



# Tournament Rules

Total90 Futbol Academy | West Side Alliance  
4 v 4 World Cup Tournament



716 W. Main Street, Jenks, OK 74037

**REGISTRATION:** T90FA | WSA 4 v4 World Cup Tournament is open to all US Soccer affiliates.

**BEHAVIOR EXPECTATIONS:** This event has a ZERO TOLERANCE POLICY in place.

Abuse towards any referee, participant, staff, or volunteer will not be tolerated in any circumstance. T90FA | WSA have a zero tolerance for sideline abuse and violators may be asked to leave the game if Tournament Directors, Staff or the referee deems the behavior is inappropriate.

**TOURNAMENT FORMAT:** GUARANTEED THREE (3) GAMES

- Dimensions: 35yd x 25yd fields. The goals are 4 ft. tall by 6 ft. wide.
- There are no goalkeepers. Appropriate ball size will be used for age group. (Game balls will be provided)
- Game Length: Games will consist of two 12-minute halves separated by a 2-minute halftime.
  - There will be no overtime period in group stage matches.
- Roster: Max Roster 8 (all players need to be on the roster prior to playing first match)

**OVERTIME RULES:** Games in group stage ending in tie will be considered a tie.

For games ending in tie in the playoff stages, there will be one 5-minute “sudden death” overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the five minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks from the center line with all players behind the ball. The team that has scored the most penalty kicks at the end of the first-round wins. If it is still tied at the end of the first round, the same players will rotate in a “sudden death” penalty kick format until a winner is decided.

**SKILL LEVEL:** Teams will be attempted to be placed in divisions based on their age, skill, gender, self-identified playing level selection. Teams that have two (2) or more players with competitive experience should select the appropriate competitive division when registering.

In certain circumstances where there are less than four teams in any given age group or skill level, your team could be flighted to the next highest age group and/or playing level.

**GAME TIMES / SCHEDULE:** Teams must report to their scheduled field 15 minutes prior to game-time. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee or Tournament Director. It is the responsibility of the coach or team captain to check the schedule for any changes the Friday before and day of the tournament; you will not be notified of any changes.

**TEAM UNIFORMS:** All players must wear like jerseys during play. Home team must change in case of color conflict. The home team is the first team listed on the schedule. Shin Guards are mandatory.

## **PLAYING RULES:**

- No Offsides in 4v4
- Goals may be scored only from a touch within a team's offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line. If a goal is scored from the defending half of the field, a goal kick is awarded to the opposing team.
- No Slide Tackling except to stop or intercept the ball. Example: a player may slide to save a ball from going out of bounds. No contact can be made with the opposing players while sliding for the ball. If contact is made during a slide tackle it could warrant one yellow card based on the referee's discretion.
- Kick-Ins will be used in place of throw-ins.
- Goal Kick or Corner Kick will be awarded if the ball travels over the end line. Goal kicks may be taken from any point along the end line.
- Kick-Offs may be taken in any direction. You cannot score directly from a kick-off (ball must be 100% over the mid-line to be considered on the offensive half of the field).
- Dead Ball Restarts: All free-kicks, kick-ins, and kick-offs are indirect. Penalty and corner kicks are direct. In all dead ball situations, defending players must stand at least five yards away from the ball.
- Penalty Kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by any rule infraction. It is a direct kick taken from the mid-line with all players standing behind the mid-line. If a goal is not scored, the opposing team is awarded a goal kick.
- Substitutions may be made on any stoppage of play, except penalty kicks. Teams must gain the referees attention before making a substitution.
- Goal box Rule 4v4: There will be no goal boxes for this event, however it will be left to the referee discretion if they believe a team is leaving a player standing in front the goal for an extended period of the game. The referee may give an initial warning to the team/player, and if necessary, award the other team a penalty kick.
- Clearance Rule: Players may not deliberately kick the ball away without any intention to pass to a teammate, score a goal, etc. Any offense will be at the referee's discretion. The referee may give initial warning(s), and if necessary, award a penalty kick for repeated offense.

## **POINT SYSTEM AND TIE BREAKERS**

Teams will be awarded points using the following system:

- Win 3 points
- Tie 1 points
- Loss 0 points
- Red Card 1 point deduction for each Red Card

Bracket Winners and Wildcards will be determined in the following priority:

1. Point Total
2. Head-to-Head
3. Goal Difference (maximum 5 per game)
4. Goals Scored (maximum 5 per game)
5. Goals Allowed (maximum 5 per game)
6. FIFA Penalty Kicks (U12 and younger shall not use a goalkeeper and shall take kicks from halfway line)

A forfeit must be approved by the Tournament Director before the game is considered an official forfeit.

Referees will turn in the game cards after each match.

**PLAYER EJECTIONS (Red Card):** 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 one less player on the field (e.g., 4v4 – would have to play with 3 players if a player was ejected). Substitutions may still take place, but the offending team will remain one less player on the field. The player receiving the red card will automatically be suspended for their next game (NO EXCEPTIONS). Players, coaches, or parents who are ejected by the referee must leave the complex and CAN NOT return for the remainder of the tournament to watch or play. Red cards shall result in the deduction of one (1) point from the affected teams points total.

The game will not restart until the opposing player, coach, or parent has been removed, yet the game clock will continue. If a player, coach, or parent refuses to leave, the game may be forfeited in favor of the opposing team. All referee and tournament director decisions are FINAL.

**PROTESTS/DISPUTES:** No protests will be allowed when referring to a Referee's 'judgment call' and all games will be considered final in this circumstance. The Tournament Director will resolve any situation not explicitly covered by the rules. The Tournament Director will also resolve any "Rule Interpretation Violation" made by the Referee. Disputes relating to the interpretation of the rules will be resolved with the Administrator/Coaches that are registered with the involved team(s) only. Individual parents or fans of the game may not represent a team if not registered as an Administrator/Coach with the involved team(s). If a Rule Interpretation Violation does occur a formal protest must be made by the Administrator/Coach of the team protesting before the games end.

**WEATHER RELATED ISSUES:** The 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 as the right to shorten game time. If weather cancels tournament prior to the start of the first game of the tournament, 50% of the team entry fee will be retained by the tournament to cover start-up cost. The other 50% will be returned to the coach within 30 days.

The Tournament Director will have final say on all disputes and interpretations of Tournament Rules