



3rd / 4th Grade

Field & Equipment	<p>Tournament Host ensures field condition is playable, including:</p> <ul style="list-style-type: none"> • Goal and 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 • Home Team provides game balls (size 4).
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 Two 25-min halves w/5-min halftime If tied Championship Game, then Overtime, then if still tied PK Shootout (see Tournament Tie-Breakers Clipboard).</p>
Uniforms	<p>Home Team wears light colors; Away Team wears dark colors Jerseys (or shirts) with similar colors, jersey numbers not required 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 • can only play for one team during Tournament • should be announced to opposing team <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	<p>Unlimited subs at any stoppage of play w/ Referee approval No subs during PK Shootout</p>
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	<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
No Slide Tackles	<p>No Slide Tackles allowed</p>
3rd/4th Grade Teams Adaptations	<ul style="list-style-type: none"> • 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 the goalie to a teammate • Goalie cannot punt or drop kick • Foul Throw-in – 2nd attempt by same player allowed; if 2nd attempt also a foul throw, possession is awarded to opposing team