

Kick Off The Night

5v5 Tournament Rules: U9 and Up

PLAYER REGISTRATION: All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age, ie: player pass, driver's license or birth certificate.

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: Roster size 12 with no more than 3 guest players; five field players at one time. There are no goalkeepers for this 5v5 soccer tournament. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

GENDER: Males and Females will be allowed to participate in this tournament.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for 2012's, 2011's, 2010's, = #3; 2009's, 2008's, 2007's, 2006's= #4; 2005's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

FIELD DIMENSIONS: Length -30yds, Width -20yds

GAME DURATION: The game shall consist of two 20 minute halves separated by a five minute halftime for **U9 and above**, OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner is decided by shootout with the 5 players on the field at end of golden goal period.

GOAL SCORING: A goal may be scored from anywhere on field, but not from an indirect kick.

SCORING (IN POOL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss. *FORFEITS:* A forfeit is scored as 5-0

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3)

fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

NO OFFSIDES IN 5V5 SOCCER AND NO SLIDE TACKLING IN 5V5 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are *not* live balls.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams still play with 5 on the field

FORFEITS: A forfeit shall be scored as 5-0. A forfeit will be called after 5 minutes from the game start time for any team that has not taken their places on the field.

OFFICIALS/REFEREES: A single Referee will call the games.

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 disqualify the responsible team from the event.

SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.