

LEGENDARY STREET SOCCER INC. SMALL SIDED STREET SOCCER RULES

(FIFA FUTSAL RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament with no refund. All players must validate proof of age prior to the 1st game.

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS:

4v4: Six is the maximum number of players on a team; four field players at one time. Players may only play on one team per division. There are no goalkeepers in 4v4 street soccer.

GENDER: This event is intended as a Co-ed for U8-U12. As this is not a physical game, all teams will play together regardless of gender...all male, female, or mixed.

FIELD DIMENSIONS: Locations and fields will vary. Inflatable fields, basketball courts, and tennis courts are the standard fields for street soccer. The minimum dimensions will be approximately 25x45ft in diameter and up to a regulation basketball court.

EQUIPMENT: All players must wear the same color shirts (numbers are NOT required). If two teams have similar colored shirts, the home team must change to an alternate color. The referee must approve the safety of any medical equipment such as casts or braces. All players must wear shin guards. Any player without shin guards will not be allowed to play. Players must wear indoor soccer shoes, street soccer shoes, or sneakers. A futsal "low bounce" #4 ball will be used for U10 and older divisions. A #3 futsal ball will be used for U8 and younger. Goals will vary from 4ft high by 8ft wide to 7ft high by 10ft wide.

PRIOR TO PLAY: The home team will be the team listed first on the schedule. Teams must be ready and in the staging area **five minutes** before game time. Teams must immediately take the field at the conclusion of the preceding game unless a break is scheduled. Teams not on the floor within **two minutes** after the conclusion of the preceding game will forfeit their game.

GAME DURATION: The game shall consist of two 12-minute period with one 2 minute halftime. Games tied after play shall end in a tie. Game length may be adjusted to maintain the schedule or to compensate for inclement weather or injuries during game. Games may be played either earlier or later to accommodate needed schedule changes.

SUBSTITUTIONS: Substitutions are unlimited and "on the fly." All players must enter and exit the court at the midcourt line. Players may not enter the court until the player they are substituting for is **completely** off of the court. Players coming onto the court before the player they are substituting for is completely off the court (creating four players on the court) will be issued a caution (yellow card).

NO OFFSIDE AND NO SLIDE TACKLING IN STREET SOCCER.

NO SHOULDER CHARGES: Unlike outdoor soccer, shoulder charging is not allowed. If a player initiates contact with a player on the other team, it will be a foul. Fouls in each game will accumulate and a penalty kick will be given to the offended team for each foul beginning with the sixth and including all subsequent fouls. (rule of thumb: if it would be a foul in basketball, it is a foul in street soccer or futsal)

GOAL SCORING: A goal may be scored from a touch on the offensive half of the playing field.

OUT OF PLAY: When an inflatable arena is not used, the ball is out of play when it strikes any part of a basketball goal that has not been raised and which hangs in the vicinity of a soccer goal or crosses the established boundary lines. The restart will be a goal kick, or a corner kick.

FOUR-SECOND RULE: All kicks — kick-offs, kick-ins, free kicks, goal kicks and corner kicks — must be kicked within four seconds of the time the ball has been placed (or reasonably should have been placed) to be kicked. Failure to kick the ball within four seconds will result in the other team taking possession.

FIVE-YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the foul.

KICK-INS: Instead of a throw-in, the ball shall be placed on the sideline or as close to the inflatable wall as possible in a stationary position and kicked into play.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner kicks and penalty kicks.

GOAL KICKS: Goal kicks may be taken from any point on or near the end line, but not in the goal box area.

PENALTY KICK: A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the kick off spot with all other players behind the midfield line. Penalty kicks are *not* live balls. If a goal is not scored, the defense obtains possession with a goal kick. In addition, all fouls beyond the 5th foul will be a penalty kick regardless of where it took place on the field. Accumulated team fouls reset at each half.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending the player off. A yellow card will result in a team playing down a player for 5 minutes or until a goal is scored. A coach sent off will miss the rest of the current game. A player sent off will miss the rest of the current game PLUS the next game. The Tournament Director may eject a player or coach for the rest of the tournament. Teams still play with three players on the field

POINTS: Games will be awarded points according to the following: 5 points for a win; 1 point for a tie; 0 points for a loss; 1 point for each goal (max. 5); and 1 point for a shutout. (Perfect game would be 11 points: 5 goals, 5 points for win, and 1 point for a shutout).

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

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; PLAYER PASS, DRIVER'S LICENSE OR BIRTH CERTIFICATE. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.