

**Lunenburg United July Jubilee 4v4
Small Sided Tournament**

Hosted by Lunenburg United Futbol Club

Date: July 13th, 2024

Place: Kenbridge Town Park at 511 E 5th Ave, Kenbridge, VA 23944

Check in time: 8:00AM

Start Time: 9:00AM

Divisions: U8-16 Coed and Adult Coed
Birth Year Age Groups (Follows 2023-2024 Season)

U8 – 2016 and younger

U10 – 2014-2015

U12 – 2012-2013

U16 – 2008-2011

Adult – 2007 and older

1. Field of Play

A. 25 x 35 yards

B. Center circle=3 yd radius

C. Corner arc= 1 yd

2. Ball Size

U8-U12 - Size 4

U14 and up – Size 5

3. Number of players

A. 4 field players only (min. 3 on the field)

B. Substitutions can be made by either team during any stoppage of play other than free kicks.

4. Required Equipment

A. Soccer Cleats – No cleats with metal studs or toe studs will be permitted.

B. Shin guards are required for all levels including adult, to be covered completely with socks.

C. Teams must wear color matching jerseys. If there is a conflict, the HOME team will be responsible for changing or wearing pinnies.

5. Referees

A. One official for each game

6. Duration of Games

A. Two 12 minute halves per game

B. 5 minute halftime

C. Running clock- no stoppage time added

- D. Forfeits and no-shows: Game clock will start running at the scheduled start time. Any team with less than 3 players 5 minutes after the scheduled start time will forfeit the game. Winner will be awarded 3 points and a +3 goal differential.

7. Start of play, Out of Bounds, etc

A. No throw-ins. Out of bounds is restarted by a “pass-in.” Defending players must be 3 yards from the location of the pass in.

B. **PENALTY ARC:** The penalty arc is a semi-circle located in front of each goal. No player is allowed to play the ball inside the arc, but may move through it without possession of the ball during the course of play. Any part of the arc, in the space above and including the line itself, is considered a part of the penalty arc. Referee’s judgment shall prevail in all cases.

If an *attacking player* contacts the ball while the ball OR any part of their body is inside the penalty arc, play will be called to a halt by the referee and a goal kick will be awarded.

If a *defending player* contacts the ball while defending and either the ball or any part of their body is inside his/her own arc, play will be called to a halt by the referee and a penalty kick will be awarded. (See **10. Penalty Kicks** for penalty kick procedure.)

If a *defending player intentionally* contacts the ball while inside the penalty arc for the purpose of “saving” a shot on goal which denies a goal scoring opportunity, play will be halted by the referee and a goal will be awarded. The Referee’s judgement prevails on the “intent” of the defending player.

8. Offside

A. NO OFF-SIDE will be called.

9. Fouls & Misconduct – ALL FIFA Laws apply, with the following modifications:

A. **No slide tackles or going to ground whatsoever**, regardless of whether contact is made with another player or not. For a sliding infraction, an indirect free kick will be awarded to the opposing team at the location of the infraction.

B. All misconducts/fouls result in **INDIRECT KICKS ONLY, aside from Penalty Kicks.**

C. Opponents must give a minimum of 3 yards of space for any free kicks, or the penalty arc line for infractions close to the goal, whichever is closer.

D. Headers - **No headers are allowed in the U12 age group and younger.** If contact is made with a player’s head at any time during the course of play, play will be stopped and the referee will restart play with a drop ball to the team in possession just prior to contact.

10. Penalty Kicks

A. A penalty kick is awarded ONLY when a defending player violates **Rule 7 - Section C.** above.

B. A penalty kick is taken from midfield, unopposed by any defenders. All players, aside from the kicker, must stand on the opposite side of the midfield line and outside of the center circle. A ball that is kicked into the goal and fully crosses the goal line is considered a goal. A ball that misses the goal but crosses the goal line results in a goal kick for the defending team. A ball that

stops in any area of the field including the penalty arc, including those that deflect off the goal post, is considered a “dead ball” and results in a goal kick for the defending team.

11. Group Play, Elimination Brackets, and Tie-breakers

- A. Group play games may end in a tie. Points are awarded to teams per tournament guidelines.
- B. Elimination Brackets - In the event of a tie after regulation time has elapsed, 5 minutes of additional time will be played. Game will be decided by penalty kicks if no winner prevails after 2 periods of extra time.
- C. Points for group play are awarded as follows:
 - a. 3 points for a Win
 - b. 1 point for a Draw
 - c. 0 points for a loss
- D. Tie Breakers – In the event that two or more teams are tied in points at the end of group play, the tie will be broken in the following order:
 - a. Head to Head Competition
 - b. Goal Differential
 - c. Least Number of Goals Allowed
 - d. Most Goals Scored
 - e. Penalty Kicks (5 round) from midfield

Event Management:

The Tournament Director reserves the right to decide on all matters pertaining to the event. The judgment of the Tournament Director is final. All referee decisions are final and binding.

Sideline behavior: Positive behavior is always expected of coaches, players, and spectators.

Tournament Director reserves the right to remove any individual players or teams for fighting, referee dissent, or other unsportsmanlike conduct without refund.

Soft casts and other medical apparatus allowed or prohibited at the discretion of the tournament director.

Weather – Every attempt will be made to play games as scheduled. Delays due to weather may be necessary. The feasibility of continuing the tournament will be made on a case-by-case basis at the discretion of the tournament director. Unfortunately, due to the investment of time and resources into planning the tournament as scheduled, refunds may not be issued due to weather cancellations or other events outside of the control of event management.