

NRHS KICK OR TREAT 4V4 RULES

U6-U12 will play 4V4 on 35yd x 22yd fields. The goals are 5 ft. tall by 9 ft. wide. The goal box will be 11X5 ft in front of each goal. Games will consist of two 12-minute halves separated by a two minute halftime. There are no goalkeepers. U5-U8 teams use a size 3 ball while U9-U12 teams use a size 4 ball. Both teams should provide game ball.

GAME LENGTH & AWARDS

U6-U12 2 X 12 MINUTE HALVES 1st & 2nd Place

HALF-TIME PERIODS WILL BE 2 MINUTES IN LENGTH.

THERE WILL BE NO OVERTIME PLAYED IN PRELIMINARY MATCHES.

OVERTIME RULES: Games ending in tie will be considered a tie, except during playoffs, where there will be one (1) five-minute “sudden death” 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 five 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 first round wins. If it is still tied at the end of the first round, the same players will rotate in a “sudden death” penalty kick format until a winner is decided. Penalty kick in 4v4 will be taken from midfield.

SKILL LEVEL: We will do our best to place teams by requested flight. **In certain circumstances where there are less than four teams in any given age group or skill level, your team could be flighted to the next highest age group.**

GAME TIMES / SCHEDULE: Teams must report to their scheduled field 15 minutes prior to game-time. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee or Tournament Director. **It is the responsibility of the coach or team captain to check the schedule for any changes the Friday before and day of the tournament; you will not be notified of any changes.**

TEAM UNIFORMS: All Teams are encouraged to dress in similar costumes for jerseys. Jerseys must be safe to compete in ie. No sharp objects. The costumes must be similar in color and look. Targets Jerseys will be provided in case of a color conflict. **Shin Guards are mandatory.**

PLAYING RULES:

No Offsides in 4v4 soccer

No Slide Tackling

Kick-Ins will be used in place of throw-ins.

Goal Kick or Corner Kick will be awarded if the ball travels over the end line. In 4v4 Goal kicks may be taken from any point along the end line. Corner kicks will be taken from the corner of the side of the goal the ball went out on.

Kick-Offs may be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Dead Ball Restarts including corner kicks and fouls, are indirect. 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 away, the ball shall be placed five yards from the goal crease in line with the place of the foul.

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 mid-line with all players standing behind the mid-line. If a goal is not scored, the opposing team is awarded a goal kick.

Substitutions may be made on any stoppage of play, except penalty kicks. Teams must gain the referees attention before making a substitution.

Box Rule 4v4 Players cannot stand inside the box. Players may pass through the box; however there cannot be any contact with the ball inside the box. If the defending team touches the ball in the box, the offensive team will be awarded a goal. If an offensive player touches the ball within the box, a goal kick is awarded to the defensive team. If the ball comes to a stop inside the box and the play is dead a goal kick is awarded to the defensive team.

NYSA **recommends**, that coaches do NOT place a player on the edge of the box throughout the duration of the game as a defensive strategy.

Scoring a goal may be scored only from a touch within a team's **offensive** half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line. If a goal is scored from the defending half of the field, a goal kick is awarded to the opposing team.

POINT SYSTEM AND TIE BREAKERS

Teams will be awarded points using the following system:

Win 3 points

Tie 1 points

Loss 0 points

Red Card 1 point deduction for each Red Card

Bracket Winners and Wildcards will be determined in the following priority:

1. Point Total
2. Head to Head
3. Goal Difference (maximum 5 per game)
4. Goals Scored (maximum 5 per game)
5. Goals Allowed (maximum 5 per game)
6. FIFA Penalty Kicks (U8 will not use a goalkeeper and take kicks from halfway line)

A forfeit must be approved by the Tournament Director before the game is considered an official forfeit.

PLAYER EJECTIONS (Red Card): Referees have the right to eject a player, coach, or parent from the game. If a player on the field is ejected, the team must complete the game minus one player on the field (e.g. 4v4 – would have to play with 3 players if a player was ejected).

Substitutions may still take place, but the offending team will still be minus one player on the field. The player receiving the red card will automatically be suspended for their next game (**NO EXCEPTIONS**). **Players, coaches, or parents whom are ejected by the referee must leave the complex and CANNOT return for the remainder of the tournament to watch or play.**