



## Rules for 5v5 with out a GK

1. Team Registration: A team may have a maximum of 8 players on its roster. All players are to be properly registered with signed waivers and age verification upon check-in. Rosters are finalized upon check-in. The use of unregistered players is grounds for game forfeiture and possible tournament disqualification. Players can play on multiple teams but only in one age division per tournament.

2. Age Requirements: Age brackets are determined by the year of birth. Players can play in older age brackets but not in younger age brackets. Female players are allowed to play on boys' teams, but male players are not allowed to play on girls' teams. The presence of one male player on a team constitutes a boys' team. Adult COED division requires two female players on the field at all times.

3. Equipment Needed: Players must wear shin guards during the game. Any cast must be covered with ½-inch thick foam padding and approved by officials. No jewelry may be worn. All field players must wear the same colored shirts (numbers are not required). Home team changes if there is a conflict. Goalkeepers must wear contrasting colors to both teams.

4. Game Logistics: Home team is the team appearing first. There must be a minimum of 3 players to begin a game. There is a 5-minute grace period, but it can encroach on game time. Two 12-minute halves with 1-minute halftime, or 10-goal difference, whichever comes first. The home team kicks off; the visiting team chooses field direction first.

### 5. Game Rules:

- No offside rule in 5v5
- Heading allowed in all age groups
- No slide tackling by field players (with exceptions for balls going out of bounds or blocking shots with no contact with player)
- Corner kicks and kickoffs are direct
- Sideline restarts with kick-ins or dribble-ins

- Penalty kicks taken from arc top (7 yards)
- Goal clearances to be completed within 4 seconds
- No players in penalty arc
- Substitutions allowed during any dead ball with referee approval

#### 6. Conduct and Discipline:

- Coaches responsible for team and parent behavior
- Yellow cards will accumulate throughout the tournament
- Three yellows in one day = one-game suspension
- Red card = next game suspension plus current game
- Two red cards = ejection from tournament

#### 7. Tournament Format:

- Round-robin for one-day events preferred
- 3 points for a win, 1 for a tie, 0 for a loss
  - Tiebreakers: head-to-head, goal difference, fewest goals against, most goals scored, shootout
- Playoff ties: 3-minute golden goal, followed by 5-player shootout
- Forfeits are recorded as 10-0
- No protests; final decisions on rule interpretation made by the tournament director

8. Safety and Fair Play: Game interpretation is final as determined by the officials. The tournament director has final rule clarification authority.

