

ISC 2025 Bubble Blowout Tournament Rules



FIFA RULES APPLY IF NOT MODIFIED WITHIN

Goals:

Approximately 5 feet wide x 3 1/2 high. We use small-sided goals for the ISC Bubble Blowout. The goals are PUGG goals. We use the weighted PUGG goals. In addition, all PUGG goals will be held down by sandbags.

Field Dimensions:

All age groups will play on fields measuring exactly 26 yards wide by 30 yards long. The goal box is ten feet wide by six feet long. The goal box is directly in front of the goal.

No player can 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. If a defender touches the ball when the defender or the ball is within the goal box, a goal is awarded to the attacking team. If an attacking player touches the ball when the attacker or the ball is within the goal box, a goal kick is awarded to the defensive team. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last.

Goal kicks should be taken outside of the goal box. However, we will not award a goal to the opposing team if a player mistakenly takes a goal kick from the goal box.

Coaches:

All youth teams, 9U-19U teams, must have an adult on the sidelines at all times.

Offsides:

No Offside in 4v4

No Slide Tackling:

Slide tackles are not allowed and are considered a foul. This does not prevent players from sliding to stop/intercept a ball so long as no opposing player is within playing distance of the ball.

Goal Scoring:

A goal may only be scored from a touch within a team's offensive half of the field. If a goal is scored from a team's defensive half of the field, the team that was scored on is awarded a goal kick.

Game Duration:

Games are 25 minutes long with no half time. We will play with a running clock without a half time. The games will start and end with the horn. The game will start whether your team is on the field or not. Games tied after regulation play shall end in a tie, except in playoffs (see below). No time-outs are permitted.

Playoff Games-Overtime:

If a playoff or final game is still tied following regulation play, the game will be decided by a "sudden victory" shootout. The referee will ensure that each team uses only their four players remaining on the field at the end of regulation play for the shootout. The referee will flip a coin to determine which team kicks first. This is a "sudden victory" shootout. Therefore, if the first penalty kick is made by the first team to kick and the second team misses their first kick, the first team to take the penalties in this scenario would win the game. Only if both teams make or if both teams miss their first kick will the rotation then move on to your team's next penalty shooter. The rotation will continue with the same four shooters alternating teams with each kick, until one of the teams scores unanswered. Penalty kicks are taken from the center of the half line. All players on both teams must be behind the half field line.

Three Yard Rule:

In all dead-ball situations, defending players must be at least 3 yards away from the ball. If a foul is committed within 3 yards of the defensive player's goal box, the ball shall be placed 3 yards from the goal box, in line with the place of the infraction.

Goal Kicks:

May be taken from any point on the goal line except in the goal box.

Goal Kicks for 9U-12U divisions:

For the 9U-12U divisions, the defensive team must drop off to the half line on their opponent's goal kick. As soon as the ball is put in play, the defensive team can cross the half line to defend the ball.

Indirect Kicks:

All dead-ball kicks (kick-ins from the touch line, free kicks, and kick-offs) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks, including kick-ins, are considered in play when the ball is touched with a foot and moves.

To be clear, teams cannot score directly from a kickoff. Teams also cannot score directly from their own goal kick.

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 middle of the half-field line with all players behind the half-field line. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.

Kick-Off:

May be taken in any direction. The kick-off is an indirect kick. The ball must be stopped before the kick-off can be taken. Teams cannot score directly from the kick-off, this is an indirect kick.

The home team shall take the kick off.

Delay of Game:

Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally time wasting. Example: if a player intentionally kicks the ball long distances away from the playing field to

waste time.

Player Ejection (Red Card):

Per FIFA laws of the game, referees have the right to eject a player from the game for major or malicious infractions and continued violations of the rules. If a player or coach is red carded, they will not be able to participate in the team's next match and they must leave the bench area for the remainder of the immediate game. If a player on your team is red carded, your team must play short.

Number of Players:

Each team may have up to six players per team. The format is 4v4. There are no goalkeepers in our 4v4 ISC Bubble Blowout.

A team will forfeit the game if they do not have at least 3 players on the field at the start of the match. If at any point in the game your team cannot field 3 players, the game is considered a forfeit. Forfeit scores are recorded as a 6-0 Loss for the forfeiting team regardless of the score at the time of the forfeit.

Substitutions: Substitutions may occur at any dead-ball situation, but players must enter and exit at the half-field mark only. Players must have the permission of the referee to enter the field of play. **In other words, this is NOT a "sub on the fly" tournament!**

Scoring:

Games will be scored according to the following point system: 3 points for a win, 1 point for a tie, and 0 points for a loss. Only the field marshals will keep and record the score. The ISC staff will deliver the scorecard to the scorer's table immediately.

Forfeit:

A forfeit shall be scored as 6-0.

Advancement Tiebreaker Criteria and Procedures:

If two or more teams are tied in group play standings, the following sequence will be followed until a team is eliminated. Once a team has been eliminated, the remaining teams will then resume the sequence at the next criteria.

Criteria in order:

- 1) Winner of head to head competition (this criteria is NOT used if more than two teams are tied)
- 2) Goal Differential (Goals scored-goals allowed), with a maximum differential of 6 goals per game.
- 3) Fewest goals allowed
- 4) Number of Shutouts
- 5) Coin Toss

Protests:

No protests are allowed. All referee decisions are final. The tournament director will not make a change to a referee's decision.