



## 4v4 - League Rules and Guidelines

### **Registration:**

Each team leader must report to the coordinator upon arrival at the venue. The coordinator will be located near Pitch 8 or the entry to the pitches. If you are unable to attend, please email [info@sportspathwaygroup.com](mailto:info@sportspathwaygroup.com).

### **The Ball:**

All games will be played with a size 3 ball provided by the coordinator. If the ball is removed from the pitch during play, please use your own.

### **The Pitch:**

Games will be played on synthetic pitches surrounded by walls/boards, meaning the ball will remain in play at all times. Players can use the boards to rebound the ball.

### **Players:**

Each squad consists of 4 players: 4 outfield players. We recommend having 2-3 additional substitutes to rotate during the game.

### **Game Length:**

Games will last 10-12 minutes (check the app for specific details). The hooter will signal the start and end of each game. Teams already on the pitch may kick off before the hooter sounds.

### **Fixture Changes:**

The organising committee reserves the right to change fixtures, times, and fields up to the day of the event.

### **Cautions:**

Coaches are responsible for removing players guilty of serious fouls or bad language. A common-sense approach should be applied.

### **Fouls:**

- All free kicks are indirect, with the defending team positioned 4 feet away.

### **Coaches and Substitutes:**

- Coaches/Substitutes should stand behind each goal.

- A maximum of 3 coaches per team is allowed.

**Goal Scored/Retreat:**

After a goal, play restarts from in front of the conceding teams goal, opposition should retreat to halfway point and can only press once the first pass is made.

**Support Player Rule:**

If your team falls 3 goals behind, you may add one additional player for every 3-goal deficit. If your team reduces the lead or takes the lead, the extra player must be removed.

**Player Challenges:**

If your team is winning comfortably, consider introducing challenges to enhance player development. Examples include:

- One-touch play.
- Left-foot-only play.
- First-time finishes.
- Performing a skill to beat an opponent.

**Swapping Team Players:**

If a team cannot field enough players, you may provide additional players to form a composite team. Notify the coordinator on the day.

**Team Cancellations:**

If a team withdraws on the day, the fixture coordinator will try to arrange a composite or spare team. If this is not possible, the pitch will still be available for use during the allocated time.

**Warm-Up Area:**

We aim to provide a warm-up area before each age group schedule, but availability cannot be guaranteed. Warm-up times will not exceed 20 minutes. Check with the coordinator on the day.

**Bibs:**

Teams must bring their own bibs to avoid kit clashes. Bibs will not be provided by the league officials.

**Spectators:**

All spectators must remain outside the pitches.

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CHALLENGE**