

## Rules - HSA Select 4v4 Jamboree

August 7, 5-7:30pm

Location: Delridge North, 4458 Delridge Wy SW, Seattle

### Timeframe

- 5pm – Players arrive at Delridge North and pick up reversible pinnie (YL, AM).
  - Players bring water bottle and wear shin guards. Wear uniform or training top.
  - Field setup (8 fields - see diagram).
  - Set up canopies and tables at north end of field, at center line.
- 5:15pm - review rules and organize teams
  - Players formed into teams (16 max). 6-7 players per team.
    - One division (U11-U12) of 2015 & 2014. WEST FIELDS
    - One division (U13) of 2013. EAST FIELDS
- 5:30pm – Game #1
- 5:55pm – Game #2
- 6:20pm – Game #3
- 6:45pm – Group photo and promote August 1 Reign game
  - RAFFLE (each player gets a ticket): Reign game tickets, HSA Select Soccer Balls, Mini balls, Apparel
- 7:00pm – Dinner (order pizza), families bring something to share (optional). Players bring water bottles. Water jugs at table for refills. Tables set up under canopies
- 7:20pm - field breakdown / cleanup, collect pinnies
- 7:30pm – clear field

### Teams

- A team will have 4 players with a recommended maximum roster of 6-8 players.
- Teams wear numbered pinnies (reversible).

### Referees

- Coaches or volunteers
- The referee is there to keep the game flowing and make calls when there is any uncertainty on who the ball belongs to. In the spirit of the game, the players should learn the game well enough where they can make the calls themselves.

### Playing Rules

- Normal fouls per FIFA
- Playing field will be approximately 32yds x 25yds (see field diagram)
- The game clock starts/finishes with the central horn or whistle
- Games will be 22 minutes long, with 30 sec half times; 3 min between games.
- No goal keeper
- After a goal is scored there must be a kickoff to restart the game.
- All free kicks are indirect
- A goal may not be scored directly from a kick off
- There are **no throw-ins allowed**

- All restarts for the ball out of play can be taken as a **pass-in or dribble-in**, except corner kicks must be passed-in.
- A pass-in is indirect and must be taken from behind the touch or end line. Once the ball has entered the field, it is considered a dribble-in and becomes in play.
- Opponents must be 5 yards away from all restarts – including out of bounds restarts.
- Goal kicks are indirect and must be taken from the end line.
- **Teams may substitute “on the fly.”** Substitutions on and off the field should occur at the center field line from the same touchline as the team is located. “On the fly” substitutions are allowed without waiting for the referee’s permission to leave or enter the field of play. If a team has more than four (4) players on the field and a goal is scored, the goal shall not be awarded. Any goal scored during a substitution “on the fly” by the defending team shall be allowed.

### **To Reiterate:**

We are playing a very close simulation to the real game of soccer.

- Kickoffs are like normal kickoffs.
- Dribble ins are strictly used to keep the ball on the ground and may only occur during out of bounds situations like a throw in or goal kick. The goal kick must start on the endline.
- Corner kicks must be passed and taken like a normal corner kick.
- Free kicks are indirect kicks and must be played or touched by another teammate to score. Free kicks cannot be touched to oneself and taken like a dribble in.
- Please make sure the defensive team is 5 yards or steps away from all dead ball situations. Such as kickoffs, out of bounds on sideline, goalkicks, corner kicks, free kicks.
- After a goal is scored there must be a kickoff to restart the game. Just like a normal game.

### **Reference**

[http://www.mustangsoccer.com/Tournaments/4v4\\_League/409269.html](http://www.mustangsoccer.com/Tournaments/4v4_League/409269.html)