

Dallas Cup 4v4 Soccer Tournament

RULES OF PLAY

1. **FIELD:** The playing field for U-6 through U-12 is 70 ft.-wide x 80 ft.-long. The center circle is 8 ft. radius and a **penalty zone of 8 ft. radius in front of each goal.**
2. **BALL SIZE:** Four (4)
3. **TEAMS:** Composed of five (5) players (four (4) players + one (1) substitute). Any team with a male player must play in the boys division. A team may not play fewer than three (3) players on the field. **No goalkeeper is used.** NTSSA rules for individual playing time for Recreation players are followed.
4. **SUBSTITUTION:** Free substitution by either team at any stoppage in play with the referee's permission. **No substitution allowed during running play.** Referee discretion during free kicks.
5. **LENGTH OF GAME:** **22 minutes divided in two (2) 10 minute halves with a 2 minute halftime.** Forfeit time is 5 minutes after the game time. A team unable to field three (3) players at that time will forfeit. Time will continue to run except for injury or stopped at the discretion of the referee if one team is deliberately wasting time. **Games ending in a tie go directly to a shootout. There will be no shootouts for U6, U7, U8, U9.**
6. **REFEREES:** One (1) referee will officiate each game. All referee decisions are final except for ineligible player.
7. **MISCONDUCT:** Caution/Dismissal will be used as specified by FIFA. This tournament is sanctioned by NTSSA and all misconducts will be reported. Caution/Dismissal will be for that game only and does not carry over to other games except at discretion of the tournament director. A dismissed player may not be substituted and the team will play short for the remainder of the game. Two (2) players dismissed and the game is terminated.
8. **FREE KICKS:** **Kick-off, kick-ins, goal-kicks and fouls are indirect kicks.** Defending player must be at least 8 ft. from the ball at the time of restart. The kick must be taken within five seconds from the signal by the referee to play. Failure to do so will result in a free kick to the other team. A goal kick will become a corner kick. **ALL CORNER KICKS AND PENALTY SHOTS ARE DIRECT.**
9. **BALL OUT OF BOUNDS:** A ball played over the sidelines will result in a kick-in that is taken at the point the ball crossed the line. Goal kicks may be taken on either side of the penalty arc anywhere along the goal line outside the penalty arc. A goal is scored when the ball passes completely over the goal line between the goal posts and under the cross bar. A goal can only be scored from inside the attacking team's offensive half of the field. A ball kicked into the goal from the penalty zone or from the halfway line will be a goal.
10. **HIGH BALL RULE:** **The ball must be played at all times below the height of the goal bar (3 ft.).** If the ball exceeds this height, the opposing team will be awarded an indirect free kick from the point that the referee judged the ball exceeded the goal height.
11. **GOAL DEFENDING RESTRICTION:** **Defending player must be at least to the edge of the center circle while his/her team controls the ball in the opponents half of the field. If in the opinion of the referee a team is guilty of intentionally placing a player in front of their goal while his/her team is on the attack, the referee shall stop play, warn the team and restart with a free kick to the other team at the point where the ball was at the time of the stoppage.** A team that accumulates three (3) warnings will have a penalty shot awarded against them.
12. **PENALTY ZONE VIOLATION:** Players may not enter the penalty zone (8 ft. semicircle in front of each goal for U-6 through U12) at any time. If a "defensive" player enters the zone and becomes involved in the play that prevents the scoring of a goal, the referee will award a penalty shot from midfield. If a "defensive" player enters the play (i.e. cutting across the zone to intercept an attacking player), the referee will award a penalty shot. When an "offensive" player enters the zone in his offensive end before the ball crosses the goal line, a goal kick is awarded to the defensive team. **An "offensive" player that legally plays the ball outside the zone and whose momentum carries him into the zone will not be penalized.**
13. **FOULS/RESTARTS:** All fouls will result in an indirect free kick from the point of the violation (unless advantage is applied) except as follows:
 - a. Fouls-
 - i. Deliberate handling of the ball that prevents a scoring opportunity will result in a penalty shot and a caution.
 - ii. A foul committed against an opponent on a breakaway with a goal scoring opportunity will result in a penalty shot and a caution.
 - b. Restarts-

- i. Injury that requires stoppage of play. Drop ball at the point of play when stoppage occurs.
 - ii. If the ball stops in the penalty zone without crossing the goal line, a goal kick is awarded to the defensive team or a corner kick is awarded to the attacking team depending on who touched the ball last.
14. **PENALTY SHOT: When a penalty shot is awarded as defined, the team receiving the shot will get an opportunity to shoot from the center spot on an unattended goal of their opponent with all the players removed to the midline.** No second play is allowed. If a goal is scored, restart with a kick-off. If missed then the defending team is awarded a goal kick. If the ball stops rolling before going out of play, the defending team is awarded a free kick from where the ball stopped, unless in the penalty zone then it is restarted with a goal kick.
15. **SCORING:** A goal is scored when the ball passes completely over the line between the goal posts and under the cross bar. The ball must have been played in the attacking team's offensive end of the field by either team. The team scoring the most goals at the end of time will be declared the winner. **Except in age groups U6, U7, U8 and U9, there must be a winner, in case of a tie: each member of the team on the field at the end of play will be given a penalty shot.** If tied after all members have taken their shots, then repeat in any order one (1) v one (1) sudden death a winner is declared. A team playing with only three (3) players will receive only three (3) shots even though the other team has four (4).
16. **POINT SYSTEM:** Win = six (6) points; Shutout = one (1) point; one (1) point for each goal up to a maximum of three (3). Total possible maximum is ten (10). No points are awarded for goals scored in a shoot-out. A losing team will receive points for goals or one (1) point if a shutout occurred and they lost in a shutout. Seven (7) points awarded for a forfeit.
17. **REPORTING OF SCORES:** The referee is required to complete a scorecard after each match, have both teams sign the card and give the card to the winning team. The winning team is responsible for turning their scorecard into tournament officials at the scoreboard/head quarter tent. Failure of the team to turn in the scorecard after each match is grounds for forfeiture of the game.
18. **JUDGEMENT CALLS BY REFEREES** may not be appealed.
19. In the event that the tournament is cancelled, a refund of the entry fee (if any) will be determined by the Board of Directors after all expenses have been calculated.
20. The decision of the Tournament Manager, in conjunction with the Board of Directors, on any matter is final and may not be appealed.