

## Resolution 4v4 and Sixes Rules



**General** – *All IFAB rules apply unless where stated below*

Registration for the tournament can be found on [Stormfutbol.com](http://Stormfutbol.com)

Up to 50% will be refunded in the event of cancellation prior to the start of the tournament. This will cover start up and costs associated with the tournament.

There will be no refunds once teams have played their 1<sup>st</sup> games.

Brackets and divisions are selected and decided by the tournament director.

All teams will need to be current and in good standing with both North Texas Soccer and Storm FC.

Teams will need to provide payment methods with available funds by card during the application process.

Once teams have been accepted and paid, there is no withdrawing, to do so will incur the said team to be refused participation into any tournament or league managed by Storm FC and Kr8iv Events. The team will be forwarded to North Texas Soccer for disciplinary proceedings, also.

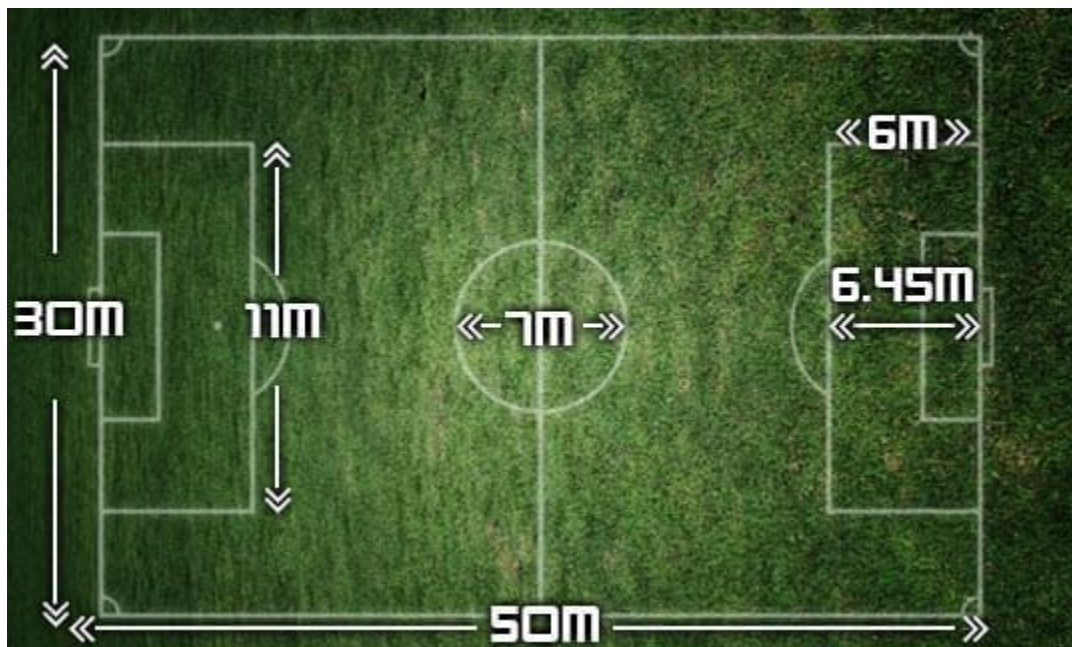
Teams must upload appropriate required paperwork through Gotsport, by the check-in deadline. If teams continue to upload past the deadline the staff may incur an admin charge for their time.

Teams will be guaranteed a minimum of three (3) games. The tournament is not responsible for last minute no shows from teams.

## **Sixes General**

- Sixes is played 6v6, with 5 field players and a goalkeeper per team.
- Teams may roster up to 16 players.
- Matches will consist of 2-25 minute halves per game.
- All kicks are direct
- There is no offside in sixes

### **1. THE PITCH**



1.1 The pitch size for a 6-a-side game is 35yds x 60yds.

1.2 The playing field shall be marked clearly with white lines, to indicate the outer perimeter, central line, goal box, penalty box, center circle, center spot and penalty spot.

### **2. THE GOAL**

2.1 The goal size for a 6-a-side game is 6.5 ft. x 12 ft.

### **3. THE BALL**

3.1 The ball size will be the same as US Soccer age specific guidelines.

3.2 The ball may not be changed during the match without the permission of the referee.

3.3 If the ball goes out of play it will be thrown-in from the side-line. If the ball is lost, or out of bounds, a replacement ball shall be provided by the referee.

3.4 If the ball bursts or becomes defective during the course of the game then the game shall be stopped and a replacement ball will be dropped at the place where the first ball became defective.

#### **4. TEAMS**

4.1 Teams will consist of 6 players per team, including the goal keeper. Each of the two teams must start with an equal number of players.

4.2 The maximum squad size is 16 for 6-a-side.

4.3 Players must be of the correct age according to the age division they have applied for.

4.4 All teams competing must have an approved roster by the tournament committee.

4.5 No players are to be added or deleted after the roster has been approved by the tournament committee.

4.6 A player can only play on one team in the same age group and division.

#### **5. REFEREES**

5.1 Matches are officiated by an on-field referee who are responsible for all decisions.

5.2 The Referees decision is the final decision. There will be no Protests.

5.3 The referees officiating each game will not comprise of anyone of the same nationality as the two competing teams.

5.4 The referee must make sure to wear a contrasting color from the team's uniforms and their goalkeepers.

5.5 The referee has the authority to:

1. Start, suspend and restart the game as appropriate for infringement of the rules, injury or other reason as they see fit
2. Act as timekeeper, including adding extra time for any delays to the game
3. Warn or take disciplinary actions against players for both on and off-field behavior
4. Ensure that no unauthorized persons enter the playing area
5. Monitor the substitution process
6. Exercise discretionary power
7. Ensure that teams clothing and match equipment comply with the match regulations
8. Keep a full record of all game details in the match report

#### **6. PLAYERS**

6.1 Each team should wear contrasting colors. Home team gets to wear their choice, away team will change to a contrasting color.

6.2 All players must wear shin-pads, covered entirely by their socks.

6.3 Players are forbidden from wearing jewelry or any other items which may injure themselves or any other player.

6.4 Footwear must be appropriate for the playing surface.

6.5 The goal keeper's kit should be a different color to the rest of their team, opposing team and referees.

6.6 In the case that a goalkeeper is substituted for an outfield player, the outfield player must wear a different colored jersey or bib to the rest of the team.

6.7 Referees will wear a color that avoids clashes with participating teams.

## **7. TIMING**

7.1 The duration of the game consists of two (2) 25 minute halves.

7.2 There will be no stoppages in play unless there is a serious injury, foul or the ball become defective.

7.3 The game will consist of a continuous clock.

7.4 No overtime in group stage games.

7.5 If a match is suspended part-way through, due to any unforeseeable circumstance, then the score at that point will be the result.

7.6 All teams are required to be at the pitch side at least 10 minutes before their kick off time.

7.7 If a team arrives more than 5 minutes late then they will forfeit the game and the opposition team shall be awarded a 3-0 win.

## **8. START OF PLAY**

8.1 The game card must be presented to the referee prior to the start of the game.

8.2 Home team starts with the ball and the away team has the North or East starting half.

8.3 A goal cannot be scored direct from the kick off.

8.4 The ball can go in any direction from the kickoff.

8.5 To kick off, all players must be in their own half of the playing area. When the referee signals the ball shall be kicked from the center mark by home team.

## 9. GENERAL RULES

9.1 There are no ball height restrictions.

9.2 There is no offside rule.

9.3 Slide tackles are allowed.

9.4 Substitutions are unlimited and may occur at any time during play, under the observation of the referee positioned at the halfway line. The exiting player must have left the playing area before the substitute player crosses the side line. If a player is injured they may leave the field from another point, but the player replacing them must enter at the halfway line upon authorization of the referee.

## 10. RE-STARTS

10.1 The ball goes out of play when:

1. It has crossed the side or goal lines
2. It hits any foreign object in the arena
3. Play has been stopped by the referee for a foul, injury or any other reason.

10.2 **Throw ins** are awarded when the ball leaves the field of play over the side lines, to the opposing team to that which last touched the ball.

10.3 If the ball passes the goal line (but there was no goal) and the ball was last touched by the attacking team then the goal keeper must restart the game by a **throw in**.

10.4 If a goal is scored the goalkeeper shall restart the game with the ball in their hands.

10.5 If the ball passes the goal line (but there was no goal) and the ball was last touched by the defending team then a **corner** is awarded to the attacking team.

10.6 A **drop ball** will be used to restart the game after a temporary stoppage, such as a serious injury, the ball bursting or the ball hitting a foreign object to the last team that had possession.

10.7 If play is stopped because a player has fouled, play shall be restarted by a **free kick** by the opposing team. If the offence is committed in the penalty area, a **penalty kick** is taken from the penalty line at the place nearest to where the infringement occurred.

## 11. SCORING

11.1 A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, unless it has been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side, the goalkeeper included.

11.2 A goal may not be scored directly from a kick-off or a throw in.

11.3 A goal may be scored directly from a corner, free kick or penalty kick.

11.4 A goal may be scored if the ball goes directly from one goalkeeper to the opposing goal.

11.5 If a team are more than 5 minutes late to their match the result shall be 3-0 win in favor of the opposition.

11.6 If a team cannot play or continue to play due to injury, suspensions or red cards they will forfeit that game and the result shall be 3-0 in favor of the opposition.

## **12. Fouls and Misconduct**

12.1 A **free kick** shall be awarded to the opposing team if a player commits the following offences:

1. Kicks, trips, strikes, holds or pushes an opponent (or similar)
2. Plays in a dangerous manner
3. Deliberately impedes the progress of an opponent when the ball is not being played
4. Deliberately handles the ball (excluding the goal keeper)
5. The player responsible for a kick off, free kick, throw in or corner touches the ball a second time before it is touched by any other player.

12.2 The free kick is taken from the place where the foul occurred.

12.3 The recommended distance between the ball and the opponents at a free kick is 5 yards. If an opponent is closer to the ball than the required distance, the kick is retaken.

12.4 A penalty kick shall be awarded to the opposing team if a player commits any of the offences listed at 12.1. Inside their own penalty area.

12.6 Penalty kicks are taken from one-step back and the player must not extend their run up beyond this point. The players, other than the kicker, should be outside of the penalty area, behind or to the side of the penalty mark, and at least 5 yards from the ball. If an opponent is closer to the ball than the required distance the kick will be retaken if no goal is scored but will not be retaken if the player scores. If a team mate is closer to the ball than the required distance the kick will be retaken if a goal is scored but shall not be retaken if the player does not score.

12.7 A **yellow card** shall be awarded if a player commits the following offences:

1. Persistent fouling

2. Unsporting behavior
3. Dissent by words or action
4. Failure to respect the required distance when play is restarted by throw in, corner or free kick
5. Deliberately delaying the game
6. Entering/ leaving the pitch without the referees permission

12.8 A **red card** shall be awarded if a player commits the following offences:

1. Two yellow cards in the same match
2. Serious foul play
3. Violent conduct
4. Offensive or abusive language
5. Deliberately handles the ball when the opposing team has a goal scoring opportunity (excluding the goal keeper)
6. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free-kick or penalty kick.

12.9 A red card results in the exclusion of the relevant player for the rest of the game and their team will be reduced by one player for the remainder of the game. They will also be suspended for the immediate next game. Failure to do so will render the player ineligible for the remainder of the tournament and reported to NTx

12.10 A player who receives a direct red card will be banned from playing in the subsequent game. A violent | Fighting player/s will be banned for the rest of the tournament.

12.11 The Tournament Director or referee assignor may exclude any player from the entire tournament for any serious offences.

### **13. QUALIFICATIONS**

13.1 The amount of teams which proceed from the group stage to the knock out stage of any competition shall depend on division numbers.

13.1.1

**3 team bracket** –Teams play each other home and away. Winner and runner up will be determined by final standings and tie breakers if needed.

**4 team bracket** – Teams play each other once and the top two teams play each other in a final.

**5 team bracket** – All teams play each other once with the winner and runner up determined by group standings and tie breakers if needed.

**6 team bracket** – Teams will play crossover group games. The semi-finals will be based on all 6 teams being grouped in a single bracket by use of seeding. Seed 1 plays seed 4, seed 2 okay seed 3. The final will be contested by the winners of the semifinals.

**7 team brackets** – Teams will play 2 games in the group stage. The highest seed advances to the Semifinals. The remaining teams will play quarter finals through seeding. 2v7, 3v6, 4v5. Winners of each will then play semifinals #1 v winner of 4v5 and winner of 2v7 v winner of 3v6. Winners of the semis will contest the final.

**8 team brackets** – Teams will be divided into two groups of 4 teams. After the group games the divisional winners will play opposing division runners up. For example A1vB2, B1vA2. Winners will contest a final.

13.2 Unless otherwise stated the case that two or more teams from a group are equal on points, the teams ranking shall be separated through the following criteria:

1. Superior goal difference from all group matches played by the teams in question
2. Higher number of goals scored from all group matches played by the teams in question
3. 'Head-to-head' record between the two teams in question in their group match
4. Superior goal tally of the top goal-scorer of each team in question
5. Superior number of different goal-scorers of each team in question.
6. Lower disciplinary points total based only on yellow and red cards received in all group matches (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points)

### 13.3 **Scoring points**

1. The scoring will be on a 10 point system
  - a. 6 points for a win
  - b. 1 point for each goal scored up to a maximum of 3 points
  - c. 1 point for a clean sheet
  - d. 3 points for a tie
2. Maximum points can be achieved by a minimum 3-0 win.
3. Example of a 2-2 tie would be 3 points plus 2 points for scoring 2 goals. Therefore a total of 5 points to each team.
4. 0-0 Tie would be 3 points of the tie and 1 for the clean sheet. Therefore, 4 points each
5. Teams losing can still gain points up to 3 for each goal scored to 3
6. For tiebreaking goals for and goal differential, a maximum of 10 goals will be counted.

## 14. The goalkeeper and goalie area

14.1 The goalkeeper must not leave their area. If they do, a penalty will be awarded

14.2 If the goalkeeper makes a save and part of his body slides out of the area, then the referee shall use his discretion. However, in this instance, for the referee to rule in favor of



the goalkeeper, the ball must have remained in the area and part of the goalkeeper's body must also have remained in the area. If, in the referee's opinion, the goalkeeper started a sliding save too near to the edge of the area, which he could have reasonably foreseen would have taken the majority of his body out of the area (even though the ball may have remained in the area) then the referee shall penalize the goalkeeper. The referee shall take into account the conditions of the surface in determining how far goalkeepers may slide out of the area.

14.3 If a defensive side has a free-kick near to the goalkeeper's area, then the referee may elect to continue play with an throw in by the goalkeeper.

14.4 The goalkeeper must always throw in, an indirect free kick shall be awarded if the GK uses a kick in instead.

14.5 If a team makes a change of goalkeeper during the match then the referee must be notified before the change is made.

14.6 If an attacker kicks the ball near the area the action of the kick must have started and finished outside the area, however the momentum of the kick is allowed to travel in the area.

14.7 Attacking players may also enter the opposing area through momentum only however, the referee shall be the sole judge of momentum and the attacker should make every reasonable effort not to enter the area.

14.8 No player shall be penalized if, through no fault of their own, they enter the area when they have made a reasonable attempt not to enter the area. This particularly applies to attacking players who may push defending players into the area.

14.9 In all matters relating to the area the overriding rule should be that, with discretions, the ball should not have been played in the area. Discretions apply to momentum only.

14.10 The goalkeeper may pass the ball with feet but under no circumstances not kick it except in the course of making a save. If the goalkeeper does kick the ball, an indirect free kick will be given, two yards outside the area.

14.11 Players who run through the area and in doing so gain an advantage, will be penalized.

## **15. Pass backs**

15.1 When an outfield player receives the ball from the goalkeeper, the ball must be touched by another player before being passed back to the goalkeeper. This is punishable with an indirect free kick, 2 yards outside the area.

## **16. Guest players**

- 16.1.1 Teams are allowed special event players and can create a roster through special event forms.
- 16.1.2 All forms and supporting documents must be provided in order to be included.
- 16.1.3 Special event players will incur a \$10 charge per special event player. The tournament staff | committee reserves the right to refuse or accept special event or guest players.
- 16.1.4 Guest players for recreational teams are three (3) academy Zero (0) and competitive are allowed five (5) as long as adding them doesn't put a team over the roster limits.
- 16.1.5 Special event rosters can be maxed out to the roster limits

## **16. The two-yard rule**

- 16.1 If a player fails to retreat two yards or, the ball hits a player from the free kick who has not retreated two yards, or who has extended his leg towards the ball meaning that he is no longer two yards from the ball, then the referee shall move play forward two yards and allow the kick to be taken again.
- 16.2 Players that show dissent towards the referee or his decision at a free kick, will result in the kick being moved forward two yards.
- 16.3 The referee may move the kick forward at two yard intervals, however many times he wishes.
- 16.4 If by moving the ball forward two yards, the free kick then becomes within the area of the defending side, a penalty shall be awarded.

## **17. Additional Information**

- 17.1 If applicable, the referees scoring overrules the scoreboard.
- 17.2 The referee will be the sole judge of whether a tackle is dangerous or not in the best interests of the spirit of the game.
- 17.3 Teams must not alter or move equipment to gain an advantage.

## **18. Additional Information**

- 18.1 Referees are instructed to take a more active approach towards time wasting.

18.2 If a player is guilty of time wasting at any point then the referee has full discretion to either award a free kick or a penalty kick as he see fit.

18.3 The player does not need to be warned about time wasting.

## **19 Health and Safety**

19.1 All participants understand that these events are contact sports and contain risk to the person participating for which the organizer cannot be held responsible.

### **4v4 General** – *All IFAB rules apply unless where stated below*

#### **1. Playing format:**

#### **U4-U10 will play 4v4 on 30yd x 20yd fields.**

The goals are 3 ft. tall by 5 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of two 15 minute halves separated by a 2 minute halftime. Teams may consist of a maximum of (12) players only. Four players will be on the field at a time. There are no goalkeepers. A team must have a minimum of 3 players on the field to start the game.

#### **U11-U19 will play 4v4 on 40yd x 30yd fields.**

The goals are 3 ft. tall by 5 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of two 15 minute halves separated by a 2 minute halftime. Teams may consist of a maximum of (12) players only. Four players will be on the field at a time. There are no goalkeepers. A team must have a minimum of 3 players on the field to start the game.

### **Administrative**

- Players and coaches must be rostered on the leagues roster (located on stormfutbol.com).

- Coaches must have current background checks up to date through US Club Soccer or USYSA.
- A team consists of a minimum of 4 players and one head coach; a maximum of 12 players may be rostered; and no more than 3 coaches, including the head coach, may be on the sideline for any match.
- Teams are responsible for printing the game day roster from the stormfutbol.com website and presenting it to the referees prior to each match. No hand-written changes may be made to the roster except for adding player numbers.
- Teams should arrive 10 minutes prior to scheduled kick-off.
- All free kicks are indirect
- All dead ball restarts, including corner kicks and fouls are indirect. In all dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal area is closer than 5 yards away, the ball shall be placed 5 yards from the goal crease in line with the place of the foul.
- Throw-ins are not allowed. Only Kick-Ins will be allowed.
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### **Crease rules**

Crease Rule for **4v4** Players cannot stand inside the crease. Players may pass through the crease; however there cannot be any contact with the ball inside the crease. Any part of the ball or player's body inside the plane of the crease is considered in the crease and an extension of such. If the defending team touches the ball in the crease, the offensive team will be awarded a goal. If the defending team touches the ball while the ball is outside the crease but their body is inside the crease (extension of such) the offensive team will be awarded a goal. If an offensive player touches the ball within the crease, a goal kick is awarded to the defensive team. If the ball comes to a stop inside the crease and the play is ruled dead, a goal kick is awarded to the defensive team. The plane of the crease extends upwards.

### **Substitutions**

- Free substitutions are made "on the fly"
- Player can only enter or leave the game in the substitution areas in front of their respective benches, and a **player may only enter a game after the player they are replacing has left the field.** Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

### **Law 4- The Players' Equipment**

- Players must have numbered jerseys of the same primary color, corresponding to the numbers on the roster.
- Shorts and socks should be the same primary color for all team members except the GK.
- Shin guards must be worn, and be fully covered by socks.

- No jewelry is permitted except medical alert or religious bracelets and necklaces, which must be taped securely to the body. EARRINGS MAY NOT BE WORN EVEN IF TAPED/BANDAGED
- CASTS OR HARD SPLINTS are allowed by referee's discretion. Hinged knee braces are permitted only if fully covered by a sleeve or flexible bandage/wrap.
- No hats, hard plastic or metal barrettes or hair adornments are permitted.

### **Law 5- The Referees**

- There will be one referee per match
- Referees are empowered to enforce the Laws of the Game and their decisions with regard to the facts of the match are final.
- The Referee shall have primary responsibility for timekeeping.
- Referees shall monitor substitutions and 4-second counts equally.

### **Law 7- The Duration of the Match**

- Games will consist of 2 (two) 15 minute running time
- 2 minute half time
- Games ending in a tie will be considered a tie, except during playoffs, where there will be (1) five minute "sudden death-golden goal" overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the 5 minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the round wins. If it is still tied at the end of the round, the same players will rotate in a "sudden death" penalty kick format until a winner is decided. The second team to kick will have a chance to tie if the first kicking team scores first in "sudden death."

### **Law 8- The Start and Restart of Play**

#### **Kick-off**

- The Home team per the schedule will receive the first half kick-off.
- Opposing players must be outside the center arc until ball is in play.

- The ball can move in any direction to be in play.
- Kick-offs are indirect; a goal may not be scored directly from a kick-off.

### **Dropped Ball**

- There are no longer any contested drop balls.
- If the ball hits the referee, the team in possession will be given a drop ball. Opposing players must be 3 yards away.
- A dropped ball may not take place in the penalty area, it should be administered at the spot on the penalty arc directly out from the goal line from where the stoppage occurred.
- A goal may not be scored directly from a dropped ball. If the ball enters the opponent's goal, a goal clearance is awarded. If it enters the player's own goal, a corner kick is awarded.

### **Law 9- Ball In and Out of Play**

- The ball is out of play when a referee whistles the play dead; when the ball wholly crosses the touchline or goal line.

### **Law 10- The Method of Scoring**

- A goal is scored when the ball completely crosses the goal line, between the goalposts and under the crossbar.
- Goals will be disallowed if the result of an infraction by the attacking team, if the ball is thrown by the attacking GK without being touched, as a result of an untouched Indirect Free Kick, from a dropped ball, from a kick-off or from a kick-in.

### **Law 11- Offside**

- There is no offside in 4v4.

## **Law 12- Fouls and Misconduct**

### ***Indirect Kick Fouls:***

An indirect free kick is awarded to the opposing team for the following offenses:

- Playing in a dangerous manner, including but limited to playing or attempting to play while on the floor, high kicks with or without contacting the ball.
- A player deliberately impedes the progress of an opponent when the ball is not being played.
- A player commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from the place where the infringement occurred.

### ***Slide Tackling:***

- Slide tackling is not allowed

### ***Exceptions:***

- Clear winning of the ball and no player around

### ***Cautionable Offenses:***

A player is cautioned and shown a yellow card if the commits any of the following offenses:

- Is guilty of unsporting conduct
- shows dissent by word or action
- persistently infringes the Laws of the Game
- delays the restart of play
- Fails to respect the required distance when play is restarted with a corner kick or free kick (including kick-ins and restarts. This is an automatic yellow, the required distance does not have to be asked for by the opponent or referee.
- Enters or re-enters the playing court without the referee's permission
- Deliberately leaves the playing court without the referee's permission

For any of these offenses, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offense was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

### ***Sending-off Offenses:***

A player is sent off and shown the red card if he commits any of the following offenses:

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits an opponent or any other person
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- Uses offensive, insulting or abusive language
- Receives a second caution in the same game

Upon receiving the red card the team that the player was on will play shorthanded for the remainder of the game. The player is not allowed to re-enter the game.

### **Law 13- Free Kicks**

- The minimum required distance for all indirect free kicks, kick-offs and kick-ins is 3 yards. Indirect Free Kicks will be awarded per the Futsal Laws of the Game, and will be indicated by the Referee(s) raising their arm straight in the air, and holding the signal until the ball is touched by another player or goes out of play.

### **Law 15- The Kick-in**

- A Kick-in is awarded to the opponents of the player who last touched the ball before it completely crosses the touchline in the air or court or strikes the ceiling or other overhead structure.
- A goal may not be scored directly from a kick-in.
- Opponents must allow at least 3 yards required distance.



- The player taking the kick-in must be outside the field lines, and the ball must be placed on the line or within 10 inches of the line.
- The kick-in must be taken within 4 seconds of the ball being available the kicker, as determined by the Referee(s).

### **Law 17- The Corner Kick**

- There is no arc
- Kick is taken at the point where goal line and touch line meet (at corner).
- Defense must give 3 yards distance
- Corner kicks are indirect; a goal may not be scored directly without the ball being touched by another player from either team. Referee doesn't count.