



The Chula Vista 4v4 tournament will use IFAB's 2019-20 Laws of the Game with the modifications below. These modifications are meant to create a fast and fun game where players touch the ball more often in less time than an 11v11 match.

A minimum of three (3) players are needed, for all age groups, to avoid a forfeit.

TEAM CHECK IN

Is mandatory and will take place 45-60 minutes prior to first scheduled game.

Age Groups	Ball Size	Roster Size
Born in 2013	4	7
Born in 2012	4	7
Born in 2011	4	7
Born in 2010	4	7
Born in 2009	4	7
Born in 2008	5	7
Born in 2007	5	7
Born in 2006	5	7
Born in 2005	5	7
Born in 2004	5	7
Born in 2003	5	7
Born in 2002	5	7

HOME TEAM

PROVIDES GAME BALLS. First team listed on the schedule is the home team.

ROSTERS

Roster changes must be made PRIOR to the team's first scheduled game of the tournament. No player changes will be made due to an injury during tournament play. All players are required to have proof of age on hand. Each player will be checked at registration, but in case of an age-related challenge, teams may be disqualified if they are unable to provide the event director with proof of age. Acceptable form of proof of age are: Birth Certificates, California ID's, Passport, or Cal-South Player Card.

TEAM UNIFORMS

- Jersey #'s are NOT required.
- All players must wear the same color jerseys/shirts during play. Each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the team designated as the visiting team will change their jersey. In playoffs, the higher seed will have the option.

FIELD DIMENSIONS

The playing field will be a minimum of 20 yards wide and a maximum of 25 yards wide, with a minimum field length of 35 yards and a maximum length of 40 yards long.

GOAL SIZE

The Goal will be 4 ft tall by 6 ft Wide

GOAL ARC

The goal arc is located in front on each goal. No player from either team is allowed to touch the ball in the goal arc.

If the ball comes to rest inside the goal arc, a goal kick is awarded, regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such.

ATTACKING PLAYER

If an attacking player makes contact with the ball within the goal arc the ball is awarded to the defending team as a goal kick. Players may pass through the goal arc as long as they don't make contact with the ball.

DEFENSIVE PLAYER

If a defending player makes contact with the ball in the goal arc a Penalty Free Kick will be awarded to the offensive team. Players may run through the arc so long as no contact is made within the goal box arc.

See Penalty Free Kick rule below for location of a penalty kick.

PENALTY FREE KICK

2011-2013 Boys & Girls Divisions will be taken at the mid half-line corners of the field. Side to be selected by the player taking the kick.

2010-2002 Boys & Girls Divisions will be taken within the defensive corner flag area arc. Side to be selected by the player taking the kick.

DURATION OF THE GAME

2 x 12 minute halves (Preliminary, Semi, and Finals) All age divisions including Playoffs.

Halftime will be 3 Minutes

GAME CLOCK FORMAT

The game shall consist of two twelve-minute halves, separated by a three-minute half-time period. Home team will determine direction and visiting team will kick off. Games tied after regulation play shall end in a tie, except in the playoffs.

If a team is not present three (3) minutes after the scheduled game time start, a 1-0 forfeit win will be recorded for the opposing team. Teams are responsible for waiting until the seed for playoffs has been determined. No timeouts in 4v4 soccer. Officials may stop the clock at their discretion. Tournament officials reserve the right to reduce, shorten, or reschedule games due to inclement weather or any other unforeseen circumstances.

SUBSTITUTIONS

Players may enter the field:

1. Any time on the fly at mid field with 5 ft of the mid-field marked line.
2. Opposite team do NOT have to wait for teams making substitutions to start or continuing play.

FORFEITS

Any team forfeiting two consecutive games will be disqualified and removed from the tournament.

OFFSIDES

No offsides.

3-YARD RULE

In all dead ball situations, including kickoffs, defending players must stand at least 3 yards away from the ball. If the defensive player's goal area is closer than 3 yards, the ball shall be placed 3 yards from the goal box arc area in line with the place of a penalty.

THROW-INS

No throw-ins. A direct free kick shall be awarded instead.

FREE KICKS

All free kicks will be direct.

GOAL KICKS

Goal kicks will be taken from anywhere inside the goal box arc.

KICKOFFS

The start of play will be from the midpoint on the centerline. The kick-off is a direct kick and may be taken in any direction.

DELAY OF GAME

Any player may be cautioned with a yellow card, if it is deemed by the referee that the player is intentionally wasting time (for example, a player intentionally kicks the ball long distances away from the playing field in order to waste time).

CAUTIONED PLAYERS (Yellow Card)

If a player receives a Yellow card, that player has to exit the field and play short handed (minus a player on the field) for ONE MINUTE.

POINT SYSTEM

Win: 3 points

Tie: 1 point

Loss: 0 points

DIVISIONAL TIE-BREAKERS

When teams are tied for one place in the preliminary games, the following criteria will be used to determine seeding for the playoffs:

1. Head-To-Head Competition (in the event of a tie among three or more teams, this criteria will not be considered)
2. Most Wins
3. Least Goals Allowed
4. Goal differential
5. Penalty Kicks

* All ages Boys & Girls Divisions will take at the mid half-line corners of the field. Side to be selected by the player taking the kick.

SUDDEN DEATH OVERTIME (playoffs only)

One Three minute sudden death overtime period will be played 2v2 . If still tied then, each team will remove one player and continue on with another 3 minute sudden death overtime 1v1. This will continue until a goal is scored.

PROTESTS

NO PROTESTS ARE ALLOWED.

TOURNAMENT DIRECTOR

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

REFEREE'S AUTHORITY

The referee has the authority to determine language which is offensive. The referee will have the authority to eject any offending player or an entire team. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

VERBAL AND/OR PHYSICAL ABUSE

Verbal and/or physical abuse of any of the Tournament staff, officials or spectators may result in an ejection from the property and/or arrest. If abuse happens during a game, the official has the discretion to have your team lose by forfeit. Officials and players are to show respect for each other.

Repeated poor sportsmanlike conduct from officials or players will not be tolerated. Officials will be replaced and players will be ejected. Remember, these are games for all to enjoy.

CONDUCT

This is a game. Remember to enjoy yourselves, and conduct yourselves in a manner that is respectful to others involved in this tournament. Refrain from foul language or be subject to ejection from the property.

WEATHER RELATED ISSUES

The Chula Vista 4v4 tournament reserves the right to modify, reschedule or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule any game, as well as the right to shorten game time.

REFUND POLICY

Weather Related Cancelation:

- Team that have played 2 games out of 3 games guaranteed, receive \$30
- Team that have played 1 games out of 3 games guaranteed, receive \$80
- Team that have played 0 games out of 3 games guaranteed, receive \$130

Team Canceling their application:

- 21+ Days prior to the event date 100% REFUND
- 14-20 Days prior to the event date 50% REFUND
- 13 Days prior to the event date NO REFUND