

# CAMERON REED SCHOLARSHIP TOURNAMENT RULES 11/18/2017

**TOURNAMENT RULES:** FIFA rules apply, if not modified within

**PLAYER REGISTRATION:** All participants of this special event are required to be registered. Teams must have a copy of their roster with them at all games, as well as medical releases. Player must show proof of age. Any player falsifying age will be dismissed from the tournament. No changes, additions, or substitutions to rosters after time of check-in. All rosters are final at time of check-in (including situations resulting from injury or illness).

**NUMBER OF PLAYERS:** A team may consist of seven players. Four players will be on the field at one time. There are no goalkeepers in 4V4. No changes may be made to the roster after registration check-in. Players may only play on one team per division. Substitutes may occur at any dead ball situation, but players must get referees attention to enter and exit.

**TEAM UNIFORMS/EQUIPMENT:** All players must wear like jerseys during play. All players must wear shin guards. Any player without shin guards will not be allowed to play. There will be NO exceptions. Cleats with metal spikes will NOT be allowed. Teams are responsible for providing game balls.

## PLAYING RULES

**GENERAL:** All players will play on approximately 30yd X 25yd fields with small goals. There are no offsides and no goalkeepers. There is no slide tackling, except to stop or intercept the ball. No contact may be made with an opposing player while sliding for the ball.

**INDIRECT KICKS :** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks. In a dead ball situation, defending players must stand at least 5 yds from the ball. If the defensive player's goal area is closer than 5yds from the ball, the ball will be placed at least 5yds away from the goal crease in line with the place of the foul.

**BALL LEAVING FIELD:** When the ball leaves the field of play, a kick-in is awarded from the spot of the ball went out. A goal kick or corner kick will be awarded if the ball travels over the goal line. Goal kick may be taken from any point on the goal line.

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

**DELAY OF GAME :** Any player may be cautioned with a yellow card, if it is deemed by the referee that the player is intentionally wasting time.

**PENALTY KICKS:** Penalty kick shall be awarded, if in the referee's opinion, a scoring opportunity was nullified because of the infraction. A penalty kick will be taken at the midline with all other players standing behind the midline. If a goal is not scored, the opposing team is awarded a goal kick

**CAUTIONED PLAYERS (YELLOW CARD) :** A player receiving two yellow cards in one game will result in a red card (please see player ejection section below). Any player accumulating three yellow cards during a tournament will automatically be suspended from the tournament. (no exceptions).

**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. Red Card results in no further playing in the remainder of the tournament for that player.

**SUBSTITUTIONS::** Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. Please notify the referee of all substitutions.

**CREASE:** Players may not stand inside the crease. Any part of the ball or person touching the line is considered in the crease. If a member of the attacking team touches the ball while in the crease, a goal kick is awarded to the other team. Remember that you can't shoot the ball from inside the crease unless you have entered the crease already having the ball at your feet. The ball must be inside the crease to justify a crease violation. If the ball stops inside the crease, a drop ball will take the place at mid-field.

**GAME DURATION:** Teams must report to their scheduled field 15 minutes prior to the game. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee and Tournament Director. It is the responsibility of the coach or team captain to check the schedule for any changes the day of the tournament. You will not be notified of any changes, except if your first game is changed. Games will consist 2-12 minute halves, separated by 2 minute halftime. Games ending in a tie, will be a tie, except during a playoff.

**POINT SYSTEM :**

- 3 points for each win
- 1 point for each tie
- 0 points for each loss

**SCORING:** Both teams are responsible for reporting the results of games to the registration tent!

**PLAYOFF GAMES ENDING IN A TIE :** A five minute overtime will be played. If at the end of the five minutes the score is still tied then, each team will remove a player and play a second overtime of 5 minutes. The second overtime will be a golden goal. The golden goal overtime will consist of 1 period, 5 mins in length, with a coin toss to decide kickoff and direction. The first team to score during the period will be declared the winner.

**EJECTIONS:** Referees have the right to eject a player, coach, or parent from the game. If a player on the field is ejected, the team must complete the game with three players on the field. Substitutions may still take place, but the offending team may only have three players on the field at one time. All referee decisions are final. **GOOD SPORTSMANSHIP** must be used by players, coaches, and spectators at **ALL** times. Abuse of the referee and event staff will **NOT** be tolerated and could warrant disqualification of the offending person and team from the tournament. Players, coaches, or parents whom are ejected by the referee must leave the field and the area around the field. The game will not restart until the opposing player, coach, or parent has been removed, yet the game clock will continue to run. If a player, coach, or parent refuses to leave, the game may be forfeited in favor of the opposing team.

**PROTESTS:** No protests are allowed. All referee decisions are final.

**WEATHER RELATED ISSUES:** The Cameron Reed Scholarship 4V4 Tournament Committee reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well the right to shorten game time. In case of bad weather, check the website. If the tournament is unable to reschedule, a portion of the team entry fee will be retained by the event organizers to cover tournament startup costs. However, every effort will be made to refund as much as possible of the team entry fee. The remaining balance will be refunded to the coach/captain of each team within 30 days of the original date of the event.

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

**VENDORS:**

**Booth prices:**

- \* \$25.00 for art and craft booths
- \* \$30.00 for art and crafts booths needing electricity

**SPONSORSHIP:**

**\$50.00-BRONZE SPONSOR**

Yard sign on day of Tournament

**\$100.00-SILVER SPONSOR**

Yard sign on day of tournament.

Business name on T-shirt

**\$150.00-GOLD SPONSOR**

Yard sign with business name

Business name on Tournament T-shirt

Vendor space on day of tournament

**IN KIND SPONSOR- If interested, please contact Tammy Smith (903) 740-2025**