



3rd / 4th Grade

Field & Equipment	Tournament Host ensures field condition is playable, including: • 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	7v7 = 6 Field Players & 1 GK, Min of 5 players to start game Center referee only, Club linesmen at referee's discretion Max 2 coaches in technical area with team. Spectators on other side, 3 yards from touchline. No one behind goals. Two 25-min halves w/5-min halftime. Preliminary games may end in a tie. If the Championship Game is tied, see Championship Tie-Breaker Clipboard.
Uniforms	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
Club Pass Players	Club Pass Player: • 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 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
Substitutions	Unlimited subs at any stoppage of play w/ Referee approval No subs in Championship PK Shootout – see Championship Tie-Breaker Clipboard.
Unbalanced Score	Additional player added to field when score differential reaches 5: • Plus 5 goals add a player • Plus 6 goals add another player • Plus 7 add another player Additional players STAY ON until score differential reduced to plus 3 Unbalanced scores adjusted in system of record capping differential at 5 goals.
No Heading	No Heading - play stopped whenever ball contacts player's head • Deliberate – indirect free kick to opponent • Inadvertent – drop ball restart
No Slide Tackles	Players must remain on feet when challenging opponent. Indirect free kick for slide tackles
3rd/4th Grade Teams Adaptations	• Build-out line for offsides. Defending team retreats behind line for goal kicks or when goalie gains possession. Defending team advances when goalie plays ball to 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