

Jaier Joust 4v4 Tournament Rules

Entries

1. Any collection of age-appropriate or younger players and at least one responsible adult (coach or manager) may enter the Tournament. Teams will be placed into age-specific groupings, although, depending on the numbers and ages of actual entries received, some divisions may be grouped into two-year increments.
2. Tournament entries must be submitted, with full payment, no later than December 15th. Late entries may be allowed by the Tournament Committee to fill out brackets.
3. Entry Fees are not refundable once an entry has been received and accepted. However, if the tournament is cancelled due to circumstances outside the control of Jaier, \$60 will be retained and the balance will be refunded. Once the Tournament has actually begun, no refunds of any sort will be made.
4. A completed Waiver of Liability/Responsibility of Conduct/Roster Form may be submitted to the Tournament Committee at any time, up to one hour before a team's first game. Updated rosters, bearing the same Coach or Manager's signature, may be submitted to replace any which were previously submitted. Rosters are frozen one hour before a team's first scheduled game.
5. The winning team in each age division shall receive up to 8 Championship awards from the Tournament Committee, based on submitted Roster Form.

Participation Rules

1. All players must be rostered on the team for which they play; players may participate on only one team per age division.
2. Each team shall consist of 3 field players and one goalkeeper.
3. All field players' jerseys must be numbered.
4. Goalkeepers must wear a jersey of a distinctly different color than field players.
5. Each player must bring an alternate colored jersey to each game. In case of color conflict the team listed second on the schedule shall change their uniforms.
6. A maximum of three non-players are allowed in the team area. Players may take personal possessions into the team area but must not interfere with play.
7. Only water is allowed on the turf - no other drink is allowed
8. Gum is strictly forbidden on the playing surface.
9. Players must wear shinguards; players may not wear jewelry, even if it is "taped."
10. Only turf shoes, "flats", futsal shoes, running shoes, or tennis shoes are allowed --- no cleats
11. A team will have a minimum of 4 players to start a game, with a maximum roster of 8 players.
12. Teams must be ready to enter the field of play 5 minutes before their scheduled game.
13. Any team not being on the field of play at the scheduled start time shall forfeit that game - no grace period shall be permitted.

Rules of Play

Rules follow FIFA/USSF Laws of the Game with the following exceptions:

1. Each team shall consist of three (3) field players and one goalkeeper.

Game Time

2. The game clock starts/finishes with the official's whistle. Games will be 2 x 12½ minutes long, with 1 minute between halves.
3. All games MUST start on time, and the Tournament Committee may shorten the length of games if necessary to accommodate any unforeseen circumstances or unusual delays.
4. Under unusual circumstances, the referee has the authority to stop the clock within the last minute of each half.

Indoor and Facility Adjustments

5. No Offside.
6. No slide tackling is allowed against an opponent..
7. Substitutions are "on the fly" --- if a team interferes with play during a substitution, play is stopped and an Indirect Free Kick [IFK] is awarded to the offended team; repeat offenses shall be considered misconduct.
8. A goalkeeper may not distribute the ball past the halfway line. (IFK for violation)
9. A goal kick may not travel past the halfway line. (IFK for violation)
10. If the ball hits the top net (ceiling net) while in the field of play the result is an IFK at that spot to the opponents.
11. The wire above midfield is in play.
12. On penalty kicks all players except the goalkeeper and penalty kicker must remain behind the first blue line until the ball is kicked.
13. Any IFK in the penalty area is taken from the penalty mark. (It is still an IFK, not a penalty kick.)

Kick-Offs

14. The team listed first in the schedule kicks off at the start of the game; the other team kicks off the second half --- no coin toss.
15. A goal may not be scored directly from a kick-off.
16. The ball need not be played forward on a kick-off.

Kick-Ins

17. Kick-ins are used instead of throw-ins; opponents must be five yards from the touchline and may not impede the kick-in.
18. Opponents must be five yards away on free kicks.
19. Opponents may not block goal kicks.
20. A player may not score directly from a kick-in.
21. Kick-ins are de facto in-bounds. A kick-in which does not come into the field of play is awarded to the opposite team (no second chances!).

Injuries/Ejections

22. In case of injuries or ejections, teams may continue to participate with 3 players for the balance of the game.

Misconduct

1. A player who is sent off (red card, two yellow cards) will take no further part in the game. In addition, the player will sit out the team's next game.
2. Adults who are sent-off (red carded) must leave the building.
3. Teams are responsible for the behavior of their spectators.

Standings

1. Teams shall be awarded three points for a victory, one point for a tie, zero points for a loss.
2. Group standings shall be determined as follows:
 - a. Most total points
 - b. Result of head to head competition (not applicable if tie involves more than two teams)
 - c. Fewest goals allowed in all games among/between the tied teams
 - d. Greatest goal difference in all games among/between the tied teams
 - e. Most goals scored in all games among/between the tied teams
 - f. Fewest goals allowed in all games
 - g. Greatest goal difference in all games
 - h. Most goals scored in all games
 - i. Coin toss
 - j. Should more than two teams be tied prior to any tiebreaker, and a tiebreaker determines the single highest-standing team, or eliminates the lowest-standing of those teams, the next step in the process between the remaining teams shall revert to the first tiebreaker

and continue until resolved.

3. If any game being played is such that the winner of that game shall win the competition, and the game ends in a tie score during regulation, the game shall progress immediately to Kicks from the Penalty Mark to determine a champion. Penalty kicks will be best of 5. If the teams are still tied after the initial allocated number in a penalty shootout, the game goes to **sudden-death** penalties, where each team takes a further one penalty each, repeated until only one team scores, resulting in the winning of the game.

Jurisdiction

The Tournament Committee shall be the final authority on any and all matters relating to the competition. Protests are not allowed. All results are final.