



Shoreline 5v5 World Cup

Rules & Regulations

*Official SYSA Rules of Competition apply,
with the following exceptions for modified 5v5 Play.*

1 - Admin & Regulations

1.1 - Team Rosters

- ALL TEAMS must gain roster approval one week prior to the event and check in their roster with SYSA staff 30 minutes before their first game.
- **ALL** players must be on the roster with a signed WYS waiver and proof of age.
- Only registered and approved players are eligible to play.
- No last-minute additions to rosters are allowed.
- Girls may play on boys' teams; however, boys may NOT play on girls' teams.
- No guest players are permitted.
- Maximum number of players on the roster is 8.
- Any team found to be using ineligible players will forfeit their game 0-3.

1.2 - Tournament Format

The tournament will follow a round-robin format in the preliminary round, with the top team from each bracket moving on to the final.

1.3 - Scoring & Tiebreakers

- 3 points for a win; 1 point for a tie and 0 points for a loss.
- Tiebreakers: To determine pool play advancement or round-robin final results:
 - 1) Head-to-head results between tied teams, then;
 - 2) Goal difference in pool play, then;
 - 3) Fewest goals-against in pool play, then;
 - 4) Most goals scored in pool play, then;
 - 5) A coin toss conducted by the Tournament Director or an approved staff member.
- When there are three teams with the same amount of points (3-way tie, the goal differential, goals scored, or goals against will decide who wins.

1.4 - Disciplinary

- Cards accumulation: Cautions (yellow cards) are cumulative throughout the tournament.
- A player receiving two yellow cards in a single match results in a red card and shall leave the field of play to the satisfaction of the referee. *See SYSA Rules of Competition 6.1.1 for details.*
- A player receiving three yellow cards in a day will be ineligible for their next match.
- Once the three-card suspension is served, the player may return if the team has more games that day.
- Ejected (Red card) players may not play in the remainder of the current game and the team's next game.
- Teams may substitute for a sent-off player and finish the game 5v5.
- Players receiving two red cards will be ejected from the tournament.

1.5 - Forfeits

In the event of a forfeit, the score will be reflected as 0-3 (a loss) for the forfeiting team.

1.6 - Protests

- The tournament does not allow any protests.
- Officials' decisions are to be respected regarding the interpretation of facts, judgments, or rules within the game.

2 - Equipment, Conduct, and Standards

2.1 - Responsibilities on the Day

- All teams are responsible for cleaning up the fields after each game. Please do not leave garbage on the sidelines.
- No players, parents, or spectators may be allowed to stand behind the goals.
- Spectators shall watch from the opposite sideline to that accommodating the technical areas, to the extent field conditions permit, as solely determined by the match officials.
- Players not on the field of play must remain in the technical zone.

2.2 - Conduct

- The coach is responsible for their behavior as well as that of their players, parents, and spectators.
- The referee, the referee assignor, the event/facility host, and the 5v5 Soccer Tournament staff will not tolerate unruly behavior and reserve the right to remove any coach, player, or parent from the premises.
- Good judgment, sportsmanship, and fair play should govern the decisions and actions of all the coaches, referees, and spectators.
- Coaches, their assistants, or spectators are not allowed on the field of play during the game unless permission is given by the referee (in case of emergencies or unusual situations).
- No abuse of any player or coach will be tolerated. Please keep all comments (cheering) positive.

2.3 - Players Equipment

- All players shall wear shin guards. Socks must be worn up and over the shin guards.
- A player must not use equipment or wear anything dangerous to himself or another player.
- NO JEWELRY of any kind will be allowed during play (medical bracelets will be permitted)
- All players shall be in uniform to play. A minimum "official" uniform is the tournament shirt (obtained at team check-in), black shorts and socks.
- Goalkeepers shall wear a jersey or pinny of a different color from all other field members, including officials.
- Standard approved soccer shoes or gym shoes shall be worn by all players. A player may not play in their bare feet.
- Shoes with toe cleats will not be permitted.

2.4 - Field Size/Dimensions



3 - Rules of Play

3.1 - Playing the Game

- Game Duration: 15 minutes per half
- Half-time: 5 minutes
- Teams must be ready to enter the field at least 5 minutes before the scheduled game time.
- Games will start as soon as the minimum number of players (three) is met, within the 10-minute allowance. Games will not begin late due to teams being unprepared.
- Games MUST end on time.
- The scheduled home team will kick off to start the match.

3.2 - Number of Players on the field

- The minimum number of players to start is three. Games will begin when the minimum number of players has been met, within 10 minutes past the scheduled start time.
- Failure to start within 10 minutes of scheduled game time will result in a forfeit.
- Teams are to play short if necessary.
- 4 outfield players and 1 goalkeeper per team at all times.

3.3 - Substitutions

- Substitutions for either team may be made with the referee's acknowledgment after any dead ball. This includes direct and indirect kicks.
- Substitutions should be ready to enter the field at the halfway line.
- Obvious and repeated substitutions in an attempt to waste time may not be approved by the referee and may result in disciplinary action.

3.4 - Goal Scoring Requirements in 5v5

- A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.
- The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off).
- If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded.
- A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

3.5 - Offside Rule

There is no offside in 5v5 soccer

3.6 - Slide Tackling

- If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED.
- If a player slides and contact is initiated, a free kick shall be awarded.
- This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. For example, a player may slide to save a ball from going out of bounds.

3.7 - Five-Yard Rule

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

3.8 - Handball Clarification

Deliberate handling of the ball that denies a team an obvious goal-scoring opportunity will result in the following:

- (1) A penalty kick (at the discretion of the referee)
- (2) A yellow or red card may be given to the player (at the discretion of the referee).

3.9 - Heading

Under USSF Rules, no heading is permitted within the age groups entered in this tournament.

3.10 - Lopsided Games

SYSA makes every effort to have balanced leagues, with competition that is comparable. If a game becomes unbalanced and the score lopsided, we strongly encourage both coaches to work out a solution to make the game fun for the players. *Please refer to SYSA Rules of Competition, 5.6.2 for specific accommodations.*

4 - Dead-ball and Restarts

4.1 - Kick-ins

- No punting permitted.
- The ball shall be kicked into play from the sideline, rather than thrown in. This is an indirect kick, and a goal cannot be scored from this kick.

4.2 - Punting

- No punting permitted.
- During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted.
- The ball must leave the goalkeeper's penalty arc within four seconds or it's an indirect free kick from the top of the arc. A Goalkeeper may not throw the ball directly into an opponent's goal.
- Players may not initiate contact with the goalkeeper at any time while they are in the penalty arc. Infractions will result in a yellow card.
- A goalkeeper outside of the Penalty Arc is to be treated as a field player.

4.3 - Direct & In-direct kicks

- All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect except corner kicks and penalty kicks.
- Indirect kicks must only change position before the ball is considered in play.
- If a free kick is awarded within five yards of the opposing goal line, the ball will be moved back to five yards from the line. It is the referee's discretion where the ball will be placed.

4.4 - Goal kicks

- Goal kicks may be taken from any point of the goal box.
- All goal kicks are indirect kicks.

4.5 - Penalty kicks

- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card).
- Penalty kicks are direct kicks taken from three yards outside the box in the center of the goal.