



## Florida Keys 5v5 Shootout

### Modified Rules of Play

#### ***THE PLAYERS***

**NUMBER OF PLAYERS:** Nine is the maximum number of players on a team; there are five field players and up to four substitutes. However, due to a player injury or player ejection, a minimum of four players can still compete.

**PLAYER SUBSTITUTIONS:** Unlimited substitutions are permitted. Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's permission and players are to enter and exit at mid-field. There are no substitutions when the ball is in play.

**PLAYER EQUIPMENT:** All players must provide their own shin guards and wear them during game time. Any player without shin guards will not be allowed to play.

**PLAYER "KITS":** If both teams are wearing the same color in the pool-play round, a coin flip will determine which team will need to change uniforms. During playoffs the higher seeded team will determine preferences.

**PLAYER EJECTION (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. The team may then continue with their remaining players, however if the player receiving the red card was in the field of play, the team must complete the game with only four players on the field. If more than one player is given a red card while on the field, the team must forfeit as they cannot field the minimum number of players(4). The player receiving the red card will be suspended for the next game. A player receiving two red cards during the tournament will miss the remainder of the tournament.

#### **THERE ARE NO OFFSIDES IN 5V5 SOCCER**

**NO SLIDE TACKLING IN 5V5 SOCCER:** First infraction is Yellow Card. Second infraction will result in a second yellow – red card.

# ***THE FIELD OF PLAY***

**FIELD DIMENSIONS:** The minimum playing field is 25 yards wide by 15 yards long and a maximum playing surface of 45 yards by 25 yards. Most fields should be roughly 35x28. Goals are 2 yards by 3 yards.

**PENALTY AREA:** 9 yard arc from center of each goal. The space enclosed by this arc of a circle is called the penalty area. The goalie may handle the ball in the penalty area, but not from a back pass.

**Penalty Mark:** A suitable mark will indicate 9 yards from the mid-point of each goal line, measured along an undrawn line at right angles. This is the penalty kick mark.

**SUBSTITUTION ZONES:** On the touchline on the side of the field where the team benches are situated, two lines will indicate the substitution zone. The lines are 32" in length (16" of the line being on the inside of the field and 16" on the outside) and at a 3 yard distance from the center line on either side. Players will enter and leave the field during a substitution between these two 32" lines.

**TECHNICAL AREA:** The technical area extends 1 yard on either side of the designated team seating area and extends forward up to a distance of 1 yard from the touchline. The coaches must remain within the confines of the technical area, except in the special circumstances, for example entering the field of play with the referees' permission to assess an injured player. All people in the technical area must behave in a responsible manner.

**BALL SIZE:** We will use a size 4 game ball for all U9, U10, U11, and U12 games. Size 5 game balls will be used in all other divisions

**GOAL SCORING:** A goal may be scored from anywhere on the field.

**RESTARTS:** All restarts are indirect kicks.

**KICK OFF:** Is an indirect kick and may be taken in any direction.

**THREE (3) YARD RULE:** In all dead ball situations, restarts, including game start and halftime start, defending players must stand at least three (3) yards away from the ball. If the defensive player's goal area is closer than three (3) yards, the ball will be placed three (3) yards from the goal area in line with the place of the penalty.

**THROW INS:** A ball leaving the field of play on the sides of the field can be put back into play by either indirect free kick or by throw-in. All throw-ins will be

indirect.

**GOAL KICKS:** The goalkeeper or another player may place the ball anywhere within the penalty area and must kick the ball from the ground.

**PENALTY KICKS:** A penalty kick is taken 9 yards from the goal line. They will be taken from the penalty mark.

## ***THE TOURNAMENT***

**GAME DURATION:** The game consists of two equal periods of 20 minutes. Games tied after regulation play shall end in a tie except in the playoffs.

**SCOREBOARD:** The scoreboard at the field will have the official times of the games. ALL FIELDS START AND KEEP THE SAME TIME.

**FORFEITS:** The opponent of a forfeiting team will be granted a 2-0 victory. A 5 minute grace period allowance will be enforced prior to declaration of forfeiture. Any team forfeiting two consecutive games in pool play will be removed from the tournament. If a team withdraws after playing a game, the result of that game will be deemed void and the opposing team will be awarded 3 points and a goal score of 2-0 in their favor. Any team forfeiting a game in playoffs will be removed from the tournament.

**PROTESTS:** No protests allowed.

**FAIR PLAY:** Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated. Abuse of opponents will result in a red card. Any instance of such conduct will disqualify the responsible team from the event.

**FIFA RULES APPLY TO ANY RULES NOT ADDRESSED IN THIS DOCUMENT. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**