

## General Overview

The tournament will feature **24 teams** (divided into 2 divisions), **4 groups of 6 teams** each. Matches will take place over **2 days**.

### Team Composition

- **Roster Size:** Each team must have a minimum of **7 players** on the roster. There is **no maximum roster size**, however we recommend capping the roster at 12.
- **Minimum Players to Start:** A minimum of **3 players** is required to start a match.
- **Gender Restrictions:** There are no gender restrictions on team composition.
- **Divisions:**
  - **Division 1:** Teams with players from UPSL or USL2.
  - **Division 2:** Open to any level of adult player.

### Match Format

- **Game Duration:** Each match will consist of **two 15-minute halves**, with a **5-minute halftime break**.
- **Field Size:** Games will be played on fields approximately **60 ft x 36 ft**.
- **Substitutions:** Substitutions are unlimited and allowed on the fly, meaning players can enter and exit the game during play. **The sub may not touch the ball until the player they are subbing for has left the field.**
- **Home VS Away/Visitor:** The Home team will be the team listed first on the schedule and will wear a light colored shirt.

### Player Requirements

- All players must wear **shin guards**
- All field players must wear the same color shirt (numbers are NOT required). If two teams have similar colored shirts, the HOME team must change to a different color. Each team must have one **light jersey/shirt** and one **dark jersey/shirt** to wear for each game.
- Jewelry is not permitted, except for medical bracelets.

- Players may wear a cast on the hand, wrist, forearm, elbow, upper arm or shoulder if it is covered and padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.

## Game Rules

The tournament will follow official FIFA rules with some exceptions:

- **Kick Offs and Dead Balls:** Defending players must stand at least **five yards away** during dead-ball situations.
- **Goal Scoring:** Deliberate handling of the ball that prevents a goal-scoring opportunity may result in a penalty kick and disciplinary action against the offending player.
- **Goal Tending:** As there are not goal keepers and no refs, we expect each team to play by the spirit of 5-a-side which means no one is posted in front of the goal for the majority of the game.
- There is no off-side.

## Self-Officiated Matches

- There will be **no referees**; teams are responsible for self-officiating their matches. Teams should agree on fair play and sportsmanship before each game.
- For any on-field dispute, team captains will first discuss and attempt to reach a resolution. If they cannot agree, the issue will be resolved with a quick game of rock-paper-scissors between the captains. The winner's decision stands and play resumes immediately.
- All players agree to respect the outcome; this method is intended to resolve disputes quickly, promote good sportsmanship, and keep the focus on having fun.

## Tournament Schedule

### Day 1: Group Play

- Each team will play against every other team in their group (total of 5 matches per team).
- There is NO overtime in group stage games.
- Points will be awarded as follows:
  - Win: 3 points
  - Draw: 1 point

- Loss: 0 points

### **Tiebreakers**

In case of tied points at the end of group play, the following tiebreakers will be applied:

1. Head-to-head results
2. Goal differential (maximum differential is capped at **5 goals**)
3. Goals for
4. Goals against
5. Coin toss

### **Day 2: Knockout Rounds**

- The top three teams from each group and 2 wild card teams from each division (based on points) will advance to the knockout stage.
- Tied games will, 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.

Quarter-Finals:

- Matchups will be determined based on group standings (e.g., Group A1 vs. Group B2).

Semi-Finals:

- Winners from the quarter-finals will face off in the semi-finals.

Final:

- Winners from the semi-finals will compete for the championship title.

### **Conduct and Sportsmanship**

- Teams are expected to maintain good sportsmanship throughout the tournament.
- Any abusive behavior towards other players, teams, fans, or tournament officials/volunteers may result in removal from the tournament.

### **Process for Checking In Before the Game**

1. **Arrival Time:** Teams must check in 30 minutes before their first game time to ensure a smooth process.

2. **Location:** Check-in will occur at the designated field check-in area.
3. **Team Representation:** Each team should send a representative, typically a coach or captain, to handle the check-in process.
4. **Required Items:** Teams must present their **official roster**, which includes player names and any applicable paperwork.

## 5V5 SOCCER OFFICIAL RULES

### (FIFA RULES APPLY IF NOT MODIFIED WITHIN)

- Offside Rules: There is no Offside in 5v5 Soccer.
- Slide Tackling: There is NO Slide Tackling by Field players in 5v5 Soccer. Field 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. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a Direct Free Kick. Inside the Goalkeeper arc becomes a penalty kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.
- Goal Kick: Any time a Goal Kick is required, the player will execute a Goal Clearance (ball must leave the Penalty Arc). The player will put the ball down and pass/kick or dribble out of the Penalty Arc. Once the ball has been put down, the ball is effectively "live". The player has 4 seconds to execute the goal clearance. Failure to execute the Goal Clearance within 4 seconds will result in an Indirect kick at the top of the arc for the opposition. A goal may not be scored directly from a goal clearance. Once the ball is OUTSIDE the Penalty Arc, a goal may be scored from anywhere on the field. The ball may not be punted or drop-kicked.
- Forfeits: In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 5-0.
- Protests: no protests allowed. In the event of a misinterpretation of a rule, the onsite Tournament Director will have final say.
- Have a Blast!