



## 4v4 SoccerFest 2026 Event Rules

### Entry Requirements

- Registration payments must be received before a team can participate.
- Entry fees are non-refundable in the event of a no-show. If a team withdraws from the event before the registration deadline, a refund may be given if another team can be found as a replacement.
- Any team withdrawing after the event registration deadline will forfeit their tournament fees.
- All teams must carry an approved proof of age document for all players on the roster.
- Any team or player determined by the event director to have falsified age will be dismissed from the tournament.
- Each team is guaranteed a minimum of 4 games.
- **Registration DEADLINE TUESDAY 28th July 2026.**

### Roster formation

- All rosters are final at check in.
- Players may only play on ONE team in the event.
- 8 players maximum on any team.
- 4 players maximum on the field at one time.
- There are NO GOALKEEPERS in 4v4.

### Uniforms/Equipment

- Team listed first is the HOME team and will wear LIGHT colored jerseys.
- Team list second are the AWAY team and will wear DARK colored jerseys.
- In case of color conflict, team wearing wrong color will switch.
- Jerseys ARE NOT required to be numbered.
- All players are required to wear shinguards.
- Coaches & Players ONLY are permitted inside the playing area. Parents MUST remain outside the fenced area.
- Both teams/coaches will sit on the same side of the field.

## Game Rules

- Game duration
  - Games are 24 minutes in length - Rolling clock and no half-time.
  - Once a team reaches 12 goals the game is over.
- Goal scoring
  - A goal may ONLY be scored from a touch (Offensive or defensive) within a team's offensive half of the field (ball must be completely on the offensive half of the field). If a player in their defensive half kicks the ball across the midline and the ball hits another player (Offensive or defensive) and the ball goes in the goal, a goal will be awarded. Blowout Rule
  - Mercy Rule: If a team is down by 10 goals, the referee will end the game immediately
- The Goal box
  - The goal box, approximately 8ft wide by 5ft long, is directly in front of the goal. Players may pass through the goal box but are prohibited from making contact with the ball while inside it. A defending player residing in the goal box who makes contact with the ball will result in a penalty kick from the half field line. An offensive player residing in the goal box who makes contact with the ball will result in a goal kick. Any part of the ball or the players body on the line is considered being IN the goal box.
- Substitutions
  - Substitutions may be made on any stoppage with the referees approval.
- Special Game play rules
  - No Offside.
  - PENALTY KICKS - It is a direct kick taken from the center of the midfield line. All players must be behind the midfield line and the player taking the kick. This is a "Dead ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.
  - 5-Yard RESTART RULE - In all restarts situations, defending players must stand at least 5 yards away from the ball. If the defensive players goal is closer than 5 yards, the ball shall be placed 5 yards from the goal box, in line with the place of the foul.
  - INDIRECT KICKS - All dead ball restarts (Kick ins, free kicks, kick offs, corners) are INDIRECT, with the EXCEPTION of penalty kicks.
  - KICK-INS - The ball shall be kicked into play from the sidelines instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation. (Defending player must be 5 yards away)
  - GOAL-KICKS - May be taken from any point on the end line.
  - KICK-OFF - May be taken in any direction. A goal CANNOT be scored DIRECTLY from kick-off.

### **Scoring System and Tie Breakers**

- Team Standings will be based on the following scoring system:
  - 3 points for a win.
  - 1 point for a tie.
- .
- A game that is forfeited will be recorded as a 3-0 score and the winner will receive 3 points. Team forfeiting will be disqualified from the event.
- Tie-Breaker system is as follows:
  - Head to Head
  - Goal differential
  - Goals scored
  - Goals against
  - Penalty Kicks
- PLAYOFFS - In the event any playoff game ends in a tie, the winner shall be decided by a penalty kick shoot-out. Only the 4 players on the field at the end of the game may take a penalty kick. All 4 players will take a penalty kick from each team. If the score is still tied after all players have taken a kick, sudden death penalty kicks will begin with the 1st kicker from each team.

### **Referees**

Referee decisions are final. No protests will be allowed.

### **Team Discipline**

- Referees have the right to eject a player from the game of continued disobedience or as a result of an incident that warrants sending the player off. The tournament director will decide the suspension from additional games.
- Players, coach and spectators are expected to act in the nature of good sportsmanship at ALL TIMES. Abuse if the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event and entry fee will be forfeited.

### **Weather**

- Any updates/changes in the schedule due to inclement weather will be sent out to all coaches/team managers.
- Any games that are in play but are effected by inclement weather, the score will stand if the game is into the 2nd half. If the game is stopped in the first half, all attempts to restart to reschedule will be made.

### **Matters not provided for**

Any matters not provide for shall be determined by the tournament director, whose decision will be final.