

# 5v5 Rules

**Soccer Centers uses the official FIFA rules with the following exceptions:**

## **Roster**

Every team has to hand in a roster with all the player names prior to the start of the tournament. No new players may be added to the roster after the start of the tournament for any reason.

4 field players and 1 goalie on the field at a time. Each team may have as many substitutes as they want as long as the subs were listed on the roster prior to the start of the tournament. .

Game Length: 16 Min Games

Players can choose to wear shin guards or not but do so at their own risk to injury.

Either tennis shoes or soccer cleats must be worn. No football cleats or baseball cleats allowed. No playing barefoot.

Each team needs to have matching color shirts. They should bring minimum two different colors that match with teammates in case of conflicting colors between teams. There cannot be a large discrepancy between colors of teammates shirts. Whether shirts are close enough in color will be at the Referee's discretion. If a shirt isn't close enough in color, that player can not play until they find a shirt the referee deems matching to teammates' shirts.

Any easily removable jewelry must be removed. If the referee deems a piece of jewelry as unsafe for play, it must be removed prior to a player playing in a game.

**Substitution:** Substitutions can be made at any dead ball. You must get the attention of the referee prior to subbing.

## **Referees / Timing:**

There will be no abuse of the referees tolerated, verbal or otherwise. Any indication of such behavior by a coach or parent will result in immediate removal from the tournament site. No abuse of any player, coach or referee will be tolerated. Please keep all comments (cheering) positive.

Teams must be ready to enter the field at least 5 minutes prior to scheduled game time.

There will be 5 minutes of rest in between games.

Half Time will be a 2 minute break and switch sides.

**Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:**

**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 in-direct 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 line, the ball will be moved back to five yards from the line. It is the referee's discretion where the ball will be placed.

**Goal kicks**

May be taken from any point of the goal box but must not be moving. All Goal Kicks are indirect kicks. The goal kick cannot enter the opposing team's penalty area without first touching the ground or another player outside of the opposing penalty area.

**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 3 yards outside the box in the center of the goal.

**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 line 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."

**Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:**

Goal keepers are restricted to using their hands only inside the penalty box 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.

Offsides will not be called due to the smaller field.

If a teammate passes a ball back to their GK, the GK cannot use their hands.

### **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).

### **Game Balls / Sizes:**

The games will be played with a Futsal Ball (slightly heavier, lower bounce, size 4)

### **Extra Time:**

If at the end of the regular time, the teams are tied, it will go into a sudden death. The clock or play will not stop. The referee will add 3 minutes of time and continue play of the second half. If at the end of another 3 minutes, it is still tied, it will go into a sudden death shoot out. The first team to be in the lead after a round of shots (each team taking 1 shot) will be declared the winner.

Max Goal differential will be MAX 7