

Players North SC

Spooktacular 4 v 4 Festival 2020

COST:

\$385 per team and includes a minimum of 4 scheduled games. Games will be played on Friday, Saturday and Sunday.

ELIGIBLE TEAMS:

The Players North SC Spooktacular 4v4 Festival is open to all teams U5 to High school age groups. When possible, the schedule will include multiple flights to accommodate teams of various experience and skill levels. Any group of players may form a 4v4 team. There are no player cards required. **Maximum roster size for a 4v4 team is 6 players, minimum is 4 players..**

REGISTRATION AND CHECK-IN:

Teams must register for Spooktacular 4v4 Festival online with link posted on playersnorth.com website. The registration form requires a list of players and their birthdates. Prior to start of the event, all registered teams must submit a 4v4 waiver form(s), which includes the signature of the parent/guardian of each registered player on the team. A team using a player this is not included on the registration form and for whom there is no signed waiver may be disqualified from the event. Although proof of age is not required to participate, proof of year of birth may be required if there is a dispute and a team using a player that is ineligible for an age division or unable to provide evidence of age, may be disqualified from the event.

SCORING SYSTEM:

Games will be scored according to the following:

3 points for a win

1 point for a tie

0 points for a loss.

TIEBREAKERS:

Ties between two or more teams will be broken by

- 1) Head to head results between tied teams
- 2) Goal differential
- 3) Fewest goals against
- 4) Penalty shootout

FORFEIT SCORING:

A team that is not ready to play at the start time will forfeit the match. Start time will be no later than 5 minutes after scheduled match time. If a team forfeits, the winning team shall be awarded a 2-0 victory (3 points).

RED CARD SCORING DEDUCTIONS:

If a player receives a direct red card it shall result in a 1 point deduction from his or her teams match point total.

FORCE MAJUERE:

If games are unable to be played due to inclement weather or some other instance of force majeure, the Event Committee reserves the right to adjust the schedule and match rules as required, including, but not limited to, a reduction in the number of matches, a reduction in the duration of matches, or using penalty kicks to determine the outcome of matches.

NO REFUNDS WILL BE ISSUED SHOULD SCHEDULE AND/OR RULE ADJUSTMENTS BECOME NECESSARY DUE TO FORCE MAJEURE.**AWARDS:**

Awards shall be given to the players on the teams placing in 1st and 2nd for each age division. The awards will be given at the conclusion of each final match

***MATCH RULES:**

FIFA Laws of the game govern play, except as stated herein:

ONLY ONE COACH/MANAGER PER TEAM**FIELD OF PLAY:**

The field is approximately 54' wide and 86' long (34'x 46' for U5 & U6). The goal size is approximately 4'x4' centered on the lines.

NUMBER OF PLAYERS:

A team consists of (4) players on the field: (6) is the maximum number of players on a roster; a minimum of 3 players is required to start a match. Players may only play on one team.

SUBSTITUTIONS:

Substitutions may occur at any dead ball situation, regardless of possession but players must gain referees attention and enter and exit at mid-field.

UNIFORMS:

Soccer-safe costumes are encouraged. No costumes with parts that may be dangerous to teammates or opponents. Same color is not required, but costume uniforms should be identifiable as a team. Shirt numbers are not required.

NO GOALKEEPING:

There is no use of hands by any player. Players may not be stationary in front of the goal.

GOAL KICKS:

Goal kicks may be placed anywhere on the end line.

PENALTY KICKS:

Penalty kicks are taken from the half-way line with no defenders between ball and goal.

GAME DURATION:

The game shall consist of two 12-minute halves (10 minute halves for U5 & U6) separated by a two-minute halftime period. The referee keeps the official time on the field and may take necessary action if he/she feels that a team is using tactics to delay the game. Games tied after regulation play shall end in a tie. If game ends in a tie after regulation this will be a 3 minute golden goal period if still tied then followed by a shootout.

GOAL SCORING:

A goal may only be scored from within the offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line. (Example:) if a player in the defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball hits the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball hits the goal, a goal kick is awarded to the defending team. **All free kicks are indirect (including: kickoffs, goal kicks, corner kicks and kick-ins from touchline) except for a penalty kick.**

KICK OFFS:

Kick offs do not have to go forward, players may pass back or forward, a goal may not be scored from a kick off.

YELLOW AND RED CARDS:

If a player receives two yellow cards in a single game they will be ejected from the game. A player receiving a red card will be ejected. A match point will be deducted for each red card issued. The team can replace the ejected player in current game and the following game. The ejected player will be suspended from the next scheduled match.

DIRECT/INDIRECT FREE KICKS:

All free kicks are indirect, except for a penalty kick. Players defending a free kick must be at least (4) yards away from the ball.

KICK-INS:

When a ball passes over a touchline, play is resumed with a kick-in by a player from the opposite team of the player that last touched the ball. Defending players must allow at least (2) yards for a kick-in. A goal may not be scored from a kick-in.

SLIDE TACKLING:

NO SLIDE TACKLING OR SLIDING. A player may not intentionally leave their feet. An indirect free kick will be awarded from where the player initiated a slide or, if sliding to save a goal, the goal will be counted.

VERBAL ABUSE:

Verbal abuse or intimidation of referees by coaches, parents, or players will not be tolerated and may result in expulsion of the offending team from the event at the discretion of the Event Committee.

THE BALL, PLAYERS AND EQUIPMENT:

U5-U8 size 3 ball

U9-U12 size 4 ball

U13 and up size 5 ball

All players must wear shin guards, Any player without shin guards will not be allowed to participate. Home teams are responsible for providing game balls, in the event both teams have the same color jerseys, the home team shall change color.

PROTESTS:

No protests will be considered

THE EVENT DIRECTOR WILL HAVE THE FINAL SAY ON ALL DISPUTES AND INTERPRETATIONS OF EVENT RULES.