

PIGGLY WIGGLY SHOOTOUT

4 VS 4 TOURNAMENT RULES

All games shall be played in accordance with the FIFA Laws, except as specifically superseded by these rules: Except as otherwise provided herein, the FIFA "Laws of the Game" shall apply to all tournament matches.

POINT SYSTEM / PRELIMINARY GAMES

WIN.....6 Points
TIE.....3 Points
LOSS.....0 Points
SHUTOUT.....1 Point
GOALS.....1 Point (up to max. of three – 3)

Forfeits

A Forfeit shall be awarded if a team is not present and prepared to play within 10 minutes of its scheduled match time.

1. A team that has forfeited a game may not be declared a bracket winner or otherwise advance.
2. Forfeits will be scored 3-0 with a resulting 10 points to the winner.

Format will be as follows:

AGE GROUP	NUMBER ON FIELD	PRELIM GAMES	OT - FINALS
U7 –U8 4 vs. 4	play 4 field players - no goalkeeper	2 x 16 min or 12 goal lead	4 minute golden goal

NO OFFSIDES in 4 vs. 4 games.

NO SLIDETACKLING ALLOWED.

Each team **guaranteed three (3)** matches for the tournament, weather permitting.

- Championship games played on Sunday.
- Some games are played on Friday night. Please indicate on application.
- We reserve the right to combine age groups if necessary.

Awards will be provided for 1st and 2nd place teams.

Divisional Bracket Play

In the event of ties, standings will be established using the following tie breaking criteria in sequence until a winner has been determined:

1. Head to Head Competition
2. Goal differential, with a maximum differential of three (3) goals per game (i.e. in each game, goals scored minus goals allowed with a maximum of 3).
3. Goals Scored – with a maximum of three (3) per game.
4. Fewest goals allowed in all games, maximum of three (3) per game
5. Coin Toss

In the event of a 3 way tie, the team that has amassed the greater goal difference will

advance. If 1 team is eliminated due to inferior GD the process for advancement will start again with head to head tiebreaker.

Semi-Final and Finals

If the semi-final match ends in a tie – the teams will go directly to FIFA Penalty Kicks

If the Final match ends in a tie, the teams will be given a five minute rest and then one four minute Golden Goal period followed by a shootout.

Balls

A tournament match ball will be provided for every game. If a tournament ball is not available, the home team will provide. The U7-U8 4 vs. 4 age groups shall use a size 4 ball.

Field

The field dimensions will be length 35 yards, width 25 yards. The goal box, 18 feet wide by 12 feet long, 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 to 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 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 standard micro goals.

The ball shall be kicked into play from the sideline instead of throw in.

A goal may be scored from a touch on the offensive half on the field. The whole of the ball must be across midfield in order for a goal to be valid. The only exceptions are goal kicks and kick ins.

In dead ball situations, defending players must stand at least five yards away from the ball. If a 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 penalty.

All dead ball kicks (kick ins, free kicks, kick offs, corner kicks, and penalty kicks) are DIRECT KICKS.

Goal kicks 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 midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Players

USYS Rosters and US Club Soccer Rosters are both accepted.

Players may only be registered with one team participating in the tournament.

4 vs. 4 teams are limited to 7 players on the roster.

Included in those rosters is a maximum of 3 guest players.

Guest players must be listed on the proper state association guest roster forms.

Age Divisions

Note: The tournament director reserves the right to combine age divisions if a smaller number of applicants for a particular age group are received.

U8 August 1, 2003 and younger
U7 August 1, 2004 and younger

Player Equipment: In General, Law IV of FIFA Law Applies

- A) Shinguards are mandatory for all players and all age groups.
- B) All teams shall wear matching uniforms consisting of Jersey, Shorts, and Socks.
- C) If the color of jersey is similar or identical the designated home team shall change jersey.
- D) No jewelry of any type may be worn during a match under any circumstances
- E) Medical identification bracelets or necklaces must be taped to the body.

Player Substitutions

Substitutions may occur at any dead ball situation with referee's consent.

Inclement Weather

Regardless of weather condition, coaches and their teams should appear on the field of play and be ready to play as scheduled unless notified by tournament officials about a delay of game. Failure to show up at the match site will result in forfeiture of the match. Only referees, site coordinators, and the Tournament Director can postpone a match. The Tournament Director and Committee have the power to cancel a match. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score will stand. If the match is terminated before the end of the first half or postponed due to weather and it cannot be rescheduled, each team will be awarded (5) five points, half the maximum ten (10). Referees or site coordinators should not consider beginning or continuing matches when lightning exists. If a championship match cannot be played due to poor weather conditions, the winner will be determined by points accumulated in their previous matches (playoff matches included). Spectators, fans, coaches, players, and referees should seek immediate shelter once a match has been terminated due to lightning. Tournament officials will notify coaches, managers, and the referee coordinator when it is safe to resume play.

Match Termination

A match is considered official if one half has been completed. However, should a match be terminated for any reason other than inclement weather or poor field conditions, the Tournament Director and Committee will review the referee's report and any other information available in order to render a decision.

Fouls and Misconduct

Referees do have the right to caution or eject a player from the game for continual disobedience or as a result of an incident that warrants taking this measure. Referees will not actually show cards, but will ask the coach to substitute the player in the next match following an ejection, but will not be able to play in the first half. Teams will still play with 4 on the field.

General

1. All judgment decisions of the referee are final and binding
2. The tournament committee, and all sponsors and organizers, will not be responsible for any expense incurred by any team or club if the tournament is canceled in whole or part, nor will any refunds be made.
3. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is FINAL.
4. **NO PROTESTS ARE ALLOWED!**

Division with 4 teams:

Teams will play a round robin format. The top 2 teams will play for the championship.

Division with 5 teams:

Teams will play a round robin format. Champion and runner up will be determined on a point basis.

Division with 6 teams:

Teams will play in groups of 3 with each group playing 2 matches within each group. Third match will be 1st in A plays 2nd in B, 1st in B will play second in A and 3rd in A plays 3rd in B. Winner of the first 2 third matches will play for championship.

Division with 7 Teams:

The teams in the division will be grouped together. Each team will get two preliminary matches. Following the first two matches will be seeded, 1-7. Teams seeded 1-4 will play in a semifinal on Sunday morning. Team 1 will play team 4. Team 2 will play team 3. The two winning teams from the semifinal will play in the final. Teams 5, 6, and 7 will play round robin on Sunday to determine the second tier champion. In the second tier round robin tournament only points on Sunday will be used to determine the second tier champion. In the event of a tie, the first tie breaker will be points from Saturday. If still tied, see division tie breakers above, using only Sunday games to calculate the goal differential and goals for/against.

Divisions with 8 Teams:

Teams will play in 2 groups of four in a round robin format within each group. First in group A plays first in group B for championship.

Note: The tournament director reserves the right to combine age divisions if a smaller number of applicants are received for a particular age group.

REFEREES

In order to insure an adequate number of qualified referees, we ask each team to let us know if you have anyone traveling with your team who would be available to referee. Please contact referee assignor Bucky Jones, bj44soccer@gmail.com 843-834-0004