

2019 4v4 Tournament

Rules of Competition

For all competition in this tournament, FIFA Laws of the Game will be used. The following Rules of Competition are also adopted:

1. For U9, U10, U11 and U12 games a #4 ball will be used. For all other age groups, a #5 ball will be used.
2. All games will be 2 twelve-minute halves. Half time for all games is two minutes.
3. Age groups in this tournament will **be based on the calendar year of birth of the oldest player on the team in conformance with US Soccer's birth year registration initiative**. A team will be eligible for an age group if every player on the team was born on or after January 1 of the year as shown in the chart below. Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee. No overage players are permitted.

Age Group	Birth Year		Age Group	Birth Year
U9	2011		U15	2005
U10	2010		U16	2004
U11	2009		U17	2003
U12	2008		U18	2002
U13	2007		U19/20	2000/2001
U14	2006			

4. Each team may roster up to 8 players for the tournament. All players must be registered with a member of their national soccer association, which is affiliated, directly or indirectly, with FIFA. In the United States, this is the United States Soccer Federation (USSF). Members of USSF include US Club Soccer (USCS), US Youth Soccer (USYSA), American Youth Soccer Organization (AYSO), and Soccer Association for Youth (SAY). Proof of such registration shall be player identification cards (cards must have player's picture and be laminated) issued by the registering organization which must be presented at check-in. Players must be registered for either the 2018/19 or 2019/20 seasons. *There cannot be a mixture of player cards from different affiliations. (Every player on the team must have the same type of player card. A team cannot mix USYSA cards with US Club cards or any of the above listed affiliations. **No valid player card, no play.***
5. A team may have any number of guest players, but all of them must provide evidence of registration at check in. The decision of the tournament director(s) on acceptable proof of registration and/or age is final. Rosters, player cards, and travel papers (if required) must be presented at check in. Copies of travel papers will be given to our state association.
6. Teams may not add to their roster after the team's first game of the tournament. Any team using a player not listed on their tournament roster will forfeit that game. Players may not be rostered on more than one team in this tournament.
7. Each team must have a minimum of three players on the field. If a team does not have at least three players ready at the scheduled kickoff time ("ready" means in uniform, checked in with the referee and on the field of play), they will be allowed three minutes to assemble three players. A team which does not have three players ready within three minutes after scheduled kickoff time, or which falls below three players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.
8. Only USSF registered referees will be used.
9. The referee will inspect player equipment before the game. Players may not wear anything which is considered by the referee to be dangerous to the player, teammates or opposing players.

10. Each team must wear shirts of the same color, which are different from the opposing team. If, in the opinion of the referee, there is a conflict of colors, the designated home team must change. All shirts, including alternates, must be numbered with no duplications. Players, other than goalkeepers, with unnumbered shirts will not be permitted to play. Players may not change shirts during a game except with the permission of the referee.
11. Either team may substitute on the fly. There will be no limit on the number of times a player may reenter the game.
12. Four players on the field, no goalkeepers.
13. No throw-ins – all restarts will be kick-in with defending players a minimum of 3 yards away.
14. No off sides.
15. No play in the “no-play zone”, while the ball is still moving, which will be an arc in front of each goal.
Defensive player touches ball in zone = automatic goal.
Offensive player touches ball in zone = goal kick.
If ball stops in zone = goal kick.
16. No slide tackling.
17. All dead ball kicks are indirect with the exception of a penalty kick.
18. All teams must have matching light and dark uniforms.
19. All coaches and other bench personnel must remain within the technical area during the game. Although the technical area may not be marked, this is understood to extend no more than five yards beyond the benches in either direction and no closer than three yards to the field. Coaching during the game is limited to one person giving directions to their own team. No mechanical or electronic devices may be used. Team head coaches are also responsible for the conduct of their players, bench personnel and spectators.
20. Any coach receiving a send-off (red card) must leave the site.
21. Any coach or bench personnel dismissed from a game must leave the site; and may not participate in the team's next game. Any player or substitute sent off (red card) will receive a minimum 1 game suspension. All violent conduct reports will be reviewed by the Tournament Director and Referee Coordinator to determine the number of game suspensions, all decisions will be final. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in any additional game of the tournament.
22. In tied games designated by the tournament as requiring a winner, kicks from the penalty mark (penalty mark is $\frac{1}{2}$ line), as provided in the Laws of the Game, will be taken at the end of regular time.
23. In round robin play, a team receives 6 points for a win, 3 points for a tie, 1 point for a shutout and one point for each goal (maximum 3 points.) If two or more teams are tied on points after round robin play, the following tie-breakers will be used:
 1. Head to head play
 2. Total goal differential up to +/-5
 3. Fewest goals allowed.
 4. Most goals scored up to +/-5 per game
 5. Coin toss.

If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with #1. (For example, if teams A, B and C are tied on points, tiebreaker #1 does not apply. If tie-breaker #2 sees teams A and B tied on goal differential, with a better goal differential than team C, team C is eliminated. The next tiebreaker to be applied is head to head play between teams A and B.)

All forfeited games will be treated as a 3-0 win for the non-forfeiting team, unless the game was already played, and the non-forfeiting team won by a greater margin.
24. All referee judgment decisions, including the three minute grace period, shirt color conflicts, selection of game ball, amount of time added on, etc., are final and are not appealable. Any other appeal must be made in writing to the tournament director(s) within one hour after completion of the game being protested, after notifying the referee and the opposing coach of the appeal before the referee has left the field (or a

subsequent game on that field has begun.) An appeal bond of \$50 in cash (no checks) must accompany the written appeal. The bond will be returned if the appeal is granted. An appeal committee of three neutral persons will be appointed by the tournament director(s) to hear the appeal and make a decision before the next games for the teams involved. Their decision will be final.

25. All yellow and red cards given during the tournament will be reported to the Oregon Youth Soccer Association or the player's home state or national association. The tournament director(s) has the authority to convene a judicial committee of three neutral persons. Such a committee may be convened to deal with any actions that are disruptive to the tournament or bring the game into disrepute. Such a committee is empowered to take such action as they deem appropriate against any player, coach, manager or spectator. Sanctions imposed by such a committee may range up to and including expulsion from the tournament, and are in addition to any sanctions in paragraphs 8 and 15 above. The committee may only act after giving the player, coach, manager or spectator an opportunity to respond to the accusations.
26. Possession or consumption of alcoholic beverages at any game site by players, coaches or spectators is prohibited. Smoking of any kind is also prohibited on any THPRD field.
27. The tournament director(s) have the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver or lack of enforcement. These are the official rules of competition and they supersede any other summary or description of the rules, written or verbal.
28. Refunds will not be granted for any reason once the tournament draw is posted. Refunds may be granted at the discretion of the tournament director prior to that.
29. Safety: A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.
30. Team Check-In and Credentials. Teams must check-in at least 60 minutes prior to the first match. Teams will be notified of the time and location of check-in.
 - **Player Card Verification:** All participating players and coaches shall present a player card issued by a USSF member organization (US Club Soccer, US Youth Soccer Association, American Youth Soccer Organization or Soccer Association for Youth). All player cards must have the player's picture and be laminated. Players may be registered for the 2018/2019 or 2019/2020 soccer years. Each team must present the same type of player card issued from the same association. For example, a team cannot mix USYSA cards with US Club Soccer Cards or any of the above-listed affiliations. **No valid pass card = no play.** The player cards will be verified and checked against the team roster at tournament check-in.
 - **Travel Papers:** Teams travelling as USYSA teams from USYSA region IV do not need travel papers. Teams travelling as USYSA teams from USYSA regions I, II and III must present travel papers at check-in. Copies of travel papers will be given to our state association. Teams travelling as US Club teams do not need travel papers.
 - **Roster Verification:** At check-in, teams must present one copy of their official roster. Teams using US Club Soccer cards must present an official US Club Soccer roster. Teams using USYSA cards must present an official roster – rosters must include player's full name, date of birth and jersey number, as well as the full name of all coaches and other bench personnel. Verification of the roster will consist of checking player cards against the official roster.
31. **SPECIAL HEADER RULE:** There is no heading for U12 and under. An indirect free kick will result from the spot that the ball was headed.