

Player Registration

Blue Ridge Youth Soccer Association (BRYSA) and Frederick County Parks and Recreation Department (FCPRD) reserves the right to refund money to applicants who's Divisions DO NOT meet the minimum team number to form a bracket.

All players must be registered on their respective teams 4v4 roster. Roster changes, substitutions and additions, must be made before July 12, 2008. Any team player determined by the event director to have falsified age will be disqualified and dismissed from the tournament.

Number of Players

Six (6) is the maximum number of players on a team with four (4) being the minimum. (A team must have a minimum of four (4) field players.)

Substitutions

Substitutions may be made at any dead ball situation, regardless of possession. Team must get the referee's attention and players are to enter and exit at midfield. There are no substitutions on the fly.

Uniforms

All players must wear jerseys/shirts of same color during a match. No numbers are required. Each team must bring both a light and dark colored jersey/shirt. If opposing teams are wearing same color a coin flip will determine team to change.

Equipment

All players must wear shin guards. Any players without shin guards will not be allowed to play. NO jewelry, NO baseball cleats.

Ball Sizes

U6 and U8	Size 3
U 10 thru U-21	Size 5

BRYSA will supply game balls.

Field Dimensions

Length – 40 yards, width 30 yards, (No U6 group – might be easier to make all fields the same) U6 and U8 age groups play on a 20 by 30 yard field.

Goal Box

The goal box, eight feet wide by six feet long, 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. 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. The goals are 4 feet high by 6 feet wide.

Game Duration

The game shall consist of two 10-minute halves separated by a two minute halftime period OR the first team to reach 10 goals, whichever comes first. Games tied after regulation play shall end in a tie. Except Playoffs, which will be a 3-minute golden goal period followed by a shootout.

Goal Scoring

A goal may be scored from a touch on the offensive half on the playing field.

Scoring (in pool play)

Games will be scored according to the following: 3 points for a win, 1 point for a tied and 0 points for a loss.

Tiebreakers

In pool play, ties between three or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play

Playoff Overtime

Teams will have a 3-minute "Golden Goal" If the score is still tied, the winner shall be decided by shootout by entire roster. (how do we handle different sized teams if everyone on the roster shoots?)

NO OFFSIDES IN 4 v 4 SOCCER AND NO SLIDE TACKLING IN 4 v 4 SOCCER

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 penalty.

Kick-ins

The ball shall be kicked into play from the sideline instead of throw in.

Indirect kicks

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

Goal kicks

May be taken from any point on the end line, and not in the goal box areas.

Kick off

May be taken in any direction.

Penalty kicks

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 middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Player ejection (Yellow/Red card)

Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The tournament director will decide suspension from additional games.

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, i.e., PLAYER PASS, DRIVERS LICENSE OR BIRTH CERTIFICATE. SITUATIONS OR OCCURENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.