



4v4 Winter League Rules

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Last Revision 11.05.25 | Rules Subject To Change

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered by July 5th at 9:00 pm via gotsport registration link. Any team or player determined by league directors to have falsified age will be dismissed from the league. All players must carry proof of age, ie: player pass, driver's license, birth certificate or player card. Gotsport registration is for each player to register and pay their fee. Formed teams should email roster list to santafeysc@gmail.com by 12.20.25 at 9:00 pm. Players not on a formed team will be placed on teams by league directors.

ROSTERS: Max roster is 8 players. Players may only play on one team. If a team plays an ineligible player they will have the game scored as a forfeit loss.

PLAYERS AND SUBSTITUTIONS: EIGHT is the maximum number of players on a team roster; four field players at one time. Teams playing more than 8 players during the course of the league will be disqualified. Players may only play on one team. There are no goalkeepers in the 4v4 Winter League. Substitutes may occur at any dead ball situation, on the fly. Players must already be at the half-field mark when the dead ball situation first occurs to sub on.

GENDER: No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

AGE: To participate in the Adult division players must be 18 years or older and must have graduated high school. 4v4 League will use the US Soccer age matrix for the 25-26 seasonal year. League is open to players born in 2018 and older.

GAMES: All teams are guaranteed a minimum of 4 games. Games will be played on Sunday afternoons through the month of January. (Starting January 4th)

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. In the event that age divisions are combined, the teams should use the older division's ball size. All teams should wear the same color shirt. Numbers are not required.

FIELD DIMENSIONS: Width: 25 yards, Length: 35 yards

GOAL BOX: The goal box, ten feet wide by six feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GAME DURATION: The game shall consist of two 15 minute halves separated by a two minute halftime, OR the game ends when a team reaches a 10 goal lead. Each half ends when time has expired (a shot that has not crossed the goal line before time expires will not count) Games tied after regulation play shall end in a tie.

GOAL SCORING: A goal may only be scored from a touch on the offensive half on the playing field. SCORING: 3 points for a win; 1 point for a tie and 0 points for a loss. FORFEITS: A forfeit is scored as 5-0.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored. If teams are still tied after all tiebreakers the system will automatically break the tie by system generated coin flip.

NO OFFSIDES IN 4V4 Winter League AND NO SLIDE TACKLING OR HEADING IN 4V4 League. Slide tackling will result in an automatic yellow card.

HEADING: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

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 top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW/RED CARD): Referees have the right to dismiss a player OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. RED CARD suspension = Rest of game PLUS next game. League directors may dismiss player or bench personnel for the rest of the season. (Teams still play with 3 on the field)

A team official guilty of misconduct will be shown a YC (caution) or RC (sending off)*; if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the league.

FORFEITS: A forfeit shall be scored as 5-0

SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE LEAGUE DIRECTORS.

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