

5v5 Rules

FIELD OF PLAY

Dimensions: 25 yds wide x 35 yds long

Penalty Area: Box measuring 2-3 yds from each post, and 6 yds into field (deep)

Penalty Mark: 8 yds from the mid-point of the goal line

Substitution Zones: 6 yds zone (3 yds on each side of halfway-line) on the bench side of the pitch

The Goals: 6ft high x 12ft wide

THE BALL

Size #4 regulation Ball for U12 and younger. Size #5 regulation Ball for U13 and older.

NUMBER OF PLAYERS – 5 including GK

Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper

Maximum Roster: No limit

Substitution Limit: None

Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

DURATION OF THE GAME

Duration: Two equal periods of 20 minutes.

Half-time: 5 minutes at most

FOULS AND MISCONDUCT – FIFA Rules except as mentioned below

All the *Free Kicks* are *INDIRECT*. Penalty Kicks will only be used for tie-breakers – Final

PENALTY KICK

To be taken from the penalty mark, 8 yds from goal line.

All players must be out of the penalty area.

OFFSIDE – There is no offside in 5v5.

THROW-IN – A KICK-IN will be taken in place of the throw-in.

FREE KICK/KICK-IN – distance from the ball – 5 yards.

GOAL KICK

From inside the penalty area, the goalkeeper rolls the ball into play. Ball must be played within own half or touch the ground within own half. Ball must clear the Penalty Area for an opponent to play it.

A teammate may play the ball within the PA.

OFFICIALS / REFEREES

Single Referee will call the games.

RESTART TIME LIMIT – Restart must take place within 5 seconds or the ball is awarded to the opposing team(enforcement to take place gradually).

PASS BACK TO GK – GK may not handle the ball.

HEADING – No heading allowed

SPORTSMANSHIP

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times.

Abuse of the referees will not be tolerated. Any instance of such conduct will lead to ejection without refund for the offending team.

SCORING/POINTS ASSIGNMENT

Points will be awarded to teams for pool play matches (same as group play or preliminary games) as follows:

6 points for a win

3 points for a tie

0 points for a loss

1 point for each goal scored up to a maximum of 3 goals per game

1 point for winning teams who shutout their opponents (including a 0-0 tie)

9 points for the winning team in the event of a forfeit (2-0)

0 points for both teams if both teams forfeit

1 point will be deducted from the team's total for each red card (ejection) issued to a player

2 points will be deducted from the team's total for each red card (ejection) issued to a coach or manager

TIE BREAKING PROCEDURES

If teams have the same number of points at the end of preliminary games and this affects placement in later games, ties will be resolved using these criteria in the order shown below:

1. Head-to-head competition results

2. Most total wins

3. Goal differential (goals scored less goals allowed) with a maximum of 7 GD per game

4. Most goals scored (maximum of 10 per game)

5. Fewest goals allowed

6. Most total shutouts

7. Fewest red card ejections

8. If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA and modified to 3 PKs per team instead of 5 until a winner is determined.

Final games – 5 min overtime – Golden Goal rule applies (i.e. first team to score, wins)