



5V5 SOCCER OFFICIAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

- **Roster:** There is a maximum of 11 rostered players per team. **ALL** players must be on the roster with an appropriate signed waiver and proof of age at check-in. Rosters are frozen at the time of check-in. The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament. Players **MAY** not play and be rostered on more than 1 team.
- **ELIGIBILITY/AGE CLASSIFICATION:** 5v5 Soccer uses a players' Birth Year to categorize and build Age Divisions. Players may always play "up" in age, however may not play "down" in age. Girls may play on boys' teams; however, Boys may **NOT** play on Girls teams. In the event a team has 1 boy, that team is considered a Boys' team and must be registered as such. There is no such thing as a COED Youth team.
- **Equipment:** Shin guards must be worn at all times. Plaster or hard casts are not allowed. Soft casts and braces are allowed providing they are covered by a protected sleeve or deemed safe by the referee or tournament director. Jewelry is not to be worn at any time during play. All field players must wear the same color shirt (numbers are NOT required). If two teams have similar colored shirts, the HOME team must change to a different color. Goalkeepers must wear a shirt of a different color from both teams
- **Home VS Away/Visitor:** The Home team will be the team listed first on the schedule.
- **Match Start and Duration:** Teams must be ready to kick off at game-time or forfeit the game. Minimum # of players to start is 3. Games will start when the minimum # of players have been met, failure to do so or delay, will result in a forfeit. Teams will be given a 5-minute grace period; **HOWEVER**, the game duration may be shortened in order to stay on schedule. Duration of play will be two-twelve-minute halves with 1-minute halftime – OR the game shall end when a team reaches a 10-goal differential. The game is over when the time expires, irrespective of the flight of the ball or if an attack on the goal is in progress. Time may only be extended for the taking of a penalty kick. A goal will count only if it crosses the goal line before the whistle is blown. There will be no coin toss prior to the game. The Home team will Kick Off to Start the match. The Away/Visitor team will determine which end of the field to defend first. Game length may be adjusted to maintain the schedule or to compensate for bad weather. Games may be played earlier or later to accommodate needed schedule changes. Teams switch ends at half time.
- **Offside Rules:** There is no Offside in 5v5 Soccer
- **Heading:** Heading is **allowed** in **ALL** ages in the 5v5 Soccer Tournament. If unclear about a particular rule, simply check with the referee or onsite Tournament Director.

- **Slide Tackling:** There is **NO Slide Tackling** by Field players in 5v5 indoor Soccer. A slide tackle inside the goal area will result in a penalty kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.
- **Restarts:** All restarts are indirect except for penalty kicks. A minimum of 4 meters must be given for all free kicks.
- **Touchline (Sideline) Restarts:** If the ball goes out of play on the touch line, it will be kicked in to restart play. The ball will be placed on or near the touchline. The ball is in play when it is kicked and clearly moves.
- **Penalty Kick:** PK's will be taken from the top of the goal area or 7 yards from the goal line. A foul in the goal area will result in a penalty kick. All players except the kicker must remain a minimum of 5 yards away from the penalty mark.
- **Goal Kick:** The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves. Opponents must be outside the goal area and at least 4 meters away until the ball is in play.
- **Goalkeeping:** When the ball is in the hands of the goalkeeper during active play, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop kicked or punted. The ball must leave the goal area within eight seconds, or a corner kick will be given to the opposing team. If a goalkeeper throws the ball directly into an opponent's goal, a goal kick will be awarded to the opposing team. Players may not initiate contact with the goalkeeper at any time while they are in the goal area. Infractions will result in a yellow card. A goalkeeper outside of the goal area is to be treated as a field player.
- **Substitutions:** subs will be made on "the fly" during game play
- **Conduct:** Coaches are to lead by example and are therefore responsible for the conduct of **BOTH** the players and parents of their teams. The Referee, The Referee Assignor, Event/Facility Host and the 5v5 Soccer Tournament Staff will not tolerate unruly behavior and reserve the right to remove any Coach, Player, or Parent from the premises.
- **Cards: Cautions (Yellow Card)** are cumulative throughout the tournament. A player receiving a yellow card must sit off for 2 minutes. The full two minutes must be served before the player or substitute player is allowed back on the field. A player receiving 2 Yellow cards in a single match will be issued a Red Card. A player receiving 3 yellow cards in a single day, will be ineligible to play for their next match. Once the 3-card suspension match is served, the player may return if the team has more games that day. *Cards DO NOT However accumulate for players that may be playing on multiple teams* \

Ejection (Red card) A player receiving a red card is sent off and may not play in the remainder of the current game and the team's next game. In addition, a five minute penalty must be served by another player on the team. The full five minute penalty must be served before the player or a substitute player is allowed back on the field. Players receiving a red card in two separate games in one tournament will be ejected from the tournament.

- **Schedules:** 5v5 Soccer Tour utilizes Round Robin formatting as often as possible in 1-day events. There is NO overtime in pool play or Round Robin play.

- **Scoring:** In Pool Play or Round Robin Formatting, 3 points for a win; 1 point for a tie and 0 points for a loss.
- **Tiebreakers:** To determine pool play advancement OR Round Robin Final Results ties will be broken by: 1) Head-to-head result between tied teams, 2) Goal difference in pool play, 3) Fewest goals against in pool play, 4) Most goals scored in pool play, 5) Team shootout (5 players).
- **Playoff Game Tiebreakers:** Tied Finals or Semifinals will, after a one-minute break, go directly to a 3-minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with the 5 players on the field at the end of the golden goal period. There will be **NO OVERTIME, GOLDEN GOAL, OR A SHOOTOUT** in Pool Play or Round Robin games.
- **Forfeits:** In the unlikely and unfortunate event of a forfeit, the score will be reflected as 10-0.
- **Protests:** The 5v5 Soccer Tour does not allow any protests. Officials' decisions are to be respected regarding the interpretation of facts, judgments or rules within the game. In the event of a misinterpretation of a rule, the onsite Tournament Director will have Final Say.