# 5v5 RULES

## Player/Team Registration:

All teams must check in at the registration table at least 30 minutes before the start of their first game and provide the team roster and signed waiver for each team member.

All players must show proof of birth date at this time (e.g. copy of birth certificate, player pass, passport, etc.).

Any player determined by the event director to have falsified age will be dismissed from the tournament/league. All games played with an ineligible player shall be forfeited.

A team can have up to 10 players on a roster. A team can field no more than 5 players at any time. A minimum of 4 players must be present to start the game.

For the Adult Co-Ed division, teams must have at least 1 female player on the field at all times.

No player may play on two teams in the same age group / division.

## Field Dimensions:

Basketball sized court

Ball size: A weighted ball will be used for all games.

Equipment: Shin guards required; indoor soccer shoes recommended but not required any rubber sole no scuffing shoes will be allowed. Each team must have 2 different colored jerseys. In case of conflict the home team will change. The home team is listed first on the schedule.

Teams/spectators must remain on the opposite sides of the field.

Games will start as scheduled – 5 minute grace period.

## Game Length:

Two 12 minutes halves each (running time clock) with a two-minute half time.

Home teams are listed first on the schedule and get the kick-off.

Kick off may be taken in any direction.

Teams will switch sides at halftime and the opposite team will receive the kickoff.

Substitution can be made on the fly and must take place at mid field.

Goal kicks are taken from either block at the edges of the key area. Corner kicks are taken from the corner designated.

All dead ball kicks are direct, except kicks-offs and kick-ins from the sidelines

No throw-ins, all out of bounds restarts are from a kick-in where the ball left the field and are indirect.

There are no off-sides.

The goal box and penalty area will be considered inside the basketball three-point arc.

NO SLIDE TACKLING (except goalies within their respective penalty area. Slide tackling will result in a penalty kick for the other team.

Goalies are not allowed to throw the ball in the air into the opposing teams defensive three-point arc. If this occurs, the ball is placed at the top of the three-point arc on the attaching half of the field for a direct free kick .

## 5-yard rule:

In all dead-ball situations, defending players must stand at least five yards away from the ball.

If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal, in line with the place of the foul.

## Penalty Kicks:

A penalty kick shall constitute a direct kick taken from the free throw line with all players outside of the three point arc.

Player ejection (red card): Referees have the right to eject a player, coach or spectator from the game.

## Points for a match are as follows:

Win: 3 points plus a point for each goal scored up to 3

Tie: 1 point, plus a point for each goal scored up to 3.

Loss: 0 points.

A team will receive an additional point for a shutout.

## Advancement Tiebreaker will be decided by:

1.) points

2.) head-to-head competition

3.) goal differential

4.) fewest goals allowed

5.) a coin toss

**Finals:**

Length of Finals: 2 halves at 12 minutes each (running time clock) with a 5 minute half time.

Kick off will be decided by a coin toss.

Tiebreaker in final to be decided in a 5 minute “golden goal” overtime period. If the game remains tied , a penalty shoot-out will decide the game.

# The Pueblo Rangers League/Tournament Director will have final say in any disputes.