



3rd / 4th Grade

Field & Equipment	<p>Tournament Host ensures field condition is playable, including:</p> <ul style="list-style-type: none"> • Goal size 6'x18' or 6.5'x18.5' • Corner Flags in place • Build-out line established by cones or paint just outside the sideline – marking half distance between penalty area and halfway line <p>Home Team provides game balls</p>
Game Format	<p>7v7 = 6 Field Players & 1 GK, Min of 5 players to start game Center referee only, Club linesmen at referee's discretion Teams on one side, Spectators on other side</p> <p>Two 20-min halves w/5-min halftime If Championship game ties, then see <i>Championships Tie-Breaker Clipboard</i></p> <p>Size 4 ball</p>
Uniforms	<p>Jerseys (or shirts) with similar colors Numbers not required on jerseys Bring two different color jerseys in case of conflicting colors. Home Team changes jersey, if needed</p>
Club Pass Players	<p>Club Pass Player:</p> <ul style="list-style-type: none"> • must be from the same club in same or younger age group • should not miss game of team for which originally rostered. • can only play for one team during Tournament • should be announced to opposing team and at Check-In <p>Be prepared to show team roster on which Club Pass Player is rostered Max of 12 total player on Game Day Roster if using Club Pass Players</p>
Substitutions	Unlimited subs at any stoppage of play w/ Referee approval
Unbalanced Score	<p>Additional player added to field when score differential reaches 5:</p> <ul style="list-style-type: none"> • Plus 5 goals add a player • Plus 6 goals add another player • Plus 7 add another player <p>Additional players STAY ON until score differential reduced to plus 3</p>
No Heading Allowed	<p>Play is stopped whenever the ball strikes a player's head</p> <ul style="list-style-type: none"> • Intentional – indirect free kick to opponent • Unintentional – drop ball restart
Throw Out & Build Out Line & No Punting	<ul style="list-style-type: none"> • Foul Throw-in – 2nd attempt by same player allowed • Build-out line for offsides. Line behind which defending team retreats when team is awarded goal kick or a goalie comes into possession of ball. Defending team may advance when the ball is put back into play by to goalie to another teammate. Goalie cannot punt.
Post-Game	Exit field immediately following game