



**POLAR PASS CUP**

**4V4 TOURNAMENT**

**Youth & Adult Competition**

### Rules

#### **Rosters & Waivers**

All Rosters are frozen at check-in. Every Non-MRFC Player must sign the waiver, and every US Club player must have their player card present at check-in.

#### **Number of players & Substitutions**

EIGHT is the maximum number of players on a team; four field players at one time.

Teams playing with more than 8-players during the course of the event will be disqualified.

Players may only play on one team per division.

There are no Goalkeepers.

Substitutions may happen at any dead ball situation, but players must be called onto the field by the Field Marshall and enter and exit at the ½ field mark. Players must already be at the ½ field when a dead ball situation occurs to be called on.

There is no limit on how many players you can substitute at any given time and all players are eligible to re-enter the field.

Adult coed teams must always have one female player on the field at all times, teams that submit an 8-player roster there must be a minimum of 3 females on that roster, teams that submit an 6-player roster there must be a minimum of 2 females on that roster.

#### **Field of play**

25-30W x 35-40L (yards)



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### **Game Length**

Each game will be 25-minutes in duration.

All games will start and end with the Field Marshalls whistle.

All games will start at the kick off time regardless if teams are ready and on the field or not.

### **Tournament Format**

Each team will be guaranteed a minimum of 3-games.

The top 2-teams will play in the final for the championship.

Teams will score 3-points for a win, 1-point for a tie.

### **Tie Breakers**

In pool play, ties between two or more teams will be broken by; 1) head-to-head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored. If teams are still tied after all tiebreakers the system will automatically break the tie by system generated coin flip.

### **Uniform/Equipment**

All Players must wear shin guards, any player without shin guards will not be allowed to play. Suitable footwear must be worn.

Players are not permitted to wear jewelry, this includes watches.

Festive wear is encouraged for this tournament, but the team should be in the same colors and or be clearly distinguished from the opposing team.

It is not mandatory to play in festive wear, teams may choose to wear their standard soccer uniform.



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### **Coach/Manager**

Teams will need to list a primary team contact when registering, this person will be used for all communication.

Teams do not need to have a coach and may manage themselves or designate a leader to run the team. However, all teams playing in the U9/U10, U11/U12 and U13/14 brackets must have an adult present for all games. This could be a coach/manager or parent.

### **Kick off**

The home team will automatically receive a kick off to start the game; the ball has to be passed backward to another teammate.

If a team concedes a goal, that team will restart the game from the center spot, again the ball has to be passed backward to another teammate.

### **Dead Ball Situations**

In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

All dead ball situations are in-direct, except in the event of a penalty awarded or corner kick.

### **Ball out of play**

- **Kick ins;** the ball shall be kicked into play from the sideline instead of a throw in.
- **Goal Kicks;** may be taken from any end point on the end line, and not in the goal box area.

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### **Fair Play**

No slide tackles.

The field Marshall may punish infringements with a yellow or red card. A yellow card will result in a player asked to leave the field of play for 2-minutes; in which time they may not be replaced by another player. Once the player has served their 2-minute penalty that may re-enter the field of play when the field Marshall signals. A red card will result in the player leaving the field immediately and may play no further part in that game, they will not be able to be replaced in that game and will serve a 1-match ban.

### **Goal Box**

The goal box, 5 feet wide by 3 feet deep, is directly in front of the goal. No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a *penalty kick* is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

### **Heading**

When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

### **Forfeits**

A forfeit shall be scored as 5-0

Situations that these rules do not address are the decision of the tournament director.