



Super 4s Tournament Rules

All rules for the tournament are below. Key ones to remember:

- Goalkeeper (GK) is allowed out the box.
- When the GK puts the ball on the floor it is in play.
- GK can only throw under arm. No overarm or overhead throws. - No Slide tackles.
- All freekicks are indirect.
- Kick ins from the side rather than throw ins.
- Yellow card will be a 2 minute sin bin.
- Red card means you will be removed from the game and possibly banned for the next one (Referees discretion).

If two teams are tied on points, league position will be decided on the head to head result between the teams. If the game was a draw, overall goal difference will decide league position. Matches will be 12 minutes per half. 2 minutes in between half time. 3 minutes between matches

All rules will be in line with the international football association board (IFBA) unless stated below. <http://www.theifab.com/laws>

Law 1: Field Size

- 20m x 30m
- 7 a side goals
- Penalty spot 8 yards from goal (Edge of the box)
- Box size 8 yards x 8 yards

Law 2: The Ball

- Standard size 5

Law 3: The Players

- 4 players on each team (3 outfield and 1 GK).
- Maximum of 7 players per squad. Unlimited substitutions throughout the game at referees discretion. Role on, role off format.
- Substitutions can only be made when the ball is out of play.
- Goalkeeper to be selected at the beginning of the game and cannot change positions with an outfield player during game. The goalkeeper cannot be subbed for another GK unless due to injury.
- Goal keepers can only throw **under arm**.

Law 4: The Players Equipment

- Team colours will be chosen by each team. Orange bibs supplied if colours clash.

Law 5: The Referee

- VAR will not be used.

Law 6: The Other Officials

- No assistant referee, fourth official or reserve assistant referee required.

Law 7: The Duration of the match

- 24 minute matches.
- 2 minute half time.
- 3 minutes between games.
- Games will start at the same time by an air horn.
- If an injury occurs the time will continue to run and the player will be provided with the necessary medical attention.
- If a game is forced to be abandoned, the fixture will not be replayed and a decision will be made at the referees discretion.

Law 8: The start & restart of play

- Same as (IFBA)

Law 9: Ball in and out of play

- Same as (IFBA)

Law 10: Determining the outcome of a match

- Same as IFBA
- No penalties or extra time. The game will finish as a draw.

Law 11: Offside

- No Offsides

Law 12: Fouls and misconduct

- All free kicks will be indirect.
- A yellow card will result in a two minute sin bin.
- A red card will result in dismissal from the game and a ban for the next game if for violent conduct. Further punishment at referees discretion.

Law 13: Free kicks

- All free kicks will be indirect.

Law 14: The Penalty Kick

- When a penalty is awarded, all players must be behind the ball.
- The penalty taker is only allowed a one step run up on approach.
- If more than one step is taken and an advantage is gained, a free kick will go to the opposing team.

Law 15: The Throw In

- Kick ins to replace throw ins (Futsal).
- Cannot score from a kick in.
- If a goal is scored direct from a free kick, the opposing team will take a kick in from the same place.

Law 16: The Goal Kick

- Goal kicks can be taken from anywhere inside the box.

Law 17: The Corner Kick

- Same as IFBA