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## 5v5 Tournament Rules

All games shall be in accordance with the FIFA "laws of the game", except as modified.

### **FIELD OF PLAY**

- Field shall be a minimum of 40 yards wide by 50 yards long; penalty arc shall extend around the goal mouth.
- **THE GOAL ARC** - The goal arc is located directly in front of the goal. There is no ball contact allowed within the goal arc; players are permitted to pass through the goal arc. If any part of the player's body is in the goal arc, plane of the goal arc, or on the line they are considered to be in the goal arc. If the ball stops in the goal arc area, including on the line, a goal kick is awarded. If a **defensive player** touches the ball inside the goal arc, a **goal** is awarded to the opposing team. If an **offensive player** touches the ball within the goal arc a **goal kick** is awarded to the opposing team.

### **PLAYERS AND EQUIPMENT**

- Teams will consist of minimum of 5 players and maximum of 8, NO goalkeeper. A match may not start or continue if either team consists of fewer than 3 players. **Changes may be made to the roster prior to the start of the first game and thereafter cannot be changed.** Teams having an ineligible player will be required to FORFEIT that match.
- **PHOTO ID REQUIRED FOR U-19, OVER-30, AND OTHER NON-OPEN DIVISIONS**
- In Co-ed matches, at least 2 FEMALE PLAYERS must be on the field at all times. Goals made by females are worth 2 goals.
  - If a team has fewer than 2 female players, then that team must reduce the number of male players on the field to the number of female players.
  - During play, a penalty kick made by a female is worth 2 goals if the foul was committed on that female.
  - During overtime, a maximum of 2 females may take penalty kicks.
- Teams will wear uniforms of matching design and color, and must have numbers. In the event of a conflict in uniform color, the home team will be required to change.

**SUBSTITUTIONS**—Teams may have unlimited substitutions. Substitutions may be made at any stoppage of play with the permission of the referee.

**REFEREES**—Each preliminary game will have at least one referee. Semi-finals and final games may have at least two referees. All decisions by the referee(s) are final.

### **DURATION OF MATCH**

- Games will be two 20-minute halves (running clock) with a 5-minute half-time interval.
- Overtime:
  - There will be no Overtime periods in preliminary matches.
  - Quarterfinal, semi-final and final matches will have one 5 minute overtime period.
  - If there still is no score, then Penalty Kicks will follow.

### **SCORING, START AND RESTART OF PLAY**

- Restarts from the sidelines will be with a kick-in from the point the ball crossed the sideline.
- Goal kicks are taken from inside the goal arc.
- Goals may be scored directly on corner kicks.

GOALS MAY BE SCORED FROM ANYWHERE ON THE FIELD. Goals may not be scored on the kick-off, or on a "kick-in."

### **NO OFFSIDES**

### **FOULS & FREE KICKS**

- **NO SLIDING TACKLING WHAT SO EVER!!** An indirect kick shall be awarded from the point of the infraction.
- **ALL FOULS ARE INDIRECT**
- Opposing players must be at least 6 yards from the ball for all free kicks and kick-ins.



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- An indirect free kick shall be awarded from the point closest to the infraction on the midfield line if a goal kick is kicked directly across midfield without the ball first touching a player or hitting the ground.

- **A player that is cautioned MUST leave the field of play and may be substituted for.**

- A player, substitute or substituted player who has been sent off and shown the red card must leave the vicinity of the field of play.

- **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls..

- **FIGHTING WILL ABSOLUTELY NOT BE TOLORATED. Any player ejected for fighting will not be allowed to play for the remainder of the tournament.**

- **USING OFFENSIVE, OR INSULTING OR ABUSIVE LANGUAGE AND/OR GESTURES WILL NOT BE TOLERATED AND WILL RESULT IN DISCIPLINARY ACTION.**

- **The Tournament Director shall determine the length of suspension for a player that has been sent off. All decisions made by the Tournament Director are final. A player sent off during a match shall not be eligible to compete in future tournament matches UNLESS the player pays a \$25 fine to the Tournament Director.**

**INCLEMENT WEATHER**—Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled. Failure to play will result in the forfeit of the match. Only referees and/or Tournament Director may cancel or postpone a match. Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.

## **DETERMINATION OF WINNERS**

- **Group Play**—In group play, there will be no overtime games. Standings in a group will be determined by:
  - WIN = 3 pts
  - TIE = 1 pts
  - LOSS = 0 pts

- **TIEBREAKERS** (in the following order)

- Head-to-head competition
- Goal differential (Maximum 5 goals for, no max for goals against)
- Least goals against
- Most goals scored (Maximum 5 goals)
- Penalty Kicks.

Note: If more there are more than 2 teams tied, the following order shall be used until the number of teams is reduced. Then, the procedure shall be repeated for the remaining teams.

**FORFEITS**— Games should start at the given time. In case a team does not have 2 players present, it should be allowed a maximum of 10 minutes grace period before awarding the game to the opponent. A forfeit will be scored with the winning team getting all points for the win and the maximum goal differential for that match.

**TERMINATED GAMES**—Any game terminated for other than inclement weather will not be replayed. The decision as to the score of the game and whether the teams advance will be made by the Tournament Director.

**PROTEST**—No protests will be allowed

**THE TOURNAMENT DIRECTOR HAS THE FINAL AUTHORITY IN ALL ASPECTS OF THE TOURNAMENT. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT DIRECTOR. ALL DECISIONS MADE BY THE TOURNAMENT DIRECTOR ARE FINAL.**