



EDP FUTURES FESTIVALS RULES

1. PLAYING AREA 4v4

a.) Field Dimensions

- Maximum Length: 30 yards
- Minimum Length: 20 yards
- Maximum Width: 25 yards
- Minimum Width 15 yards

2. NUMBER OF PLAYERS

- Four outfield players
- Substitutions are unlimited
- Substitutions may be made on the fly

3. PLAYER EQUIPMENT

- Soccer cleats, soccer turf or sneakers shall be worn
- The wearing of shin guards is required

4. GAME PLAY

- Game length shall be determined by the festival host depending on the total number of teams and games each individual team will be playing that day.
- There is no half time break, and there is no need to switch sides
- Choice of end shall be decided at the beginning of the game. If in dispute, a quick coin flip will be utilized to allow choice of ends.
- A kick off is the start of the game and the restart of the game after a goal has been scored.
- Kick-ins will be used when the ball goes out of play.
- A goal cannot be scored directly from a kick in
- Game shall include corners
- All opponents must stand no less than 2 yards from the point at which the kick-in is taken.
- After delivering the ball, the kicker must not touch the ball again until it has touched another player.
- We ask coaches to fairly call fouls for both teams as there is no referee.
- No offsides.

5. FOULS AND MISCONDUCT

- Slide tackles are forbidden and shall be penalized by the awarding of a direct free kick.
- A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalized by the awarding of an indirect free kick.

6. RETURNING THE BALL INTO PLAY- Goal kicks

BUILD OUT LINE POLICY:

- The opposing team must retreat to the halfway point when the opposing team has the ball for goal kicks

After the ball is put into play, the opponents can cross the build out line to pressures the ball and resume normal play.