



Josh Thibodeau Classic Soccer Tournament

Tournament Procedures and Rules of Play

The Josh Thibodeau Classic is focused on celebrating the memory of Josh, for players to participate “for the love of the game”, and to just have fun! This is an opportunity to provide the soccer community with a tournament experience that some teams may not otherwise have.

The following information should answer most of your questions regarding the logistical details for teams and coaches, and the actual playing of the tournament.

TOURNAMENT OVERVIEW

The tournament is for the U8 Coed through Adult Rec.(Coed) teams. U10 through U18 will have Boys and Girls divisions. Games will be played at Wachusett Regional High School. Play will take place on fields approximately 20 x 30 yards with pug goals, No Goalkeepers are allowed. Each game consists of two 12 minute halves with a one minute break. For U12 through Adult Rec., once the Round Robin portion is completed, teams will be seated and there will be a semi final and a championship game. For U8 and U10 there is only a Round Robin portion, with participation awards for all players.

TEAM REGISTRATION and CHECK-IN:

Teams should report to the registration tent at least 30 minutes prior to their first game. For all games, teams check in only before their first game. Many teams will be checking in at the same time, we will do our best to make the process proceed smoothly and quickly.

Rules of Play

The Players

NUMBER OF PLAYERS: Only four players are on the field at a time. The minimum number of players a team can field is three. There are no goalkeepers. A player can only play for one team.

PLAYER SUBSTITUTIONS: Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee’s permission before making the substitution and players are to enter and exit at midfield. There are no substitutions on the fly.

PLAYER EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play.

UNIFORMS: All players must wear the same color jerseys/shirts.

The Field of Play

FIELD DIMENSIONS: The playing field is twenty (20) yards wide by thirty (30) yards long. Goals are pug goals. The goal box is 3 feet by 6 feet. Field dimensions are subject to change by the tournament director.

PENALTY BOX: Goal Box Rule: There is no ball contact allowed within the goal box. However, any player may pass

through the goal box. If the ball comes to rest in the goal box, 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 box and is an extension of such. 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.

BALL SIZE: Regulation game balls (size 4) will be issued for U8 through U12 Age Groups. Size 5 for U14 through Adult Rec.

GOAL SCORING: A goal may be scored from anywhere on the field. The ball changes possession after a goal is scored, and is restarted from midfield.

RESTARTS: All restarts are indirect kicks (including the kickoff to start each half). This does not include penalty kicks, which are direct.

KICKOFF: All kickoffs are indirect kicks taken from midfield, and may be taken in any direction.

THREE (3) YARD RULE In all dead ball situations, restarts, including game start and halftime start, defending players must stand at least three (3) yards away from the ball. If the defensive player's goal area is closer than three (3) yards, the ball shall be placed three (3) yards from the goal area in line with the place of the penalty.

THROW-INS: There are no throw-ins. All out of bounds balls will be taken as "kick-ins."

KICK-INS: The ball shall be kicked into play from the sideline instead of thrown in. The defending player must be at least three (3) yards from ball on all kick-ins. All kick-ins are indirect.

GOAL KICKS: May be taken from any point on the defensive touchline. Goal kicks are indirect.

INDIRECT KICKS: On an indirect kick, a goal can be scored only if the ball subsequently touches another player before it enters the goal. If the kick directly enters the opponents' goal, a goal kick is awarded. If the kick directly enters the team's own goal, a corner kick is awarded to the opposing team.

PENALTY KICKS: A penalty kick will be taken from midfield in front of an open goal. Per the Goal Box Rule, there will be no defending player/goalie contesting the penalty kick. All non-kicking players must be behind midfield. A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). This is a dead-ball kick. If a goal is not scored, the defense obtains possession with a goal kick.

The Tournament

COMPETITION FORMAT: The first round consists of a round robin format. Teams are guaranteed 3 scheduled matches, should a team forfeit or no show the day of the tournament, this may be considered a scheduled game. The playoffs may include a semi-final and/or a championship round and are single elimination. See the attached schedule for expected round robin matches and playoffs. The format is subject to change by the tournament director.

GAME DURATION: The game consists of two 12-minute halves separated by a one-minute half-time period. Games tied after regulation play shall end in a tie except in the playoffs. There are no time-outs in 4V4 soccer. The match length may be shortened at the discretion of the tournament director.

PLAYOFF OVERTIME: If after regulation time a match is tied, the teams will compete in a 5-minute sudden death "golden goal" overtime period. A coin toss will decide the kick-off and direction. The first team to score in overtime is the winner. If no team has scored in the first five-minute overtime period, one additional 5-minute overtime period will be played. If after two (2) 5-minute overtime periods the match is still tied, the teams will compete in a sudden death penalty kick shootout. Please see "penalty kicks" for rules. Overtime rules are subject to change by the tournament director.

SCORING (U12 and above POOL PLAY): Games will be scored according to the following: three (3) points for a win; one (1) point for a tie; and zero (0) points for a loss.

GOAL DIFFERENTIAL (U12 POOL PLAY): Goal differential in each game is goals scored minus goals against. In round robin play, the maximum goal differential is ten (10).

PLAYOFFS (U12 and above POOL PLAY): The playoff rounds are single elimination.

TIEBREAKERS: If two (2) teams are tied on total points in group play, the tie will be broken by the following: 1.) Head to head result; 2.) Total goal differential; 3.) Goals for; 4.) Goals against; 5) Random draw.

If more than two (2) teams are tied on total points in group play, the tie will be broken by the following: 1.) Points earned in matches with the teams involved; 2.) Goal differential in matches with the teams involved; 3.) Goals scored in matches with the teams involved 4.) Random draw

THERE ARE NO OFFSIDES IN 4V4 SOCCER

THERE IS NO SLIDE TACKLING IN 4V4 SOCCER

Teams with only three players: . If one of the teams only has three players. Then the game will be a 3 v 3 game.

FORFEITS: If a team no shows or has less than 3 players, the team will forfeit the match. **5 MINUTE GRACE PERIOD:** Teams should have a min of three (3) players on the field with full uniform and equipment on the scheduled field to begin the match. Teams are given a five (5) minute grace period before they will be forfeited by the director.

PROTESTS: No protests are allowed, except in the case of protesting a player's eligibility. Referees' judgments are not a basis for protests. Eligibility is determined by a player's age and is contingent upon registering and playing for only one team in the tournament. Protests must be filed in writing to the tournament director within ten (10) minutes of the completion of the match. The tournament director will make a decision before the teams' next scheduled match.

FAIR PLAY: Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated and will result in a red card. Abuse of opponents will result in a red card. At the discretion of the tournament director, teams can be removed from the tournament for abusive conduct by players, coaches, or spectators. Players, coaches, and spectators are not allowed in the Scoring/Referee area, and must direct all questions to the tournament headquarters. Teams in violation of this rule may be removed from the tournament by the tournament director.

FIFA RULES APPLY TO ANY RULES NOT ADDRESSED IN THIS DOCUMENT.

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