

Greenbelt 4v4 Classic

Rules of the Game

Match rules follow FIFA's Laws of the Game except as noted below.

1. **The Field of Play** measures 40 yards long by 30 yards wide, or as space permits. The Center Circle measures 3 yards in radius. Goals measure 4 feet high by 6 feet wide.
A rectangular goal box measuring 2 x 14 yards encloses two goals at each end of the field. Players are not allowed to take position or touch the ball within the goal box.
2. **The Ball:** 10 U and 12U play with a Size 4 ball. 15U and older use a size 5 ball. All teams should be prepared to supply a properly inflated game ball.
3. **Number of Players:** Teams consist of 4 to 6 players, with 4 playing at one time. There is no goalkeeper. The players on a team must all wear the same color jersey. In case of jersey color confusion between teams playing a match, the Home Team (as designated in the tournament match schedule) must wear pinnies or alternate jerseys of a contrasting color. Tournament Officials will keep pinnies on hand.
Substitutions are unlimited but may only be made when play is stopped and with the consent of the Referee. Substitutions must be carried out quickly.
4. **Players' Equipment:** Shin guards are mandatory. Cleats are recommended.
5. **The Referee:** Each match has one Referee, who judges goals and out of bounds, calls fouls, and keeps time. *The Referee's decision is, as always, final!*
6. **Match Duration:** Each match has two 10-minute halves and a 2-minute break.
7. **Start and Restart of Play:** Prior to starting the match, the Away Team chooses which goal it will attack in the first half. The Home Team kicks off the first half. Teams switch ends for the second half. The Away Team kicks off the second half. A goal cannot be scored directly from a Kickoff.
If overtime is necessary, the Referee may flip a coin to determine which team chooses ends. The team that loses the coin flip automatically kicks off.
8. **Ball In and Out of Play:** The ball is out of bounds when it crosses *completely* over the Touch Line (side line) or Goal Line (end line). A ball that comes to rest in the Goal Box is out of play and results in a Goal Kick for the defending team. The goalposts, crossbar, corner flags, and the Referee are part of the field of play.
9. **Scoring:** To score a goal, the ball must cross *completely* over the Goal Line and between the goalposts, and must be shot from the half of the field nearest that goal. Shots between the two goals result in a goal kick. If a shot from the other side of the Halfway Line goes directly into the goal, there is no score and the defending team is awarded a Goal Kick.
10. **Offside:** There is no offside.
11. **Substitutions** Unlimited and, as in futsal, can occur at any time. The player being substituted must be completely off the field before the new player may enter.
12. **Color Conflict** In the event of jersey color conflict, the *home team* must switch colors.
13. **Mixed Gender Games** In the event that girls teams are scheduled to play against boys teams, the girls team may choose to play 5 on the field instead of the usual 4.
14. **Heading:** As per USSF guidelines, there is no heading permitted for 10U and 12U (which may contain 11U players). Heading is permitted at 15U and 18U. A deliberate header results in a foul with an indirect free kick awarded to the opposing team from the location of the header.
15. **Fouls & Misconduct:** Regulations will follow FIFA rules, with the following exceptions:
 - a. Slide tackling is not allowed. Executing a slide tackle is considered a foul.
 - b. All fouls committed by a player more than 8 yards away from his/her own goal shall result in an indirect Free Kick.
 - c. All fouls committed by a player within 8 yards of his/her own goal shall result in a Penalty Kick.
 - d. Players are not allowed to take position or touch the ball within the Goal Box. If an attacking player infringes this Goal Box rule, a Goal Kick is awarded to the defending team. If a defending player infringes this rule, a Penalty Kick is awarded to the attacking team. However, if the Referee judges that the ball was going into the goal except for the intervention of a defending player within the Box, he/she may award a goal.
 - e. The Referee may issue a yellow or red card to a player who is guilty of serious/repeated fouls or misconduct. A player that collects two yellow cards or one red card in a match is required to sit out the rest of the match. A player that collects two yellow cards or a red card in a match, or a yellow card in each of two consecutive matches, is also required to sit out the following match.
 - f. The Referee has discretion to apply the "advantage rule", that is, to allow play to continue to the advantage of the team against which an infraction is committed.
16. **Free Kicks**, as opposed to Penalty Kicks, are always indirect. Before a goal can be scored from a Free Kick, another player (of either team) must touch the ball. Opponents must position themselves at least 3 yards away from the spot of the kick.

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17. **Penalty Kicks:** For 10U and higher divisions, Penalty Kicks are spotted at the Center Mark (on the Halfway Line). Penalty Kicks are taken on an open net; defending players may not interfere. If the kicker's shot misses the goal, the defending team is immediately awarded a Goal Kick (that is, the ball does not remain in play).
 18. **Kick-Ins** replace Throw-Ins. A goal cannot be scored directly from a Kick-In. Opponents must position themselves 5 yards away.
 19. **Goal Kicks** are taken from the defending team's Goal Box. Opponents must position themselves 5 yards away from the Goal Line.
 20. **Corner Kicks:** A goal may be scored directly from a Corner Kick.
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21. **Scoring:** If a player plays a ball forward from his own (defending) half of the field and it is deflected by another player – from either team – in the attacking half en route into the goal, the score stands. (This is akin to a defender deflecting an Indirect Free Kick into goal.) On the other hand, if the ball played forward from a player's defending half goes directly into the goal without touching any player in the attacking half, there is no score and play is restarted with a Goal Kick.
 22. **Slide Tackling:** For safety concerns, slide tackling is always considered a foul, even if no other players are in the vicinity of the sliding player. The referee *may* issue a player a verbal warning in lieu of a foul call for a first-time offense.
 23. **Goal Box Infringements:**
 1. The *whole of the ball* must be *beyond* (i.e., within) the line marking the Goal Box to be considered in the Box. The ball may not be deliberately played by any player when it is inside the Box. The ball may be played legally if any part of it is outside the Box, including on the line marking the Box.
 2. Players, offensive and defensive, are allowed to cross through the Box to reposition to the other side of the field as long as they move through and are not playing the ball in the process. Players may not take advantage by standing in the Box.
 3. If a player intending to run through the Box happens to contact the ball, being entirely within the Box, a Penalty Kick or Goal Kick shall be awarded, depending on which team's player contacted the ball.
 4. The Box rules apply to the air space above the Box. That is, playing an airborne ball completely within the Box's air space is not allowed, even when the player is also completely airborne or standing outside the Box.
 24. **Goal Kicks:** Goal Kicks are always taken from the Goal Box. Opponents must be at least 5 yards away from the Goal Line.

The Referee's decision is final!