



# MACH 1 4v4 TOURNAMENT SERIES

## Tournament Series Rules

### Winter 2025-2026



## U10-U14 (4v4) Tournament Rules

### TOURNAMENT SERIES:

The 2025-2026 MACH 1 4v4 Tournament series (Thanksgiving, Christmas, MLK and President's Day) will crown a GRAND CHAMPION and a GRAND FINALIST. The Grand Champion and Grand Finalist will be the top two teams across all age groups with the most points gained. Grand Champions will receive \$100 Gift Certificates and Trophy and Grand Finalists \$50 Gift Certificates from We Got Soccer and Trophy!!!

- ✓ Champions of the Individual Tournaments will receive 75 points towards Series Championship
- ✓ Finalists of the Individual Tournaments will receive 50 points towards the Series Championship
- ✓ Non-Champion/Finalist of the Individual Tournaments WINS will receive 10 points towards the Series Championship

### TOURNAMENT RULES

- ✓ 3 Game Minimum
- ✓ Maximum Roster Size: 8 (6 of 8 players must be the same across all individual tournaments to receive tournament series points) – No Dual Rostering
- ✓ Game Length: Thirty (30) Minutes, 5-Player Penalty Kicks if Tied
- ✓ Final Length: Thirty (30) Minutes, 5 Minute Golden Goal, 5-Player Penalty Kicks if Tied
- ✓ Field Sizes: Approximately 33 yards x 20 yards
- ✓ The Championship Team in each Bracket will receive a Championship Medal and Points in the Tournament Series
- ✓ The Finalist in each Bracket will receive a Finalist Medal and Points in the Tournament Series
- ✓ All teams will receive Points in the Tournament Series for each win.
  - FIFA Regulations unless exceptions otherwise
  - No slide **tackling** (sliding is acceptable)
  - Size #4 (u9-u14)
  - Goal Size: 3' x 5'
  - No Goalkeepers (See important note below)
  - Kick-ins in place of throw-ins (four second re-entry)

- No offside Offenses
- No heading (indirect free kick) in any age group
- Substitutions on the fly in front of Player Bench (player needs to be off field before entry)
- All kick-ins, fouls, kickoffs and restarts are indirect free kicks
- Opponents 5-yards away from the ball at all restarts, corner kicks, fouls, goal kicks and kick-ins
- Standings: Win = 3 points, Loss = 0 points, Shutout 1 additional Point.
- Bracket Tiebreakers: Head-to-Head (2-Teams), Goal differential (4 Goal Max), Goals For (4 Goal Max), Goals Against (4 Goal Max), Number of Shutouts

**IMPORTANT: The GOAL BOX – a 6’x12’ box in front of each goal**

If a defender plays the ball while in their own goal box, the opposing team will be awarded a penalty kick. If the attacking team touches the ball in the opposing box, the defending team will be awarded an indirect free kick from the top of their goal box. If the ball stops dead in the goal box, the defending team will be awarded a free kick from the top of their goal box.

**Penalty Kicks** – Penalty Kicks will be taken from midfield with all players behind the kicker and an open goal with no Keeper. The ball is live once it is touched, and the kicker cannot not double touch.