



## **Rules** **SCUSC 4 v 4 Soccer**

**PLAYER REGISTRATION:** All players must be listed on their team's roster form before the season begins. Any team or player determined by the 4v4 director to have falsified age or skill level will be dismissed from the season with no refund.

**ROSTERS:** No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the season's first game.

**NUMBER OF PLAYERS:** Eight is the maximum number of players on a team; four field players at one time. Players may only play on one team in the season. There are no goalkeepers in 4v4 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

**TEAM UNIFORMS & EQUIPMENT:** All players must wear shirts during play and each team must bring both a white and a red colored shirt. Home team will wear red and Away team white (Home & Away will be determined by the scheduler). All players must wear shin guards. Any players without shin guards will not be allowed to play.

**FIELD DIMENSIONS:** Maximum Length – 40 yards, Width – 30 yards.

**GOALS & GOAL BOX:** The goal box, 12 feet wide and 8 feet deep, is directly in front of the goal. No player may touch 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. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are maximum of four feet high by eight feet wide.

**GAME DURATION:** The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie. A team, at the discretion of the referee and the 4v4 director will be forfeited at game time if they are not present. There are no time outs in 4v4 soccer.

**GOAL SCORING:** Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be touched (either by offense or defense) within the attacking team's offensive half of the field.

**NO OFFSIDES and NO SLIDE TACKLING IN 4V4 SOCCER**





**FIVE-YARD RULE:** 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, the ball shall be placed five yards from the goal area in line with the place of the penalty.

**KICK –INS:** The ball shall be kicked into play from the sideline instead of throw in.

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks.

**GOAL KICKS:** May be taken from any point on the endline.

**KICK OFF:** May be taken in any direction.

**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 middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**PLAYER EJECTION (RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with their remaining players, however if the player receiving the red card was in the field of play, the team must complete the game with only three players on the field. The 4v4 director will decide the number of games in the suspension.

**PROTESTS:** There will be no protests.

**SPORTSMANSHIP:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the game. The 4v4 director will decide the number of games in the suspension.

**GENERAL:** The SCUSC 4v4 soccer committee, and/or the Space Coast United Soccer Club will not be responsible for any expenses incurred by any team due to the cancellation of any game. If a game is cancelled due to circumstances outside the control of the SCUSC 4v4 soccer committee or Space Coast United Soccer Club, the game will rescheduled for a future make up date (set by the scheduler).

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE 4V4 DIRECTOR.**

