



Erie Premier Sports

4v4 CHALLENGE SERIES RULES

ROSTERS

- **Roster Size:** Maximum of 6 players per team.
 - Players may not be rostered on more than one team per age division.
- **Signed Roster:** A completed Erie Premier Sports official tournament roster, with parent signatures (player signature if over 18), must be submitted 30 minutes prior to the start of your first game.
 - Any player without a signature will not be permitted to participate.
- **Roster Additions:** Players may not be added after rosters are submitted, even in case of injuries.
- **Coaches:** All teams in Youth Divisions (U9-U20) must have an adult coach or parent on the sidelines.
 - Adult Divisions (Open Men, Open Women) do not need a coach.

Open Club Divisions

- **Age Group Chart:** Club divisions will follow the USSF birth year age group chart for the 2017-2018 season.

School Divisions

- **School District:** Teams must consist of players from the same school district. School districts may enter multiple teams. Tournaments will follow player grades for the 2017-2018 school year.
- **Guest Players:** No guest players are permitted in the 4v4 Challenge Series.

GAME REGULATIONS

- **Game Length:** Each game will consist of one 12-minute period, with running clock and no half-time.
 - The clock will be set to 15-minutes and started immediately. Teams are to be ready to start the game at the 12-minute mark.
 - At the end of the game, please vacate the field promptly to allow the oncoming teams to prepare for the next game.
- **Clock Stoppages:** The clock will not stop for an injury except during the last minute of play and only on the discretion from the referee.
 - The tournament officials may stop the clock and adjust game times for major injuries.
 - Games that are stopped after 6 minutes of play, and cannot be completed, will be considered final.
- **Home Team:** The home team receives the opening kickoff, and will change or wear pinnies in case of similarly colored uniforms.
- **Game Ball:** A properly inflated, regulation size, soccer ball must be provided by the teams and approved by the referee.
- **Number of Players:** All divisions are 4v4 (no goalkeeper).
 - A minimum of 3 players must be active to start / finish a game.

- **Jerseys:** All players must have the same color jersey.
- **Shin Guards:** Shin guards are mandatory and must be covered by socks.
- **Casts / Splints:** No casts or splints, unless approved by both the referee and tournament officials.
- **Jewelry:** No jewelry, rubber wristbands or similar items may be worn, unless approved by both the referee and tournament officials.
- **Footwear:** Plastic or rubber cleats, turf shoes, or flats are permitted - no metal.

GAME RULES

Standard soccer rules are used with modifications for indoor play.

- **Goals:** Mini goals will be used. They are approximately 5' wide x 3' high.
 - No goalkeepers.
- **Goal Box:** The goal box is outlined in front of the goal. No player may play 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.
 - **Defender playing ball:** An infraction occurs if a defender plays the ball in the goal box, a penalty kick is awarded to the offensive team.
 - **Attacker playing ball:** If an offensive player plays the ball within the goal box, a goal kick is awarded to the defensive team.
 - Recurring touches in the goal box may result with a Yellow Card given to offending party.
 - If the ball comes to a complete stop in the goal box, regardless of which team played it last, a goal kick is awarded to the defensive team.
- **Free Kicks / Restarts:** All free kicks are indirect (with exception of penalty kicks).
 - Corner kicks, kick-offs, and kick-ins are all indirect.
 - Opponents must be at least 3-yards away on free kicks.
 - Kick-offs may be played into either half of the field.
 - In the event that a defensive foul occurs within 3-yards of the goal box, the restart will be moved 3-yards away from the line, thus allowing the defending team to adhere to the 3-yard rule. (except penalty kicks)
- **Start of Game / Overtime Possession:** The Visiting Team gets possession to start the game. The Home team gets possession to start Overtime.
- **Penalty Kicks:** A penalty kick shall be awarded for two reasons.
 - 1) In the referee's opinion, a scoring opportunity was nullified by the infraction. Example, clear breakaway.
 - 2) A defender playing the ball within their own goal box.
 - A penalty kick is a direct free kick taken from half-field. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
- **Throw-Ins (Kick-Ins):** There are no throw-ins. All restarts from the sidelines are kick-ins.
 - The 3-yard rule is in effect from kick-ins.
- **Sliding / Slide Tackling:** Slide tackling to win the ball from an opponent is prohibited.
 - Sliding to get to or save the ball when no opponent is involved is permitted.
- **Offside Rule:** No offside rule.
- **Ball Hitting Net / Ceiling:** Any ball hitting the netting or ceiling structure will result in a free kick for the opposing team at mid-field.
- **Substitutions:** Unlimited substitutions at any stoppage of play based on the discretion of the referee.
 - Substitutions must occur from the halfway line.
 - No subbing "on the fly".

- Illegal substitutions may result in a yellow card to the player(s) involved.
- **Yellow Cards**
 - Any player receiving a yellow card must serve a 2-minute time penalty.
 - The team may replace the player.
 - Two yellow cards in one game equal a red card.
- **Red Cards**
 - Any player receiving a red card is disqualified from the game and their team will play short for the remainder of the game.
 - A player receiving a red card will receive a 1-game suspension unless staff determines further sanctions apply. This applies to the team's next game in that division.
 - A player receiving more than one red card in the tournament will be ineligible for all future tournament games.

HEADING GUIDELINES

- The tournament will follow the guidelines for U.S. Soccer's Player Safety Campaign: Concussion Initiatives & Heading for Youth Players. **Players in U-11 programs and younger shall not engage in heading, either in practices or in games.**
- **Erie Premier Sports will adhere to these guidelines for U9, U10, U11, and 5th-6th Grade Divisions.**
- When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

BRACKETING, SCORING, AND STANDINGS

- **Bracketing**
 - Number of groups and teams per group will be determined by the number of accepted teams per division.
 - Each team is guaranteed 4 games.
 - The tournament will consist of round-robin play within the group, followed by playoffs and/or championship games.
- **Scoring**
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- **Forfeits:** Forfeits shall result in a 0-7 loss.
- **Standings & Tie-Breakers**
 - Division standings will be determined by most points outlined in the Scoring section.
 - In the event that two or more teams tie on points, the tie-breakers will be used in the following order.
 - Head-to-head result (if more than 2 teams are tied, skip this step)
 - Most wins
 - Largest goal differential, with a maximum of +7 per game (ex: 8-0, 8-1, and 7-0 all result in a +7 goal differential for that game)
 - Most shutouts
 - Most goals scored, with max of 7 per game
 - Least goals against, with a max of 7 per game
 - If two teams are still tied, the Golden Goal Play-Off will be used.

******When the tie-breaker system is used, the criteria are followed until one or more teams is eliminated. Then the criteria start over again at the first tie-breaker with the remaining teams. These are repeated until a winning order is determined.

- **Mercy Rule:** If a team outscores an opponent by more than ten (10) goals, the score recorded in the system will not exceed a +10 goal difference (ex: 15-2 is recorded as 12-2). This will not affect the tie-breaker rules as the maximum goal differential is +7.

OVERTIME / GOLDEN GOAL PLAY-OFF

Group play games may end in a tie. Playoff and Championship games will result in a Golden Goal Play-Off if tied at the end of regulation.

- **Golden Goal Play-Off:** Once a goal is scored, the game is final. Play will continue until a goal is scored (unlimited time).
 - Each team will start play 3v3.
 - After 2-minutes, teams will play 2v2.
 - If a team is playing short due to a red card, the format will be 3v2 for the entire overtime.

GENERAL REGULATIONS

- **Protests:** There are NO protests. All referee decisions are final and may not be appealed. Should you have an administrative issue (ex. questioning player eligibility), please contact the tournament headquarters immediately. The tournament committee will have the final say on any issues.
- **Cancellation:** In the event the tournament is cancelled (in part or fully) due to inclement weather or other circumstances, **NO REFUNDS WILL BE ISSUED**, including housing or travel expenses.
- **Entry Fee:** Once a team has been accepted and payment has been processed, there will be no refunds.
- **Awards:** Awards will be presented to the Champion and Finalist for each division. Teams should meet at the tournament headquarters after the final to receive awards.

FACILITY REGULATIONS

- **Behavior:** Coaches and team managers are responsible for overall behavior and conduct of their players, coaches and spectators. Any disruptive behavior during games, to the facility, staff or officials will result in that person(s) being removed from the tournament and/or facility. Persistent or overall unruly behavior may result in the team being disqualified.
- **Spectator Seating:** Only rostered players and coaches are permitted on the bench areas or field of play. Spectator areas are on the opposite side of the field.
- **Warm-Up Areas:** Players are permitted to jog and stretch behind the field. Warm-up with the ball is not permitted. Players are not permitted to warm-up in the hallways or common areas.

These rules are subject to change based on the best interest of the players, teams, officials and fair play. All decisions made by the tournament officials are final.