

4v4 Soccer @ MARTA Five Points Station

NFHS soccer rules apply except with the following changes/clarifications:

General Rules

- All teams must show up and be checked in by their designated game time.
- There is no grace period for 4v4 Soccer
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - Two yellow cards or one red card will result in an ejection from the game.
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Teams are comprised of 4 players
- The maximum number of players on a roster is 8
- Minimum number of players required to start the game is 3

Equipment

- Players must wear athletic attire and closed-toed athletic shoes
- Cleats and turf shoes are allowed. Metal cleats are not allowed.
- Teams are required to wear the same colored jersey with the exception of the keeper. The goalkeeper must wear a different color jersey than their team, the opposing team, and the opposing keeper.
- It is advised, but not required, that players wear shin guards. Shin guards can be checked out if needed
- All jewelry must be removed including watches, earrings, bracelets, etc.
- Hats/caps with bills and bandanas that are tied in a knot are not allowed.

Timing

- The game will consist of two 12-minute halves with a running clock.
- The clock will stop 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 number of attempts. Anyone can be the goalie during the shootout, but the same player must be goalie for the entirety of the penalty shootout. The goalie can be one of the 3 to shoot.
- Mercy Rule
 - 7 goal difference at halftime or any time in the second half
 - 5 goal difference at or under 2 minutes in the second half
 - An official may end the game if they deem one team to be stalling to avoid the mercy rule

Gameplay

- 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.
- There are no offsides rules
- All kicks are DIRECT kicks.
- Players must wait for whistle before play resumes if they request the 5-yard distance
- Kick-ins (not throw-ins) are taken to restart play from sideline out-of-bounds.
- Balls touching the roof net are considered out of play. Should a ball touch the net, an indirect free kick is awarded at the spot of contact to the opposite team from the one to touch the ball last
- End line out-of-bounds are played as goal kicks from the penalty area, or corner kicks.
- Sliding by anyone (other than goalie in and around their 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. Players should not leave their feet except to jump up to head a ball. This is a judgment call and CANNOT be protested.
- The ball cannot be dropkicked, punted or thrown across half-court in the air by the goalkeeper. The ball can be placed on the ground and kicked anywhere.
- The goalkeeper can play the ball with their hands only if the ball is in the plane of the goalie box.
- The goalkeeper CAN play the ball with their hands if the ball is passed to them by their own teammate.
- The goalkeeper can't hold 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 mid-court.
- Substitutions
 - 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.