

BISA Midnight Madness 4v4 Tournament Rules

General Rules

- 4v4 with NO goalie.
- Small-sided field with a 4'x6' goal and protected goal area known as the 'arc'.
- Referees are paid by the tournament.
- Zero tolerance policy regarding referee abuse. This includes yelling, back talking or hand or arm signals from anyone at the field. Can result in the offending team forfeiting the game.
- All players and spectators from the same team will occupy the same side.
- No spectators are allowed within 2 yards of the touchline or anywhere on the goal line.

Home Team

- Listed first on the schedule
- Responsible for changing jerseys/wearing pinnies in the event of a color conflict.
- Must provide game ball.
- Will occupy either the North or West side of the field.
- Must turn in game sheet immediately following completion of game (points docked for violation of this rule).

Game Length

- All games (including championships) will be mini-games with 12-minute halves and a 5-minute halftime.

Game Ball

- Must be in good condition with adequate amount of air as determined by the referee.
- 6U-8U: Size 3
- 9U-12U: Size 4
- 13U & Older: Size 5
- Will be provided by the home team.
- Cannot go higher than the head of the tallest player on the field.
- A free kick will be awarded to the opposing team if a violation occurs.

Players

- Must meet the age and gender guidelines of the group they are playing in.
- If requested by the tournament, all players must show proof of age. Any government issued ID or school ID is accepted, including birth certificates.
- May play on multiple teams but may only be on one team per age group.
- This is not a USYS or NTSSA sanctioned tournament. Rosters can be made up of any person who wants to play despite teams they currently play on or if they currently play at all. Only players on the roster you create and submit to the tournament will be allowed to play. No guest player forms required.
- Must have at least 3 players on field in order to play.

Uniforms

- All players must wear shirts of the same color.
- Home team must change jersey or wear pinnies in the event of a color conflict as designated by the referee.
- All players must wear shin guards.
- Cleats are not required but if worn must not have a toe cleat.

Substitutions

- May take place at any time - 'Rolling Subs'.
- Player may step off field anywhere.
- Player can only come onto field at their half line.
- Does not have to notify referee of substitution.
- If more than 4 players for any team are on field at the same time, opposing team is awarded a free kick from anywhere on the halfway line.

Restart of the Ball

- Throw-ins will NOT be used. Players will be awarded a 1-step kick-in from the sideline where the ball went out of play.
- All corner kicks, goal kicks and free kicks will be 1 step.
- When a goal kick is awarded, the defending team will take the kick from anywhere inside the arc.
- All attacking players must move back behind the halfway line until the ball leaves the arc.
- Play can begin at the discretion of the defending team, but once all attacking players are behind the halfway line, play must occur within 6 seconds.
- All kicks are direct.
- If a player asks for their space, they will be awarded a distance of 3 yards and they must wait for the referee's whistle before play begins. If they do not ask for their space, play can begin at the players discretion.
- Must occur within 6 seconds.

Free Kicks

- All kicks are direct.
- All kicks are a 1 step kick.
- If a player asks for their space, they will be awarded a distance of 3 yards, and they must wait for the referee's whistle before play begins. If they do not ask for their space, play can begin at the players discretion.
- If the infraction occurs less than 3 yards from the goal arc, the opposing team will be allowed to stand on the goal arc.

A free kick will be awarded in the following instances:

- The ball goes higher than the head of the tallest player, taken from the point where the ball was when it went too high.

- A foul occurs.
- An offensive player steps into the goal arc of the defensive team.
- More than 4 players are on the field at the same time, taken from anywhere on the halfway line.

Scoring Goals During Play

- The ball must be touched from at least the half-line or anywhere on the offensive half of the field in order to be counted as a goal.
- A goal may be scored from kick-off.
- A ball kicked from the defensive half of the field which is touched by any player on the field before entering the goal (even as a deflection) will count as a goal.
- All kicks are direct, therefore, a goal may be scored from a kick-in goal arc area.
- Arc will be an 8ft radius around the goal.
- Players may not enter the arc during the game except for a free kick.
- If a player on the attacking team enters the goal arc, a free kick is awarded to the defending team from anywhere inside the arc. All attacking players must move back behind the halfway line until the ball leaves the arc.
- If a player on the defending team enters the goal arc and interferes with the play of the ball or another player, the attacking team is awarded a goal. This is referee discretion.

Tournament Points System

- Teams will be awarded points per game based on the final score as recorded on the game sheet by the referee.
- Win = 6 points
- Draw = 3 points
- Loss = 0 points
- Teams may receive extra points based on the score of each game as recorded on the game sheet by the referee.
- 1 point per goal scored up to 3 points per game
- 1 point for a shut-out

Advancing to Championships

- All divisions will have a championship match with the top two teams in each division once all games have been played and all points have been tallied.

Tie Breakers

- Head to head (if more than two teams are tied, this will not be used).
- Most number of shut-outs.
- Goals allowed (fewest number of goals allowed advances).
- Goal differential (goals scored minus goals allowed, up to 6 goals allowed per game).
- Goals scored (most number of goals scored advances, up to 6 goals per game).
- Golden Goal: A 5-minute game will be played. The first team to score a goal will advance. If no goal is scored after 5 minutes, a 2-minute break will occur followed by another 5-minute game. Play will continue in this style until a goal is scored.