

# Copa del Sol 4 v 4 Tournament

## Rules of the Game

FIFA rules apply if not modified within.

**Player Registration:** All players must be registered on their teams before the tournament begins. No roster substitutions are allowed after the tournament starts. All youth players must have proof of age and have a signed liability waiver/parental permission form on file with the Tournament Director. Adult players must have proof of age at each game.

**Number of Players:** Six is the maximum number of players on a team. Four field players at one time. Players may only play on one team per division. There are no goalkeepers. Substitutes may occur at any dead ball situation, but players must enter and exit at the half-field mark only.

**Team Uniforms & Equipment:** 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 the team to change uniforms. In playoffs the higher seed will have the option. All players must wear shin guards. Teams are responsible for providing game balls.

**Field Dimensions:** Length 40 yards; Width up to 30 yards.

**Goal Box:** The goal area is a semi circle extending in an arc ten feet in all directions from the center of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If a defender or the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, a goal kick is awarded to the defensive team. The goals are minimum of 4 feet high by 4 feet wide up to 4 feet high by 8 feet wide.

**Game Duration:** The game shall consist of two fifteen-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie, except in playoffs. A team, at the discretion of the referee and tournament director, will forfeit at game time if they are not present. Teams are responsible for waiting until their seed for playoffs have been determined. There are no time outs or added time.

**Goal Scoring:** A goal may be scored only from a touch (either by the offense or defense) within the attacking team's offensive half of the field.

**Scoring (In pool play):** Games will be scored according to the following: three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

### **Tiebreakers:**

In the event of a tie in points at the end of pool play; the winner for advancement is determined as follows:

1. The winner in head to head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most shutouts

**Playoff Overtime:** Shall consist of a sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three minute overtime period, the winner shall be decided by shootout. The four players remaining on the field at the end of overtime will alternate with each penalty kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same field players will rotate in a sudden death penalty kick format until a team scores unanswered.

### **No Off Sides**

## **No Slide Tackling**

**Five Yard Rule:** – In all dead ball situations, 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.

**Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kick-off) are indirect with the exception of corner and penalty kicks.

**Goal Kicks:** May be taken from any point on the end line.

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

**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 the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**Player Ejection (Red Card):** Referees have the right to eject a player 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 three or four players, however if the player receiving the red card was in the field of play, the team must complete the game with only three players on the field. The tournament director/field marshal will decide suspension from additional games.

**Protests:** Formal protests must be submitted in writing within 30 minutes following the completion of the game to the tournament director. *A formal protest must be accompanied by a non-refundable fee of \$250,000.00 in the form of a cashier's check payable to DYSA.* Referee judgment calls are **NOT** grounds for protest.

**All participants must have proof of age (player card, driver's license, state identification card or birth certificate) available at each game.**

**Situations or occurrences that these rules do not address shall be left to the sole discretion of the Tournament Director whose decision is binding to all participants.**