

# Four Way Soccer

**Team:** 4 teams comprised of 9 pathfinders each (preferably from different clubs)  
Special Note for team compliment: This is for Pathfinder Age children. Size and compliment should be considered and balanced for all of the teams to be fair and SAFE!.... for all.

**Club Staff:** 1 Adult Club Staff must remain with each team at all times

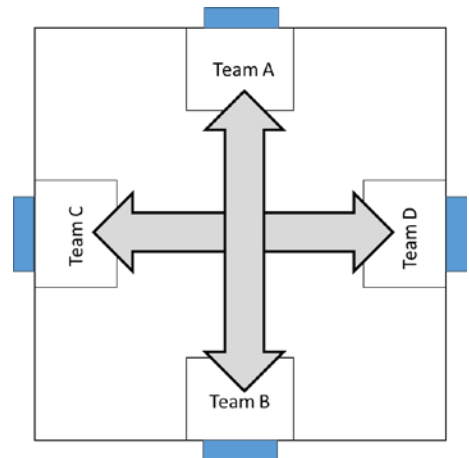
**Equipment:** 2 Soccer balls

**Time Limit:** 30 minutes

**Scoring:** See Rules Below

## Specific Rules of 4 Way Soccer

4 Teams will play 2 separate games simultaneously.  
They will play on the same field following the diagram to the right.



## General Rules of Soccer:

1. **A Goal** – a goal is scored when the ball passes over the end line within the confines of the goal. The goal confines are defined by being within the goal sidebars and top crossbar
2. **No Hands, unless you are playing goalie** - First, the rule for a hand ball includes using any part of the body from the tips of the fingers to the shoulder. Second, the proper way to look at this soccer rule is that a player must intend to use their arms. A ball that is kicked and hits a player's hand or arm is not a hand ball. This means that the referee must use his or her own judgment to some extent in determining whether or not a hand ball is accidental contact or a purposeful attempt to gain an advantage.
3. **Throw-ins** - A throw-in is taken when the ball crosses a sideline and leaves the field. The two basic soccer rules for a proper throw-in are to have both feet on the ground and to throw the ball with both hands over the head.
4. **Corner Kicks & Goal Kicks** - A corner kick or goal kick is taken when the ball leaves the field across the end line. If the offensive team kicks it out, play is restarted with a goal kick. If the defensive team kicks it out, play is restarted with a corner kick. The goal kick is taken from anywhere inside the "goalie box". It can be taken by any player, not just the goalkeeper. The corner kick is taken from the corner nearest to where the ball left the field.
5. **Fouls** - The common rule of thumb on fouls is "If it looks like a foul, it probably is." A player cannot kick, trip, jump at, charge, strike, push, hold, or spit at an opponent. This is a bit of a judgment call, so remember, the referee is ALWAYS right.
6. **Penalty Kick** - A penalty kick results from a contact foul or hand ball by the defending team within the penalty area "the goalie box". The ball is placed on the penalty spot, in front of the center of the goal. All players must remain outside the penalty area until the ball is kicked. The goalkeeper must have both feet on the goal line until the ball is kicked. If after the ball is kicked, it rebounds off of the goal or the keeper and stays on the field, the ball is "live" and anyone can play it.
7. **Two-touch Rule** - A player cannot touch the ball twice in a row when putting the ball in play. This means on a goalie kick if it is barely hit, the player cannot kick it again until someone else touches the ball and on a throw in the player cannot throw the ball in and then be the first person to kick it.