

North Logan Cup 4v4 Rules

FIELD: The field size is approximately 100' long x 75' wide. The goal size is approximately 6ft x 3.5ft. The goal arc is approximately 2yds x 4 yds. Regular cleats can be worn.

BALL SIZE: Age appropriate.

TEAMS: Consist of a minimum four to a maximum of six players. There are no goalies in 4v4. Each team may have 1 guest player (not from their original organized rec team). No COMPETITIVE PLAYERS

- COED U12/U15: 1 girl must always be present on the field.

SUBSTITUTION: Free substitution at any time is allowed..

LENGTH OF GAME: All games will be 15 minute halves. Halftime will be 5minutes. The clock will be a continuous running clock. No stoppage time.

REFEREES: One referee will officiate each game. All referee decisions are final.

- Will keep time and score

OFFSIDES: There are no offsides in 4v4.

MISCONDUCT: Any player that receives a red card will be suspended from the tournament.

BALL OUT OF BOUNDS: Any time the ball goes out of bounds, it results in a kick-in for the opposition. The opposing team must be 4 yards away on all kick-ins. If the ball goes out for a goal kick, the ball may be placed anywhere on the goal line. Goals cannot be scored directly from a kick-in or goal kick.

FREE KICKS: All free kicks are indirect. Defenders must be 4 yards away. If the free kick is closer than 4 yards from the edge of the goal box, then the defenders must stand on the line of the goal box.

KICK-OFFS: Kick-offs can go backwards. A goal cannot be scored directly off a kick-off, therefore, it is indirect.

SCORING: Players can only score a goal on their attacking half (can not score a goal that is farther than half field, if a player scores from their defensive half, it will result in a goal kick)

GOAL ARC & VIOLATIONS: Players are not allowed to play the ball when it is in the goal arc. If a player enters the goal box the referee will remind them to move. If a defender touches the ball while in the goal arc, the result is a goal for the attacking team. If an attacking player touches the ball in the goal box, it results in a goal kick for the defending team. All goal arc violations are at the discretion of the referee.

UNIFORMS: Home team is listed first and will wear white/light colors. Away teams will wear dark colors. Uniforms do not need to have numbers on them. Shin guards must be worn by all players.

PLAYER CARDS: Player cards are not required for this 4v4 tournament.

POINT SYSTEM: Win=3 points. Tie=1 point. Loss=0 points.

REPORT OF SCORES: The referee will report the final score to the Tournament Directors Table. Coaches/Managers are encouraged to check the scoreboard to ensure proper results are recorded.

FINALS: The two teams with the most points from their games will play in the semi-finals/finals(depending on amount of teams). Unless otherwise noted in the game schedule. The winner of the final is the champion, regardless of **overall points**.

TIE-BREAKER: If two teams are tied in points, the tie-breaker will be goal differential.

CHECK-IN: Teams must check in at least 30 minutes before their first game. Player Liability Waivers must be turned in at this time.