



Rules of Competition 2018 4v4 Season



This document describes modifications to the FIFA/USSF Laws of the Game (2017/2018) as implemented by OJSC for U8 games. Except as modified herein, all Rules of Competition will comply with FIFA Laws. The following FIFA Laws have been modified as necessary for children under the age of 14.

Note to coaches:

U8 is a recreational division designed to give players the opportunity to play the game of soccer in a relaxed setting. No scores or league standing are kept to allow the coach to focus on developing player skills and teamwork.

All players must play a minimum of half of the available playing time. OJSC encourages all coaches to actively engage their players in the game; coaches should not position any player as a 'deep defender' in order to circumvent OJSC's 4v4 'no goal keeper' game philosophy. No team practices are allowed.

Technical Area/Viewing Area

All coaches, substitute players, parents and spectators should remain in the viewing area during the game. The viewing area is located along the touchline and bounded by two imaginary lines running from the penalty arcs to the touchline.

LAW I – THE FIELD

A. Dimensions

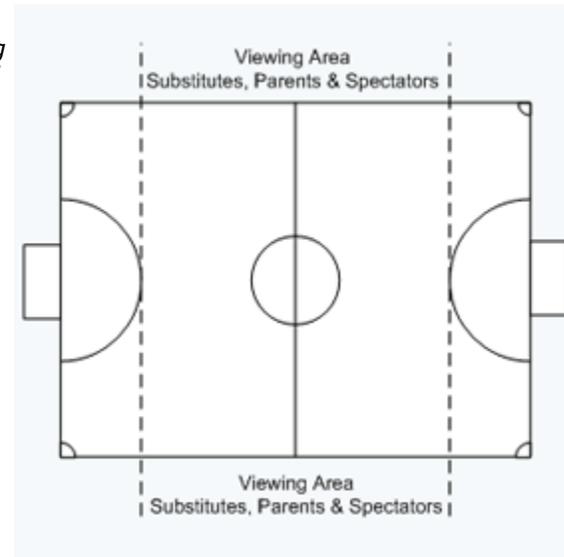
1. Length: Forty (40) Yards
2. Width: Thirty (30) Yards

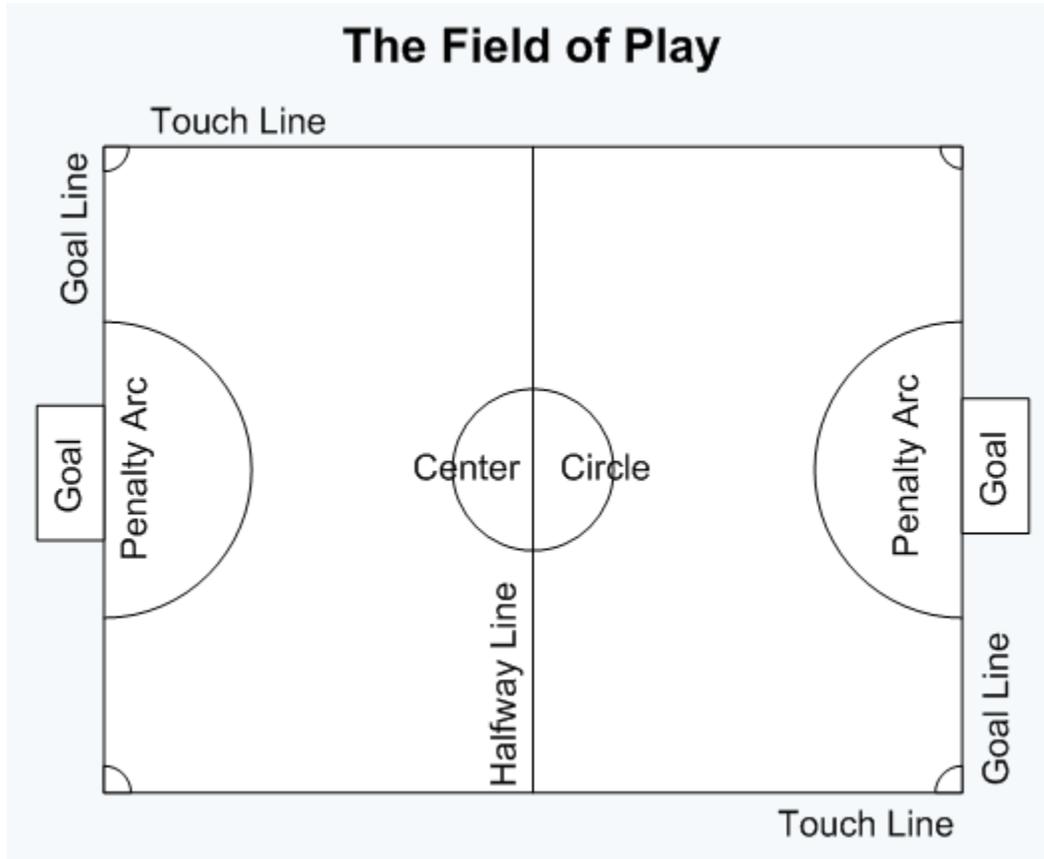
B. Markings

1. Touch lines (sidelines) and goal lines
2. Halfway line and center circle (6 yd. radius)
3. Penalty Arc (6 yd. radius)

C. Goals

Three (3) feet high by six (6) feet wide





LAW 2 – THE BALL

Size five (3)

LAW 3 – NUMBER OF PLAYERS

Conform to FIFA with the following exceptions:

- A. Maximum number of players on the field at any time: four (4) per team, unless the sportsmanship rule is in effect; no goalkeepers are allowed in 4v4 games.
- B. Minimum number of players on the field at any time: three (3).
- C. Substitutions
 - 1. There is no limit to the number of players that may be substituted during a game. There is no limit to the number of times a player may be substituted during a game.
- D. **Sportsmanship Rule**

Any time a team gains a three (3) goal advantage over their opponent, the "Sportsmanship Rule" will be implemented. The team that is trailing by three goals may add one (1) additional player and play 5 on 4. If they do not have sufficient players to do this then the game continues - see the final note of this rule.

If a team eventually trails by six (6) goals after playing 5 on 4, that team may add one (1) additional player and play 6 on 4.

If a team, while playing with a 6 on 4 advantage, scores enough to reduce the deficit to 3 goals, then they must remove one (1) player and continue to play 5 on 4.

If a team, while playing with a 5 on 4 advantage, scores enough to tie the match, then they must remove one (1) player and the game continues with the teams at even strength

Anytime while the sportsmanship rule is in effect for a particular team AND the team is leading by 3 goals or more, any player who has scored (or later does score) three (3) or more goals in the match is restricted to his/her own half of the field. At any future time in the game if the goal differential becomes two goals or less, any and all such players are permitted to be in the attacking half of the field and score goals until such time that the goal differential becomes 3 or greater again.

The 50% minimum playtime rule applies for all players regardless of whether the sportsmanship rule is invoked or not.

Coaches are encouraged, where possible, to vary skill levels, positions, and team sizes beyond the requirements of this rule in an effort to keep matches fun for all participants.

E. Goalkeeping/Defending

Defenders may have no more than one (1) foot inside the penalty arc if they are not actively playing the ball or, defending against an indirect kick that is started within six (6) yards of the penalty arc, or when an opponent is positioned within the penalty arc.

Coaches are reminded the spirit of the 4v4 Rules of Competition is four (4) players actively playing, not two (2) or three (3) players playing while the other player(s) hangs back near their goal (i.e. no deep defenders).

In the event that the referee determines that teams are playing in violation of this rule, the coach will be called onto the field near the touch line and reminded to keep all players involved in play. Repeated violations shall be noted on the match report.

LAW 4 – PLAYER'S EQUIPMENT

Conform to FIFA with the following exceptions:

- A. *Soccer shoes must have molded plastic cleats. Shoes with a toe-cleat (baseball or football shoes) or metal cleats are not allowed.*
- B. *Shinguards - Mandatory, Note: Socks must completely cover the shinguard.*
- C. *Players may not wear jewelry (rings, bracelets, watches, necklaces, earrings, body piercing, etc) or any other hard or sharp object (bobby pins, hair barrettes, casts, etc) that may cause injury to themselves or to another player.*

LAW 5 – REFEREE

An USSF certified referee shall oversee each game in accordance with FIFA/USSF Laws of the Game (2017/2018) except as modified by this document.

In addition to the game's referee, a second USSF certified referee shall be appointed by OJSC to serve as Field Marshal at all OJSC game locations; the Field Marshal is empowered to act as the FIFA Fourth Official during all OJSC games played at that location.

LAW 6 – ASSISTANT REFEREE

Not Used.

LAW 7 – DURATION OF GAME

- A. *The game shall be divided into two (2) halves of twenty (20) minutes each.*
- B. *There shall be a five (5) -minute break between halves.*

LAW 8 — THE START OF PLAY and RESTART OF PLAY

Conform to FIFA with the following exceptions:

- A. At the beginning of a game, a coin toss will determine which team takes the opening kick off and which goal each team will attack. The visiting team will call the coin while it is in the air; the coin toss winner shall select which goal they wish to attack in the first half and the other team shall take the opening kick off.
- B. Opponents must be six (6) yards from the center mark while a kick-off is in progress.

LAW 9 — BALL IN AND OUT OF PLAY

Conform to FIFA.

LAW 10 — METHOD OF SCORING

Conform to FIFA with the following exception:

No official score is kept, but after a goal play is restarted with a kick-off.

Player may only score from the attacking half of the field.

Player may **NOT** score directly from a kick-off.

LAW 11 — OFFSIDE

The offside penalty shall not be called in 4v4 games; however, there shall be no "cherry picking". Cherry picking is defined as placing a member of the attacking team in an offside position with no attempt to be near an onside position.

An example of this would be to place a player near the opposing goalkeeper while the ball is at mid-field or the other end of the field. If in the opinion of the referee, a goal was scored by a player who was cherry picking, **the goal shall be disallowed and play shall be restarted by a goal kick.**

LAW 12 — FOULS AND MISCONDUCT

Conform to FIFA with the following exceptions:

- A. No slide tackles are allowed in 4v4. Slide tackles shall be considered Dangerous Play, resulting in either a Caution (verbally for players under the age of 10 or a Yellow Card for players over the age of 10) or a Sending-Off (Red Card).
- B. Defenders may have no more than one (1) foot inside the penalty arc if they are not actively playing the ball or, defending against an indirect kick that is started within six (6) yards of the penalty arc, or when an opponent is positioned within the penalty arc. Coaches are reminded the spirit of the 4v4 Rules of Competition is four (4) players actively playing, not two (2) or three (3) players playing while the other player(s) hangs back near their goal (i.e. no deep defenders).
- C. Penal fouls (those usually awarded a direct free kick) committed by the defending team within the penalty arc will result in a penalty kick to be taken by the attacking team (see Law XIV below).
- D. All other fouls committed anywhere on the field will be restarted with an indirect free kick, to be placed outside the penalty arc closest to where the foul was committed.

LAW 13 — FREE KICKS

All free kicks (other than penalty kicks) shall be taken as indirect free kicks from outside the penalty arc; direct free kicks shall be replaced by indirect free kicks. No direct kicks, other than penalty kicks, shall be taken.

LAW 14 — PENALTY KICKS

Penalty kicks shall be taken from the Halfway line.

There are no goalkeepers in 4v4; the goal shall be "open". All other players must be behind the Halfway line and outside the center circle while the penalty kick is taken.

The kicker has the opportunity to score directly from the penalty kick. Play officially restarts when the ball is kicked and

moves forward, so teams may pursue the ball immediately upon being kicked. If either team touches the ball while in play then play continues as is would in the case where a penalty kick was saved by the goalkeeper EXCEPT that the original kicker may not be next player to touch the ball immediately after the penalty kick. All other FIFA laws are in effect from that point (Encroachment, two-touch, ball in/out of play, etc) so play would be restarted based on why it stopped – i.e., kick goes directly over the touch line, throw in, over the goal line but not a goal, goal kick, or over the goal line and in the goal, a kickoff.

LAW 15 – THROW IN

Conform to FIFA.

LAW 16 – GOAL KICK

Conform to FIFA with the following exceptions:

Goal kick must be taken within three (3) yards of the goal.

Opponents must be no nearer to the ball than their attacking edge of the center circle to allow the kicking team an opportunity to play the ball away from their own goal.

LAW 17 – CORNER KICK

Conform to FIFA with the following exception:

Opponents must be six (6) yards from the ball when the kick is taken.