

# 4 v 4 Outdoor Soccer

All players must be registered on the team's roster on [imleagues.com](http://imleagues.com) prior to being eligible to participate in any games.

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**Registration:** Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For 4 v 4 Outdoor Soccer, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$15 to remain in the league

2nd team forfeit = \$25 to remain in the league

3rd team forfeit = Team removed from the league

\*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

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## Rule Highlights for 4 v 4 Outdoor Soccer:

- **Absolutely no Slide Tackling**
- No jewelry, hats, items with knots, or hard casts will be permitted
- **Shin-guards are REQUIRED (will not be provided)**
- **AWAY team wears DARK; HOME team wears WHITE**
- All players must wear athletic shoes or rubber cleats. Sandals, boots, crocs or metal spikes are prohibited.
- Games consist of two 15-minute halves with a running clock
- Games are played 4 v 4 - **must have 3 players to start and finish a game**
- The following gender combinations are permitted for Indoor Soccer
  - 4-non-males
  - 3-non-males, 1-male
  - 3-males, 1-non-male
  - 2-non-males, 2-males
  - 3-males, 0-non-males
  - 3-non-males, 0-males

Three players are required to avoid a forfeit/default. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:

Point Penalties for being late:

- 1 - 2 minutes late = 1 points
  - 3 - 4 minutes late = 2 points
  - 5 - minutes late = **3 points and the game is over and the score will be recorded as 3-0**
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**Official Game:** The game consists of two 15-minute halves (running clock) with up to 3-minute halftime.

- During the regular season, a 2-minute overtime period will be played, if a team has more goals at the conclusion of the 2-minute period, they will be the winners. If it is still tied after the 2-minute period, the game will end in a tie.
  - During the postseason, there will be up to two 2-minute overtime periods played. If the score remains tied after each of the two periods, sudden-death overtime will take place (the first goal wins).

### **Game Play:**

- The ball will be placed at midfield at the start of each half and after all goals.
  - Kickoffs are indirect kicks and do not need to travel forward.
- Slide tackling and contact are not allowed and result in fouls. If the infraction is deemed intentional (with contact) a red card will be issued.
- High kicks will not be permitted - A high kick is defined as any raising of the foot higher than one's waist. This will result in an indirect kick from the location of the violation. Any high kick with contact to an opponent will result in a minimum of a yellow card.
- There are no goalkeepers for 4 v 4 Outdoor Soccer.
  - No players from either team are permitted within 3-yards (9 feet) of the goal area. The goals will be set up three yards behind a solid yardage line on the field.

**Substitutions:** may be made at any time. Subs must enter from their defensive half. Unlimited substitutions may be made at any time, including during a "live" ball situation – except during free kicks. Violation of the substitution rule results in an indirect kick from the spot of the dead ball and possibly a yellow card for unsportsmanlike conduct (if this has been a persistent act throughout the game by the offending team).

- Team "benches" will be located on the sidelines, out of play.

**Playing Area:** The playing area (field) will be on the turf at Aikens Stadium. Out-of-bounds will be clearly marked using the white lines for the playing field.

- Teams will switch sides at halftime
  - Teams do not change sides if an overtime period is required

**Players:** The maximum number of players per team's roster is 10. Two teams of four players are on the field for games. Teams must start and finish with a minimum of three players. The Team Captain speaks for the team in all dealings with the officials.

- Players are only permitted to participate on one team during the season. Once a player has signed into a game with a team, that is their team for the season.

### **Player Conduct:**

- 2-yellow cards or a red card will result in a player being ejected.
  - Slide tackling or intentionally leaving one's feet to play a ball will result in at least a yellow card. If there is contact with an opponent during a slide, it will result in a red card.

- Any contact that in the judgment of the officials or Student Directors is deemed excessive may result in an immediate ejection.
- Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.

Any rules not outlined above will be governed by the National Federation for High School Sports (NFHS) rules.