4v4 Soccer Tournament

All standard Intramural Rules and NFHS soccer rules apply except with the following changes/clarifications:

Teams

The game will be played by teams of 4 players each. 3 court players and 1 goalie. You must have 3 players to start a game. You can finish a game with less than 3 players, as long as the referees determine you have a chance to win and no one's physical well-being is compromised.

The maximum number of players allowed on a team’s roster is 8.

Timing

There will be no grace period for this tournament. If a team does not have the required players signed in at game time, then the game is declared a forfeit.

The game will consist of two 12-minute halves with a running clock. The clock will only stop for injuries and on all whistles during the last 1 minute of both halves. There are NO timeouts. There will be NO extra time added for any reason. If the clock is stopped due to an injury, the injured player(s) must come out of the game for a minimum of 2 game minutes.

If a game ends in a tie, we will have a 2-minute sudden-death overtime. If still tied, then a penalty kick shootout will occur. Each team will get 3 attempts from 3 different players. If still tied, each team will alternate 1 shot each until one team takes the lead. Each team will be allowed an equal amount of attempts. Anyone can be the goalie during the shootout, but the same player must be goalie the entire time. The goalie can be one of the 3 to shoot.

Court/Field and Equipment

The goalkeeper must wear a different color jersey than every other player or referee on the field.

Balls touching the roof net are considered out of play. Should a ball touch the net, a direct free kick is awarded at the spot of contact to the opposite team from the one to touch the ball last.

It is advised, but not required, that players wear shin guards.

Gameplay/Additional Rules

The kickoff can go in any direction. Players must be on their defensive half of the court and may not cross the midfield line until the ball is kicked.

If any player receives 2 yellow cards OR 1 red card during a game, he/she will be ejected from that game. The team will thus play with 1 less player on the court for the remainder of the game.
If during CoRec, a male being ejected will result in the team playing with 1 less male player on the court. If a female, the team will play with 1 less female on the court. If any player accumulates 2 yellow cards during the season, he/she will automatically have to sit out at least the next game. Any player receiving a red card will automatically have to sit out at least the next game. If ejected, that player must meet with the Intramural Director if they wish to appeal their suspension. It is the player’s responsibility to schedule the meeting with the Intramural Director. The meeting must take place in the Director’s office the next day at the earliest.

There are no offside calls and all kicks are DIRECT kicks. Players must wait for whistle before play resumes. A whistle will stop the play and a whistle will begin the play. The player must wait on the 2nd whistle.

Kick-ins (not throw-ins) are taken to restart play from sideline out-of-bounds.

Endline out-of-bounds are played as goal kicks from the penalty area, or corner kicks.

Sliding by anyone (other than goalie in and around his/her box) will result in a violation. If contact is made with another player while sliding, the player will receive a yellow card or a red card if considered dangerous by the referees. Sliding which causes another player to jump out of the way could also receive a card. There does not need to be contact to receive a card. Bicycle kicks of any type are also prohibited. General rule of thumb is to not leave your feet, unless to jump up to head a ball. This is a judgment call and CANNOT be protested.

Players are required to provide the 5-yard distance on free kicks. An intentional violation of this rule results in a yellow card.

The ball cannot be dropkicked, punted, or thrown across midfield in the air by the goalkeeper. The ball can be placed on the ground and kicked anywhere.

The goalkeeper can play the ball with his/her hands only if the ball is in the plane of the goalie box.

The goalkeeper CAN play the ball with his/her hands if the ball is passed to them by their own teammate.

The goalkeeper can’t hold the ball to “stall” the game. If the referees believe the keeper is stalling, the referee will begin a verbal 5-second count. If after 5 seconds the keeper has the ball, the opposing team will be awarded a direct kick at midfield.

**Substitutions/Mercy Rule**

Either team may substitute at any time during the start of a new half, after a goal is scored, or on a goal kick. On kick-ins or corner kicks the team in possession may substitute. However, on a kick-in or corner kick the team without possession can substitute only if the team in possession initiates the substitution. If the substitution is not done properly, the team will be issued a blue card. If a team receives two (2) blue cards for illegal substitutions, the team will have to play with 1 less player. For each illegal substitution after the 2nd, a team will play with 1 less player. Substitution infractions may result in a lower sportsmanship rating.
At half time or any point during the 2nd half there is a 7-goal difference in the score, the game will be called at that point. If there is a 5-goal difference at 2 mins left in the game or any point after, the game will be called. If the officials feel a team is “stalling” to avoid a mercy run being called, the officials may call the game due to mercy anyway.