

5V5 MODIFIED OFFICIAL GAME RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

- 1. Offside Rules:** There is no Offside in 5v5 Soccer.
- 2. Heading:** Allowed in accordance with USYS or US CLUB regulations according to age division.
- 3. Slide Tackling:** There is **NO Slide Tackling** by Field players in 5v5 Soccer. Field players may, however, slide to save a ball from going out of bounds or to block or save a shot, however no contact may be made with an opposing player at any time. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a Direct Free Kick. Inside the Goalkeeper arc becomes a penalty kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.
- 4. Direct Restarts:** A Corner Kick and Kickoff are Direct Kicks. The kick-off may go in any direction.
- 5. Touchline (Sideline) Restarts:** In place of throw-ins will be kick-ins with the ball placed stationary on the touchline. A player may not directly kick a ball into the goal from its stationary restart position.
- 6. Penalty Kick:** PKs will be taken from the top of the penalty box or 7 yards from the goal. Physical fouls will result in direct free kicks, all others are indirect. Players on the defending team must remain a minimum of 5 yards from the kick.
- 7. Goal Kick:** Any time a Goal Kick is required, the goalkeeper will execute a Goal Clearance (ball must leave the Penalty Box). The goalkeeper will start with the ball in their hands and may either (1) Throw the ball, (2) Put the ball down and pass/kick, (3) put the ball down and dribble out of the Penalty Box. Once the ball has been put down, the ball is effectively "live". The Goalkeeper has 4 seconds to execute the goal clearance. Failure to execute the Goal Clearance within 4 seconds will result in an Indirect kick at the top of the penalty box for the opposition. A goal may not be scored directly from a goal clearance. Once the ball is OUTSIDE the Penalty Box, a goal may be scored from anywhere on the field. **The ball may not be punted or drop-kicked.**
- 8. Goalkeeping:** During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty box but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty box within four seconds or it's an indirect free kick from the top of the box. A Goalkeeper may not Throw the ball directly into an opponent's goal. Players may not initiate contact with the goalkeeper at any time while they are in the Penalty Box. Infractions will result in a yellow card. A goalkeeper outside of the Penalty Box is to be treated as a field player.

9. **Substitutions:** Subs for either team may be made with the referee's acknowledgement after any dead ball, including direct and indirect kicks. Repeated substitutions in an attempt to waste time may not be approved by the referee and may result in cards.

10. **Cards: Cautions (Yellow Card)** are accumulated throughout the tournament. A player receiving 2 Yellow cards in a single match result in a Red Card and carries those sanctions. A player receiving 3 yellow cards in a day will result in them being ineligible for their next match. Once the 3-card suspension match is served, the player may return if the team has more games that day.

Ejection (Red card) players may not play in the remainder of the current game and the team's next game. The team of a sent-off player may however substitute for the sent-off player. Players sent off in two games in one tournament will be ejected from the tournament.

