

AYSO Region 345 5 v 5—Tournament Rules

1. **Field of Play:**

- The field of play is 45 yards in length, by 30 yards in width.
- Penalty Box: (8) eight-yard arc.

2. **Players/Substitutes:** Each team will consist of a maximum of 8 players per team (Players can only be on (1) one roster per day). There will be always (5) five players on the field. Substitutes are allowed on the fly. The player leaving the field must be off before the player entering the game steps onto the field. Violation of this rule results in an indirect free kick where the ball is at the time of the illegal substitution. The minimum number of players on the field is (4) four. Once a team has checked in with their most up to date roster, no substitutions to the roster will be allowed, unless authorized by the 5 v 5 Tournament Committee. Allowing a player to play that is not on your roster is not allowed. **Any team violating these rules, knowingly or unknowingly shall forfeit those games.**

3. **Player's Equipment:** Each player must be in team uniform or shirts of the same color. Cleats and shin guards are always required.

4. **Ball Size:** The ball size will be a size 4/5 dependent on the age bracket and will be provided by the team who is scheduled to be the home side.

5. **Officials:** The AYSO Region 345 Soccer players and AYSO Region 345 volunteers will act as officials for all games.

6. **Duration of the game:** The games are thirty minutes in length with fifteen-minute halves and two minutes for half time. The time is kept by one administrator who will blow the horn to start and end the game. The clock is continuous.

7. **Start/End of play:** The horn indicates the beginning/end of the game. Kick offs and restarts must travel forward first just like a regular soccer game.

8. **Ball in and out of play:** There are no throw-ins but kick-ins. The opposing player must be at least (5) five yards from the player taking the kick. Cannot score directly from a kick-in.

9. **Scoring:** The officials keep score and report the score to the schedule tent at the culmination of each game.

10. **Offside:** There is no offside.

11. **Violations and Misconduct:** The referee has the right to remove any player from the field of play for foul/violent play/conduct. Slide tackling is not permitted-Indirect free kick at the spot of infraction. **Yellow cards** are carried from game to game, player's receiving 3 will be suspended for (1) one game. **Red Cards**-team receiving red card will play (2) two minutes with 4 players plus player receiving red card will have a suspension of at least (1) one game at the discretion of the referee. Fighting will result in tournament removal.

12. **Free kicks:** All free kicks are indirect. The opposing player must stand at least (5) five yards from the ball. Cannot score directly from a free kick.

13. **Heading: 10U & 12U heading is not allowed**

14. **Penalty Kicks:** Direct Kick, taken from the penalty spot; (6) six yards from the goal, must be kicked in a forward direction.

15. **Corner Kicks:** Indirect kick, taken from the corner of the field of play.

16. **Goal kick:** The ball cannot pass the halfway line without either first bouncing or before touching a player on the field. Violation will be an indirect free kick, where the ball crossed the line. Ball may cross the halfway line in air from goalkeeper after a back pass. The ball must be kicked into play; it cannot be dribbled into play by the goalkeeper. Cannot score directly from a goal kick.

17. **Goalkeeper Throws:** The ball cannot pass the halfway line without either first bouncing or before touching a player on the field. **NO PUNTING ALLOWED (including dropkicks).** An indirect free kick on the halfway line will occur if this infringement happens.

18. **Forfeits:** If a team does not show up for a game, the other team's players shall be on the field with a referee and a countdown of (5) five minutes will be done. After (5) five minutes, the forfeit will be called, and the score will be 2-0.

19. **If your team in on the wrong field, the team will forfeit that game score**

20. **Infractions of Good Sportsmanship and variation of rules are determined by the 5 v 5 tournament committee on sight. No appeals, decision stands.**

21. **Cheating of any kind will result in forfeiture of game or games occurred.**

22. **Decision of the 5 v 5 Tournament Committee are final, and no protests will be granted.**

23. **Preliminary/Group play:** Each team will play three preliminary/group games

3 points for a win (a maximum goal differential of (3) three goals per win) 1 point shutout 1 point for a tie 0 points for a loss

In the event of a tie at the end of the preliminary/group games the following criteria will determine who advances to the next round:

- **Head-to-head result of the teams in question. (However, in case of a three-way tie, head-to-head is thrown out and we start with goal differential)**
- **Goal Differential (maximum of +3/-3)**
- **Total goals for (maximum of (3) three per game)**
- **Total goals against (maximum of (3) three per game)**
- **Penalty Kicks - best of (3) three, followed by sudden death. All players on the roster must take a penalty kick before a player takes their second penalty kick attempt.**

22. **Semi's & Final's:** Determined by the number of teams registered (See bracket summary at the end of this packet). In the result of a tie, one five-minute period will be played followed by penalty kicks. **(See above for rules on penalty kicks)**

23. **In the event that poor weather occurs, the 5 v 5 Tournament Committee is not responsible for any expense incurred by any team due to cancellation, in part or in whole, of the tournament due to external conditions. The 5 v 5 Tournament Committee has absolute authority to cancel games in the interest of players' safety. Cancelled games will not be made up and 1st and 2nd place will be determined by the number of points in their groups and then tie breakers will determine 1st and 2nd.**