



2026 TONKA STREET CUP 4V4

[Revised August 2026]

Rules are created specifically for this specialized event



Tournament Notes:

- A single Team Representative must check-in their team no later than 20-minutes before you first kickoff
- All matches are played on hard-surface outdoor tennis courts
- Teams should be prepared to play back to back games
- **NO Grass Cleats or Turf Cleats** - Tennis Shoes or Futsal Flats ONLY
- There is no permitted warm-up time before your game
- There is only a 5 minute period before the previously completed game, and the next kickoff
- All youth teams must have a designated Coach/Parent/Manager that is the responsible party on the bench to report to the refs or speak with tournament staff.
- All Adult teams should indicate to the ref who the Team Captain is. The Team Captain is the only permitted member of the team to have any formal discussion with a ref or tournament staff.
- Adult COED Open has specific rules below
- All players must have their wristband on from check in to play in any match
- Spectators are not permitted to be inside the match area, and must stay behind the fence in the central lane of the courts. (see site map)
- Roster max is 9 players
- Team uniform tops must be the same across all players, and family-friendly
- Team should have an alternative uniform top in case of a color clash
- All teams are scheduled 3 games, best record wins
- No overtime or extra time
- All games start and end on the horn.
- Start with 2 players back-to-back, ball between them.
- On the horn, play begins.

Event Spirit & Sportsmanship

This event is a celebration of soccer in a low-pressure, party-atmosphere. Everyone should have fun, enjoy the match, and play at 100%. We ask coaching to be kept to a bare minimum during the short games, with players generally managing substitutions and play. Good

sportsmanship must prevail at all times, and coaches, managers, or team captains are responsible for the conduct of themselves, their players, and all parents and spectators.

Roster, Age of Participants, & Player Cards

- The age group of each team is determined by the US Club Soccer age determination for U7 to U14
 - No player is allowed to play down
 - Players are allowed to play up
- The age group of each team in HS Groups is determined by the US Club Soccer age determination for U15 to U18
 - Any player 18 years or older, must still be enrolled in High School to participate, or will be considered an Adult and will not be permitted to play in this group
- The age group of each team in the Adult Coed is determined by age. Anyone 18 years old or older is allowed to be on the roster. Anyone under the age of 18 is not permitted.
- All players must be registered on their team's roster form before the tournament begins (players must be on roster before check-in to participate)
 - All players will receive a wristband that must stay on throughout the entire event to be able to participate
- 9 is the max number of players allowed on a roster
 - Players may only play on one team per division
- No player cards will be required at check-in, but all players must carry proof of age, ie: player pass, driver's license, or birth certificate if an age check is requested.

Points & Goals

Win: 3 points

Tie: 1 point

Loss: 0 points

FORFEITS: A forfeit shall be scored as 5-0.

Champion & Tie Breakers (Standard 4, 6, 8 team Brackets)

1. Most Points
2. Head to Head (only if between two teams) (three teams, move to 3)
3. Most Wins
4. Best Goal Differential
5. Highest Goals For
6. Lowest Goals Against
7. Coin Toss

Champion & Tie Breakers (Odd 3, 5, 7, team Brackets)

*In these brackets a single team will play an additional 4th game and therefore these special rules apply

1. Highest Points Per Game Played (total points ÷ games played)
2. Head-to-Head (only if between two teams; if three or more, skip to #3)
3. Most Wins Per Game Played (wins ÷ games played)
4. Best Goal Differential Per Game Played ((goals for – goals against) ÷ games played)
5. Highest Goals For Per Game Played (goals for ÷ games played)
6. Lowest Goals Against Per Game Played (goals against ÷ games played)
7. Coin Toss

Laws of the Game

Law 1 – The Court of Play: Court Dimensions = 18 x 33 yards. These are hard-surface tennis courts.

Law 2 – The Street Ball: Size four (4)
(specialized street futsal ball)

Law 3 – The Number of Players: A match is played by two teams, with each team consisting of not more than 4 players, with a max roster of 9. **There are NO goalkeepers.** If one or both teams have fewer than four players, they must have a minimum of 2 players to play a game. The other team does not have to play with fewer players.

Substitutions: On the Fly - A player has to leave the court before a new player can run on. Players should leave or enter the court at their team bench area, with an even exchange - (The player entering cannot have an offensive or defensive advantage).

Law 4 – The Players' Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

- Teams are welcome to wear their own unique uniforms, jerseys/shirts/tank-tops, but they must be the same throughout all players. (Ex. tie-dye shirts, black shorts, red socks)
- Uniform tops should be family-friendly.
- Non-uniform clothing is allowed based on weather conditions, but a team jersey should be the outer layer.
- Each team must bring an alternative top In case the other team is wearing the same color.
 - The indicated Home Team would have to change.
- All youth players must wear shin guards and socks that entirely cover them.
 - Adults are highly suggested to wear shinguard and socks, but choosing not to is at their own discretion and risk
- **NO CLEATS** - Only Futsal/Street Flats or Tennis Shoes are permitted.

- **No jewelry** is allowed – this includes hair ornaments containing metal or hard plastic, bracelets, watches, neckwear, earrings (including small studs). ALL earrings must be removed – no bandages or tape – unless otherwise approved by the Tournament Director.
- Prescription glasses are permitted but are suggested to be secured with straps.
- Athletic trainers and/or tournament staff must approve players wearing a proactive cast
 - Hard cast will not be allowed.
 - Braces with exposed metal will not be allowed.
- No jewelry will be allowed, including earrings of any type, regardless if band-aid or tape covers earrings
 - No rope necklaces and bracelets.
 - The only exception will be players wearing medical bracelets.
- All players must wear shin guards with socks covering them
 - Any player without shin guards will not be allowed to play.

Law 5 – The Referee: One referee will be assigned by Tonka United - if no referee shows, a Tonka United Administrator will run the match.

- All decisions made by the referee shall be final. All infringements shall be briefly explained to the offending player.
- Referees will determine if field and weather conditions permit play.

Law 6 – The Assistant Referees: None.

Law 7 – The Duration of the Match:

- 25 minute games (1 continuous match, no half time)
- All games **start and end on the horn**.
- Start with **2 players back-to-back, ball between them**.
- On the horn, **play begins**.
- No Time Outs
- No Additional Time (regardless of injury or any other circumstances)
- Running Clock
- There will be no overtime.
- Changing game length: The game length may be shortened for reasons such as rain, heat, etc. at the tournament's discretion. Ideally, each period will be shortened equally, and the coaches will be advised prior to the start of play. *Additionally, during extreme heat and upon agreement of both coaches and the tournament water breaks may be taken.* Tonka United follows TCSL guidelines regarding weather (extreme heat, extreme cold, etc.).
- Additionally with very strict time slots, the 25 minute total time will start at the exact listed kickoff time, and finish at the exact listed end time.
 - On the sound of the air horn the match will begin or end
 - If teams do not start on time, they will lose match time, no additional time will be

added, and the match will be shortened.

Law 8 – The Start and Restart of Play: Conform to FIFA, with the exception of the following rules:

- **1st Kick-off:** All games start and end on the horn. Start with 2 players back-to-back, ball between them. On the horn, play begins.
- **Kick-offs:** A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves. Kick-offs can go in any direction.
- **Kick-ins:** are direct. The ball must be placed on the line and the kick must be taken within 4 seconds. Refs should count out the 4-sec with verbal or hand signals. If the kick-in does not enter the pitch the kick-in is retaken without penalty and the 4 second count starts again. If the kick is not taken within 4 seconds, the ball is turned over to the opponent.
- **Goal Clearances (Kick):** are awarded when the ball exits the court beyond the end-line. The ball is kicked from any point directly in front of the goal, no more than 1-yard. The ball must be released within 4 seconds (either at referee signal or as the player is ready). Opponents must be at least at half way on the court before the ball is put back into play. Any motion of the ball in any direction the opponents can enter the half.
- **Corner Kicks:** are direct. The ball must be placed in the corner and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.
- **Free Kicks:** are all direct. The ball must be stationary before the kick may be taken. Opponents must be 5-yards from the spot of the free-kick
- **Penalty Kicks:** No Penalty Kicks or identified penalty area. All fouls are direct free-kicks from the spot of the foul. In scenarios where the foul occurs directly in front of the goal, or less than 5-yards away from the goal, the opponents are permitted to make their wall directly in front of the goal, as far away from the spot of foul as possible.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

The ball is considered out of play if it crosses completely over the goal line or over the touchline (sideline).

- A ball that bounces off of a goal post or crossbar remains in play. A ball that bounces off of the referee is a drop ball for the team that was in possession.
- Kickoff from the center line when a goal is scored. (center line indicated by cones)
- The ball, when out of play, will be put into play with a kick-in, corner kick, or goal kick clearance – see laws 15 through 17 below for details. Players have 4 seconds to return the ball to play – see law 8 above for details.

No Throw-ins | Instead Kick-ins

Law 10 – The Method of Scoring: Conform to FIFA.

- A goal will be awarded when the ball passes underneath the crossbar between the goal

posts and completely over the goal line, if no rule violations have been committed. If the ball is in play, a goal is awarded to the attacking team regardless of how the ball crosses the goal line.

- A goal can be scored from field play as well as directly from a kick-off, kick-in, and corner kick.
- After a goal is scored, the game is restarted by a kickoff at the center of the court by the defending team. (center line indicated by cones)

Law 11 – Offside: None.

Law 12 – Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. Yellow Cards or Red Cards are permitted to be used in the most rare occurrences, and reported after the match to the Tournament Director. Ref should collect players name, and team name for reporting purposes, when showing a card.

Law 13 – Free Kicks: Conform to FIFA with the exceptions that all kicks are direct, and all opponents are at least five (5) yards from the ball until it is in play.

Law 14 – The Penalty Kick: There are no penalty kicks in Tonka Street Cup 4V4. If any fouls result in a free kick, a direct free kick is awarded. See Law 8 for more information above.

Law 15 – The Kick-In: When the ball crosses the sideline (on the ground or in the air), a **kick-in** will be awarded to the opposing team of the player that last touched the ball. Note that it is the position of the ball, not the player, which is significant. A player may be outside the touchline and play the ball or play the ball while in the air and land outside the touchline. It is the ball that must be completely out. The kick-in must be performed as follows: (See Law 8 for more information above.)

- The ball must be placed and kicked from the touchline where the ball originally left the field of play.
- Players have 4 seconds to return the ball to play (See Law 8 for more information above)
- If the ball is not returned to play before 4 seconds the opposing team takes the kick-in at the spot.
- The ball is immediately in play once it is touched.
- The player making the kick-in may not play the ball again until another player (on either team) has touched the ball.
- If the ball is kicked in but does not enter the field, the kick-in is retaken without penalty.
- A ball that enters the field and then leaves the field without touching anyone is awarded to the non-kicking team.
- Opposing players must stand at least 5-yards back from the point at which kick-in is taken.

Law 16 – Goal Clearances (Kick): A goal clearance (kick) is awarded to the defending team when an attacking player is the last to touch the ball before it passes over the goal line

(and a goal is not scored). The following rules apply to the goal clearance (kick):

- The ball is placed on the court directly in front of the goal, no more than 1-yard from the goal. All opponent players must be behind the half line. Once kicked, opponents players may advance.
- Any player on the kicking team may take the kick. The kicking player may not play the ball again until another player touches it.

Law 17 – The Corner Kick: A corner kick is awarded to the attacking team when a defending player is the last one to touch the ball before it passes over their own goal line (and a goal is not scored). It is awarded to the attacking team. The following rules apply to the corner kick:

- The ball is placed on the corner spot, where the goal line and the touchline (sideline) meet on the same side of the field as where the ball went out of play.
- The kicking player may not play the ball again until another player touches it.
- Opposing players must stand at least 5-yards back from the point at which kick-in is taken.
- Corner Kicks are direct.

Law 18 – Special Notes:

No Headers: headers are not allowed in the Tonka Street Cup 4V4

- If a player heads the ball, the referee will remind the player of this rule, and the opposing team will be given a direct free kick from the spot of the header.

Cards

- If any player receives a Yellow Card they must come off the court
 - A new player can sub on and replace them
 - The player that received a Yellow Card must sit out the remainder of that match
 - The player is welcome to play in the next match
 - If the player is issued another Yellow Card in any other match, this will be deemed as a Red Card, and the player will no longer be allowed to play in the rest of the event and must leave
 - Refs should take the player's name, and report the card to the tournament
- If any player receives a Red Card they must leave the court immediately
 - The team will play down a player for the rest of the match
 - The player who was issued a Red Card is no longer allowed to play in the rest of the event and must leave
 - Refs should take the player's name, and report the card to the tournament

Adult Coed Rules

- A coed team may be made up of any combination of male and female players. However, during play, there must be at least one female player on the court at all times.
 - If in any case a female player cannot be on the court, the team will play down a player
- Adults are highly suggested to wear shinguard and socks, but choosing not to is at their own discretion and risk

Weather Policy

Prior to the day of the event the Tournament Director will make a decision regarding schedule changes, delays or postponement due the forecasted weather or court conditions. Teams are responsible for checking www.tonkaunited.org/street-cup for information regarding the impact of weather on the event.

During the Event, games will be played through light-rain as long as the weather does not become severe or make the courts un-safe. Particularly in the case of Storms with Lightning, play will be suspended until conditions improve and it is safe to resume play. Conditions will be checked every 30 minutes and the decision to resume play will be considered every 30 minutes until play can be resumed. Games can be shortened or modified if needed to complete the event during bad weather conditions. Any Cancellation of Matches due to inclement weather during the event, will result in a 0-0 tie, and the match will not be rescheduled.

REFUND POLICY / BAD WEATHER POLICY

There will be a 80% refund granted if the tournament is canceled due to inclement weather Before the day of the tournament. There are No Refunds once the tournament begins. In case of inclement weather Day Of the tournament, the Tournament Director reserves the right to reduce the number of scheduled games and/or the time of games and/or cancel the event. Every effort will be made to complete games and the tournament.

SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.