

Rules of the Game

SCRIPPS RANCH SOCCER CLUB 4V4 RULES

- 1) We will play 4v4 on an about 35 by 25 size field with no goalkeepers.
 - 2) All games will be played at one location. This field is divided into several smaller fields (approximately 35/25) with the field numbers written in front of each goal.
 - 3) Substitution is on any dead ball with referee's permission.
 - 4) There are no goalkeepers.
 - 5) There are no throw ins. All dead balls and out of boundary balls are kick ins. {no goal can be scored directly from these kick ins. It must touch by any player before it goes in a goal (indirect kicks)}.
 - 6) Goals will be placed outside of the field boundaries of the goal lines to allow more playing space **(this is a major change from the previous 3v3 or 4v4 games in the past with the arch in front of goals. We no longer will be using the arch)**. Should the ball touch a defending team player within the marked box between the goals and the goal lines (**foot or feet touching the ball inside of this box**), the defending team will be penalized by a penalty kick by a onetime shot against them from the center of the field with no one defending (all players from both teams must move past the mid field and wait for the kick. Once the shot is taken, there will be a score or no score. Play will continue with a kickoff in case of a goal scored or a goal kick in case of a miss shot). Should the ball touch an attacking team player inside the box (**foot or feet touching the ball inside of this box**), the defending team will be awarded a goal kick.
- BALL SHOT TOWARD THE GOAL BY THE LAST PLAYER MAKING THE ATTEMPT, IT IS STILL IN PLAY FOR PURPOSE OF A GOAL SCORED OR MISSED EVENTHOUGH IT IS PAST THE GOAL LINE. ANY PLAYER AFTER THIS SHOT IS TAKEN TOUCHING THE BALL OUTSIDE OF PLAYING FIELD, AN APPROPRIATE CALL WILL BE MADE BY THE REFEREE ACCORDINGLY.**
- 7) Goal kicks can be taken by placing the ball anywhere on the goal line (from corner to corner).
 - 8) There is no sliding allowed (indirect kick awarded to the opponent).
 - 9) There are no offside calls.
 - 10) All kick ins are indirect.
 - 11) A ball that comes to rest outside of the goal line but before entering in the goal is a dead ball.
 - 12) All players must wear the same colored uniform as their teammates.
 - 13) Shinguards are mandatory.
 - 14) Games consist of two 12-minutes halves with 2 minutes half time break.
- In bracket play, tie games will be recorded as a tie. In quarter, semi final the game will immediately go to penalty kicks on a rotation basis. All four players on the field at the conclusion of the game will take a penalty kicks.
- Final games, a tie at the end of regulation play will result in a sudden death 3-minute period. If the tie still exists after sudden death, the game will immediately go to penalty kicks on a rotation basis. All four players on the field at the conclusion of the game will take a penalty kicks.
- A. Penalty kicks will be taken from the halfway line.
 - B. All players must be behind the halfway line when the kick is taken.
 - C. After the kick is taken, the ball is dead.
- 15) All teams will use appropriate game balls.
 - 16) Goal can be scored from anywhere on the field.
 - 17) A player receiving a red card will miss the next game.
 - 18) In any event, tournament director's decision is final.

SCORING POINT SYSTEM

Teams are ranked by the total number of points accumulated through individual games in bracket play.

Win: 3 Points, Tie: 1 Point

Forfeit: 3 points (1-0 win)

Tie breaker for bracket play:

1. Head-to-head
2. Goals against
3. Goals for
4. Penalty shots (all 4 players from each team on a rotation base)