

## **5v5 Tournament Rules**

Games will be played with the official FIFA soccer rules. Any exceptions to the FIFA rules are listed below.

### **Roster**

Every team must hand in a roster with all player names and their Date of Birth.

Max roster size is 10 players.. Teams are allowed to roster less than ten players if they choose (A team must have a minimum of 2 field players plus a goalkeeper). In extenuating circumstances, more players may be allowed on a roster at the tournament director's discretion.

Players may only play on one team per bracket. Example- a 2010 player may play in 2010 Gold and 2010 Silver, but may not play on two 2010 Gold teams. A player may also play up an age group, but they may never play down an age group.

### **Game Duration**

The games are 28 minutes straight. Home team will start with possession. Games during pool play that are tied after regulation play shall end in a tie. Games during the Playoffs/Championship Rounds that are tied after regulation play shall proceed to a 3 minute Gold Goal overtime. If the game is still tied at the end of the overtime, it shall proceed to 3 Penalty Kicks per team.

### **Substitution**

Substitutions will be made on the fly.

### **Restarts**

Kick Offs- May be kicked in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kick off is an indirect kick,

Kick Ins- The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and Indirect Kicks- All dead ball kicks (kick ins, kick offs, free kicks) are indirect with the exception of corner kicks, hand balls, and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

Goal Kicks- May be taken from any point of the end line. All Goal Kicks are indirect kicks. For U10 divisions and lower, all players from the opposing team must retreat to midfield for every goal kick. Play is live once the ball has been kicked into play.

Penalty Kicks- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from a spot 6 yards (18 feet) away from the center of the goal line. All players must be behind the ball during a kick off.

### **Five Yard Rule**

In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

## **Goal Scoring**

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

## **Off-sides / Slide Tackling / Hand Ball Clarification:**

There is no offside and NO slide tackling is allowed. If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded. This does NOT prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds, to intercept a pass, or to save a goal only if there is no contact with another player.

## **Hand Ball Clarification**

Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

## **Field Dimensions**

The playing field is approximately 20 yds x 30 yds for ages U12 and higher. U11 and younger age groups **may** play on a smaller field. The goals are approximately 2 meters by 3 meters

## **Goal Box**

Coming soon

## **Play-off Penalty Kick's**

If there's no winner after the official game time the game will go to a shoot-out. The Home team on the schedule will kick first. The three players from each team remaining on the field at the end of the game will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If

the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one-team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

## **Scoring (In bracket play):**

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 60 win for the team present.

**Tie Breakers:**

In pool play, ties between two teams in the standings will be broken by (1) head to head results between the tied teams (2) goal difference (3) goals against (4) goals for (5) 3 player shootout (6) Coin Toss. If three teams or more are tied in the standings, head to head will be thrown out and the following tie breakers will be used. (1) goal difference (2) goals against (3) goals for (4) 3 player shootout (5) Coin Toss. Each tiebreaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

**\* The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules and situations not directly addressed by Tournament Rules \***