



Tournament Series 2023-2027 Rules

IFAB RULES APPLY IF NOT MODIFIED WITHIN

REGISTRATION: Quickfoot tournaments are USYSA and USASA sanctioned tournaments and must follow the guidelines and rules set by each state association. Please consult the specific city web page at www.quickfoot.com to find out specific rules on guest players and non-USYSA teams/players for the city you are registering for. When registering your team with Quickfoot, team names must be appropriate in language, when registering multiple teams please make sure each team has different colors when teams are within the same division.

All Players Must Have Proof Of Age (i.e copy of birth certificate, driver's license, copy of passport, or State Association issued player cards) and be prepared to provide it to any tournament official. Any player found to have falsified age will be dismissed from the tournament.

Quickfoot Roster Only those players listed on the Quickfoot Roster can play in the tournament. Any changes to your roster must be made prior to the start of your first game and must be approved by the Tournament Director. **ALL ROSTERS MUST BE TURNED IN BEFORE FIRST GAME OR TEAM WILL BE SUBJECT TO FORFIET.**

TOURNAMENT FORMAT:

4U-10U will play 3v3 on 30yd x 20yd fields. The goals are 3 ft. tall by 5 ft. wide. The goalmouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of **two 12-minute halves** separated by a two minute halftime **or** the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of **(6) players**. Three players will be on the field at a time. There are no goalkeepers.

Must have **2** players on the field to start the game.

11U-14U will play 4v4 on 40yd x 30yd fields. The goals are 3 ft. tall by 5 ft. wide. The goal mouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of **two 12-minute halves**

15U-18U will play 3v3 on 40yd x 30yd fields. The goals are 3 ft. tall by 5 ft. wide. The goal mouth consists of an 8 ft. radius semi-circle crease chalked in front of each goal. Games will consist of **two 12-minute halves** separated by a two-minute halftime, **or** the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of **(7) players**. Three



players will be on the field at a time. There are no goalkeepers. Must have **2** players on the field to start the game.

Adult will play 6v6 on 55yd x 30yd fields. The goals are 6ft. tall by 18ft. wide. The penalty boxes are 10 yards square. Games will consist **of two 16 minute halves** separated by a two minute halftime **or** the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of **(12) players**. Six players will be on the field at one time, 5 field players and 1 goalkeeper. Must have **5** players on the field to start the game.

Adult Players can play on more than one team only if it is in a different division (in this case, the tournament may not be able to make scheduling concessions).

Special Coed Rules (Adult Only) A coed team may be made up of any combination of male and female players.

SKILL LEVEL: Teams are placed in divisions based on their players' competitive experience. Teams that have one or more players with competitive experience will be bracketed in the competitive division. A team that registers as a recreational team at a qualifying tournament will be considered to play in a lower academy or comp division if there are no other rec teams registered in that age group.

In certain circumstances where there are less than four teams in any given age group or skill level, your team could be flighted to the next highest age group.

DIVISION BRACKETS: Every team is guaranteed (3) games scheduled. Pool play will be set up as follows, and based on number of teams in each division.

Of Teams In Division: Explanation:

4 Each team plays all other teams in pool. Top two advance to division finals.

5 Each team plays all other teams in pool (4 games). Top two advance to division final.

6 Each team will play all other teams in pool. Top two advance to division finals.

7 Each team will play 4 teams from pool. Top two teams advance to division finals.

8 2 Pools will be split in two or more pools with top 1 - 2 teams from each pool advancing to the semi-finals.

GAME TIMES / SCHEDULE: Teams must report to their scheduled field 15 minutes prior to game-time. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee or Tournament Director. **It is the responsibility of the coach or team captain to check the schedule for any changes the Friday before and day of the tournament; you will not be notified of any changes. All Changes will be followed on the "online" app. Scoreboards at the tournament may not be current when there are "emergency changes".**

TEAM UNIFORMS: All players must wear like jerseys during play. Each team must bring both a jersey and Penni's. Home team must change in case of color conflict. The home team is the



first team listed on the schedule. **During playoffs**, the higher seed will have option of color.

Shin Guards are mandatory.

PLAYING RULES:

No Heading in 3v3 **exception is HS BRACKET They can Head.**

No Offsides in 3v3, 4v4 and 6v6 soccer.

No Slide Tackling except to stop or intercept the ball. Example: a player may slide to save a ball from going

out of bounds. No contact can be made with the opposing players while sliding for the ball. If contact is made during a slide tackle it could warrant one yellow card based on the referee's discretion.

Kick-ins will be used in place of throw-ins.

Goal Kick or Corner Kick will be awarded if the ball travels over the end line. In 3v3 & 4v4 Goal kicks may be taken from any point along the end line and 6v6 Goal kicks will be taken from your defensive penalty box.

Kick-Offs may be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Dead Ball Restarts including corner kicks and fouls, are indirect. In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards away, the ball shall be placed five yards from the goal crease in line with the place of the foul.

Penalty Kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction.

It is a direct kick taken from the mid-line with all players standing behind the mid-line. In the 6v6 format the penalty kick is taken with the goalkeeper in place, from the top of the 10 yard box with all players standing behind the mid-line. If a goal is not scored, the opposing team is awarded a goal kick.

Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. Teams must gain the referees attention before making a substitution. A game ball is to be provided by each team.

Crease Rule for 3v3/4v4 Players cannot stand inside the crease. Think of the "Crease" as a wall. Players may pass through the crease; however there cannot be any contact with the ball inside the crease. Any part of the ball or player's body inside the plane of the crease is considered in the crease and an extension of such. If the defending team touches the ball in the crease, the offensive team will be awarded a goal. If the defending team touches the ball while the ball is outside the crease, but their body is inside the crease (extension of such) the offensive team will be awarded a goal. If an offensive player touches the ball within the crease, a goal kick is awarded to the defensive team. If the ball comes to a stop inside the crease and the play is dead a goal kick is awarded to the defensive team. The plane of the crease extends upward.



Quickfoot recommends, as “crease courtesy”, that a coach does NOT place a player on the crease edge throughout the duration of the game as a defensive strategy. Quickfoot is a wonderful learning opportunity for both coaches and players alike and we feel “crease-tending” is not teaching proper soccer tactics. This is only a recommendation and is NOT a Quickfoot rule. There will be no penalty called.

NO Crease Rule for 6v6 The crease rule is not used in the 6v6 game.

Scoring a goal may be scored only from a touch (offensive or defensive) within a team’s **offensive** half of the field. A score from **an** offensive player may be scored when the ball is completely on the offensive half of the field and cannot be touching the mid-line. If a player in their defensive half kicks the ball across the midline and the ball hits another player (touches offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a goal is scored from the defending half of the field without touching any player (offensive or defensive), a goal kick is awarded to the opposing team.

POINT STANDINGS: will be based on a 10 point scale: 6 points for a win, 3 points for a tie, and 0 points for a loss, plus 1 point for each goal scored up to 3 and 1 point for a defensive shutout. 9 points will be given for forfeits in pool play (2-0). A forfeit must be approved by the Quickfoot Tournament Director before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary and if field space is available. **IF NO ROSTER IS TURNED IN BEFORE THE FIRST GAME THE GAME COULD BE CONSIDERED A FORFIET.**

The Referee will provide the winning coach a scorecard, which must be turned in to the registration tent immediately following the game! If not done promptly it could arise as a forfeit for the winning team.

OVERTIME RULES: Games ending in tie will be considered a tie, except during playoffs, where there will be one (1) five-minute “sudden death” overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the five minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the first round wins. If it is still tied at the end of the first round, the same players will rotate in a “sudden death” penalty kick format until a winner is decided.

TIE BREAKS: Ties between 2 teams will be broken by: 1) Head to head results between teams. 2) Goal differential in pool play, 3) Goals against in pool play, 4) Goals scored in pool play, and 5) Coin toss.

Ties between 3 or more teams will be broken by:

1) Goal differential in pool play, 2) Goals against in pool play, 3) Goals scored in pool play, 4) Coin toss

CAUTIONED PLAYERS (Yellow Card): Players that receive two yellow cards in one game will result in a



red card. (Please see red card rules) Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (NO EXCEPTIONS).

PLAYER EJECTIONS (Red Card): Referees have the right to eject a player, coach, or parent from the game. If a player on the field is ejected, the team must complete the game minus one player on the field (e.g. 3v3 – would have to play with 2 players if a player was ejected). Substitutions may still take place, but the offending team will still be minus one player on the field. The player receiving the red card will automatically be suspended for their next game (NO EXCEPTIONS). Players, coaches, or parents whom are ejected by the referee must leave the field and area around the field. The game will not restart until the opposing player, coach, or parent has been removed, yet the game clock will continue. If a player, coach, or parent refuses to leave, the game may be forfeited in favor of the opposing team. All referee decisions, in this matter, are FINAL.

PROTESTS/DISPUTES: No protests will be allowed when referring to a Referee's 'judgment call' and all games will be considered final in this circumstance. The Tournament Director will resolve any situation not explicitly covered by the rules. The Tournament Director will also resolve any "Rule Interpretation Violation" made by the Referee. Disputes relating to the interpretation of the rules will be resolved with the Administrator/Coaches that are registered with the involved team(s) only. Individual parents or fans of the game may not represent a team if not registered as an Administrator/Coach with the involved team(s). If a "Rule Interpretation Violation" does occur a formal protest must be made by the Administrator/Coach of the team protesting before the games end and the protest must be resolved within 15 minutes after the game's end.

Videotape will not be allowed as a form of protest or decision review. Initial protests are NOT accepted after the game is completed.

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WEATHER RELATED ISSUES: The Quickfoot Small-Sided Tournament Series reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game time. You will not be notified about cancellation. In case of bad weather, call 469-728-7700. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament. The other 50% will be returned to the coach/captain within 30 days.

The Tournament Director will have final say on all disputes and interpretations of Tournament Rules



Quickfoot was developed to promote exciting fun small-sided soccer for its players and fans alike. We believe our tournaments encourage fair play along with a friendly competitive atmosphere. We support GOOD SPORTSMANSHIP and feel it should be displayed by players, coaches, and spectators at all times. Abuse of the referees and event staff will not be tolerated and could warrant disqualification of the offending person and/or team from the tournament.