptions. Scrimmage vests without numbers may worn only over a permanently numbered jersey/t-shirt.

Score will not be kept and ties will not be broken in the U5, U6, U7, and U8 Recreational age groups. In all other age groups, games ending in a tie will be decided by penalty kicks from midfield.

Tiebreakers for Pool and Round Robin Play:

- a. Two Teams Tied: The winner of the game between the two teams tied will be awarded higher place, with the losing team awarded next place.
- b. Three or more teams tied: Goal Differential Rule used (each team given a goal differential for each game played, with a maximum +5 or –5 differential for any one game). **NOTE: Only goals scored in regulation time play count toward this.**
- c. Goal Differential used for ALL pool or round robin games, not just compared against the other tied teams. Places awarded based upon highest Goal Differential.
- d. If two teams are tied and have the same goal differential, winner of the game between the two tied teams awarded the higher place.
- e. If 3 or more teams remain tied, higher place awarded based upon the lowest number of goals allowed. Any remaining ties awarded based upon head-to-head competition.

Any coach or player who is ejected from a game by a game official or the Tournament Director will not be allowed to participate in the next scheduled game for that team. Additional penalties may be enforced based on the seriousness of the incident. Players, coaches, and/or spectators ejected for fighting are to leave the complex and not return for the remainder of the tournament. Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of his/her players and spectators on and off of the field and must promote sportsmanship, win or lose. The Tournament Director may remove a player, coach, and/or spectator from a game or the tournament for unacceptable conduct and/or actions that endanger the safety of others. In the course of tournament play, a player receiving a total of three yellow cards will “sit out” the next game for their team. If the third yellow card occurs in their team’s final game of the tournament, that player will be allowed to continue the game. The Tournament Director may also remove an entire team for accumulating an unacceptable number of yellow and red cards.

The Tournament Director may modify the Tournament Rules when the Tournament Director deems it to be in the best interests of the tournament to do so. All teams will be bound by any such change.



## Forfeit Policy

Teams participating in a tournament expect their opponent to be as diligent and consciences as their own team in being on time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, PrimeTime Sports has adopted these Game Forfeiture Rules

When a team forfeits a game in a tournament, the following rules apply:

- a. The team receives a loss for the scheduled game, scored 0-5
- b. A team forfeiting any game is still expected to play any and all subsequently scheduled games.
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or Tournament Director due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.

The forfeit penalty rules may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the National Director. The National Director's decision as to the application of the Forfeiture Rules shall be binding upon all parties.



## Rain-out Policy

In the event that inclement weather forces the cancellation of all or part of a qualifying tournament, teams will receive a credit of a percentage of their entry fee. This credit is to be used in future PrimeTime Sports soccer tournaments, including the Cup Championships, and will be given in the following increments:

- a. No games played = 75%.
- b. One game of three played = 50%
- c. Two games of three played = 25%



# Eligibility Rules

USSF and US Club Soccer eligibility requirements will be strictly adhered to. Signed, official team rosters must be submitted to PrimeTime Sports by the tournament entry deadline. Any rosters releases received after the entry deadline are subject to a \$25 late fee. **NO GUEST PLAYERS ALLOWED.** Completed Medical Release forms for each player are required at check-in. Notarization is NOT required.

Age groups and player eligibility are based on birthdays August 1-July 31. See age chart.

| Div.       | Aug | Sep | Oct | Nov | Dec | Jan | Feb | Mar | Apr | May | June | July |
|------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|
| <b>U19</b> | 88  | 88  | 88  | 88  | 88  | 89  | 89  | 89  | 89  | 89  | 89   | 89   |
| <b>U18</b> | 89  | 89  | 89  | 89  | 89  | 90  | 90  | 90  | 90  | 90  | 90   | 90   |
| <b>U17</b> | 90  | 90  | 90  | 90  | 90  | 91  | 91  | 91  | 91  | 91  | 91   | 91   |
| <b>U16</b> | 91  | 91  | 91  | 91  | 91  | 92  | 92  | 92  | 92  | 92  | 92   | 92   |
| <b>U15</b> | 92  | 92  | 92  | 92  | 92  | 93  | 93  | 93  | 93  | 93  | 93   | 93   |
| <b>U14</b> | 93  | 93  | 93  | 93  | 93  | 94  | 94  | 94  | 94  | 94  | 94   | 94   |
| <b>U13</b> | 94  | 94  | 94  | 94  | 94  | 95  | 95  | 95  | 95  | 95  | 95   | 95   |
| <b>U12</b> | 95  | 95  | 95  | 95  | 95  | 96  | 96  | 96  | 96  | 96  | 96   | 96   |
| <b>U11</b> | 96  | 96  | 96  | 96  | 96  | 97  | 97  | 97  | 97  | 97  | 97   | 97   |
| <b>U10</b> | 97  | 97  | 97  | 97  | 97  | 98  | 98  | 98  | 98  | 98  | 98   | 98   |
| <b>U9</b>  | 98  | 98  | 98  | 98  | 98  | 99  | 99  | 99  | 99  | 99  | 99   | 99   |
| <b>U8</b>  | 99  | 99  | 99  | 99  | 99  | 00  | 00  | 00  | 00  | 00  | 00   | 00   |
| <b>U7</b>  | 00  | 00  | 00  | 00  | 00  | 01  | 01  | 01  | 01  | 01  | 01   | 01   |
| <b>U6</b>  | 01  | 01  | 01  | 01  | 01  | 02  | 02  | 02  | 02  | 02  | 02   | 02   |
| <b>U5</b>  | 02  | 02  | 02  | 02  | 02  | 03  | 03  | 03  | 03  | 03  | 03   | 03   |

Players and teams are allowed to “Play-up”, which means participate in an older age group, but may not play in a younger age group where they exceed the age eligibility. If even as few as one player is too old for a specific age group, the entire team is too old for the age group. Girls may play on boys teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may not play in a girls division. Players ARE allowed to play on multiple teams, provided the teams are in different age groups and/or skill divisions.

Protests to a player’s eligibility should be reported immediately to the Tournament Director, so that it may be heard in a timely manner. Any protest of player eligibility must be made PRIOR to a game where that player’s team is scheduled to play. Failure to protest eligibility prior to a game will waive a team’s opportunity to protest any player’s eligibility for that game.

All protests must be in writing and accompanied by the official protest fee of \$50 cash. This fee is refundable only if the matter is ruled in the favor of the protesting party. If the protest is ruled against the protesting team, the fee is not refunded. Rather, it will be donated to the PrimeTime Sports Charitable Foundation, which supports youth sports teams and events. The ruling on a protest will be made by the Tournament Director and is final and binding on all participants in the event.



# Team Entry Withdrawal Policy

One of the biggest challenges to managing events is late entry withdrawals by teams. Such entry withdrawals shift energies and resources away from preparing for future events to “damage control” for a late change in a division. PrimeTime Sports events are among the lowest cost tournaments available. To continue to offer this outstanding value to teams, PrimeTime Sports has this Tournament Entry Withdrawal Policy.

**Entry Withdrawal** - A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to [soccer@primetimesportz.com](mailto:soccer@primetimesportz.com) or by fax to (972)874-2565.

**Late Withdrawal** - Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows:

If a fully paid entry is found to replace the withdrawing team, the withdrawing team will be assessed a \$20 per game Withdrawal Fee and the balance of the Entry Fee will be a credit forward to be used by the withdrawing team for any future PrimeTime Sports tournament.

If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.

Any withdrawal from an event by a team within 48 hours of the event will also be assessed a Forfeit Fee in accordance with the Game Forfeiture Rules.

If a team’s entry has been accepted without full payment of the Entry Fee, any amount due must be paid prior to the acceptance of the team’s entry in a subsequent tournament.

PrimeTime Sports assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

The Late Withdrawal policy may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their entry withdrawal, the timing of such communications, the circumstances causing the entry withdrawal and such other considerations deemed relevant by the National Director. The National Director’s decision as to the application of the Team Entry Withdrawal Policy shall be binding upon all parties.

USSF policies regarding USSF teams withdrawing from a USSF-sanctioned tournament will also apply.