

Rules of the Game for ULETE Soccer 4v4 League

The league is designed to maximize player development. The small sided games will allow a player to compete and have fun. Players receive more touches in a smaller space, more goals are scored and are completely engaged in the play at all times. The league is open to Boys, Girls, and Co-ed teams.

All games will be played at ULETE, 2308 Dean Way, Southlake, TX 76092. Games can be played on indoor (no walls) and outdoor turf fields.

FIFA Laws of the Game should be followed apart from the below modified rules for 4v4 league play.

1. PLAYING AREA 4 v 4

A. Dimensions of Field

- The field is roughly 48 feet wide by 80 feet long.

B. Goal.

- The 4v4 goals shall ideally be 4 feet high and 6 feet wide.

2. PLAYERS & ROSTERS

- The match shall be played with 4 field players without goalie.
- A match may start if either team has a minimum of 3 players.
- Roster size: 8 players max can be suited to play in the game.

Substitutions.

- Substitutions are unlimited for players.
- On the fly substitutions for all players. This means that players can change and enter the game without having to stop the play or wait for a break in the action.
- Player must enter and exit from the sideline in front of the substitute's bench.
- Player coming in cannot step on the field until their teammate is off. Penalized with an indirect free kick if a substitution is not done correctly, taken from the spot where the illegal substitution was made.

3. PLAYERS' EQUIPMENT

A. Footwear.

- Soccer cleats, soccer turfs or sneakers shall be worn.

B. Shin Guards.

- The wearing of shin guards is required. Any player who fails to wear shin guards is not allowed to participate.

4. The Ball

- A size #3 soccer ball will be used for all 2019s, 2018s, and 2017s games.

5. DURATION OF THE GAME

A. Game Length.

- The duration of the game shall be 40 minutes (2x20), and 2 minutes of halftime.
- Running clock unless stopped by the referee.

6. START OF PLAY

A. Direction.

- At the beginning of a game, the team listed as Home will kick off. The team listed as Away will kick off the second half.
- Teams will switch sides at halftime.

7. BALL IN AND OUT OF PLAY

A. Kick-In (when the ball crosses completely over the sidelines).

- A kick-in will be utilized instead of a throw in.
- A goal cannot be scored directly from a kick-in.
- The ball is placed on the touchline and stationary at the point at which it went out of play.
- The ball is not in play until it has been kicked and moves, and a goal cannot be scored directly.
- After delivering the ball, the kicker must not touch the ball again until it has touched another player.
- All the free kicks and kick-ins are indirect, and all the opponents must stand no less than 3 yards of the ball. Player has five (5) seconds to play the ball after the referee's signal.

B. Goal Kick (when the ball crosses completely over the goal line or end line). All goal kicks in 4v4 Small-Sided will be taken within 2 yards of the goal, ball is not in play until it has been kicked and moves, and a goal may not be scored directly. All the opponents must stand no less than 3 yards of the ball.

8. OFFSIDE

A. Offside.

- There is no offside for 4v4.

9. FOULS AND MISCONDUCT

A. Inappropriate Contact.

- No slide tackling except to stop or intercept the ball. Example: a player may slide to save a ball from going out of bounds. No contact can be made with the opposing players while sliding for the ball. If contact is made during a slide tackle it could warrant one yellow card based on the referee's discretion.

B. Inappropriate Play without the Ball.

- A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalized by the awarding of an indirect free kick.

C. Send-Offs/Yellow Card/Red Card.

- A player, coach and/or Participant who is sent off shall not be allowed to participate any further in the competition. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred.
- A player, coach, team and/or Participant who receives a yellow card during a game, shall receive a warning.
- A player, coach, team and/or Participant who receives a red card during a game, shall be suspended for the remainder of that game, and shall be suspended for the following game.

10. POINTS STANDING:

Win: 3 points

Tie: 1 point

Loss: 0 point

- A forfeit is equivalent to a loss. The score for forfeiture is 3-0.

11. TIE BREAKERS:

A. Ties between 2 teams will be broken by:

1. Head to Head results between teams.
2. Goal differential.
3. Goals scored.
4. Goals against.
5. Coin toss.

B. Ties between 3 teams or more will be broken by:

1. Team with the most wins.
2. Goal differential.
3. Goals scored.
4. Goals against.
5. Coin toss.

12. OVERTIME:

Games ending in tie will be considered a tie, except during playoffs. The winner will be decided on penalty kicks, which each team will take 3 kicks (different players) from 20 feet of the line of the goal.

ZERO TOLERANCE TOWARD REFEREE ABUSE

A referee's decision on issues of fact connected to the game is FINAL. The ULETE Zero Tolerance Policy prohibits any person from addressing the referee during the game except to point out an emergency situation. A person who in the opinion of the referee violates the Zero Tolerance Policy will be warned, Coach could be issued a red card and asked to leave the vicinity of the field of play, and the team may face further sanctions. Many referees are young people just learning to referee. Please show them the common courtesy you would expect to be shown to your child or to yourself.