

5V5 FRIENDLY SOCCER TOURNAMENT RULES

1. Match / Roster:

- **There are four teams. Each team plays the other team once. 3 points per win.**
- **Top two teams with the highest points will play the Final.**
- Teams must be ready to kick off at game-time or forfeit the game.
- Minimum # of players to start is 3.
- **Duration of play will be two-10 minute halves with 2-minute halftime.**
- **There will be a 5-minute break before the next game**
- **Unlimited Subs are allowed** and can be made with the referees acknowledgement after any deadball, including direct and indirect kicks.
- The game is over when the time expires, irrespective of the flight of the ball or if an attack on the goal is in progress.
- The goal will count only if it's across the goal line before the whistle is blown.
- Game length may be adjusted to maintain the schedule or to compensate for bad weather.
- ALL players must be on the roster with all signed waivers.
- The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament.

2. Offside Rules:

- **There is no Offside rule.**

3. Heading:

- With the exception of any sanctioned USYS or US Club events, Heading is allowed in ALL ages in 5v5 Soccer. If unclear about a particular event, simply check with the onsite Tournament Director.

4. Slide Tackling / Handball:

- **There is NO Slide Tackling. 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.**
- A slide tackle infraction results in a restart of play (kickoff position) with the ball being given to the opposing team.
- **Intentional handball to prevent a goal being scored will be awarded a penalty. Referee decision will be final**

5. Goal Kick:

- Any time a Goal Kick is required, the last man back will execute a Goal Kick.
- Once the ball has been put down, the ball is effectively "live".
- Once the ball is passed out, a goal may be scored from anywhere on the field.
- **The ball may not be punted** or drop-kicked.

6. Direct and 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 on the touchline.

7. Equipment:

- **Shin guards should be worn during games.**
- Jewelry is not to be worn at any time during play.

8. Conduct:

- **The Referee and Soccer for Epilepsy Event/Facility Host will not tolerate unruly behavior and reserve the right to remove any Player or Spectator from the premises.**

9. Tiebreaker:

- **In case of a tiebreak, there will be a penalty shootout to determine the winner**
- **The Ball will be placed at the goal line to be shot in the opposite goal without any goal keeper or obstruction.**
- **It will be sudden death for the group games.**
- **Tied Finals, after a one-minute break, go directly to a 3-minute golden goal period.**
- **If the score is still tied at the end of this period, the winner will be decided by a shootout with the 5 players on the field at the end of the golden goal period. Will be best of five followed by sudden death, if needed.**

HYDRATE AND HAVE A BLAST!