

Florida South 5v5 Classic

Tournament Rules

1. **TEAM ELIGIBILITY:** This tournament shall be open to all teams comprised of properly registered players.
2. **PLAYER ELIGIBILITY:** In no event, will a player, who has not been certified by the tournament credentials committee, be allowed to participate. Players may not dual register, or enter on other tournament teams. **Once a team roster has been filled with 9 players, no substitutions to the roster will be allowed. Any team violating this rule, knowingly or unknowingly shall forfeit those games. No exceptions.**
3. **FIELD OF PLAY:**
 - 1) Playing field: Approximately 45 yards (length) by 30 yards (width).
 - 2) Penalty box: 6-yard arc.
 - 3) Goals: 6 feet high by 12 feet wide.
Goalkeeper will be mandatory at all games.
4. **NUMBER OF PLAYERS:**
 - 1) Maximum on roster – 9 players
 - 2) Minimum on field – 4 players
 - 3) Unlimited substitution.
5. **GAME LENGTH:** Each game will consist of two 15-minute halves with the teams changing ends at halftime. There will be a 2-minute break at halftime.
6. **BALL SIZE:** Under 12 – Size 4, Over 12 – Size 5.
7. **PLAYER EQUIPMENT:** As per rule of F.I.F.A.
8. **REFEREES:** The referee shall have the authority to remove a player from a game for serious foul play. The decisions of the field referees shall be final. There will be no protests.
9. **LINESMEN:** None are required.
10. **START OF PLAY:** Conform to F.I.F.A. except that all kick-offs shall be indirect.
11. **BALL IN AND OUT OF PLAY:** Conform to F.I.F.A.
12. **METHOD OF SCORING:** Conform to F.I.F.A.
13. **OFFSIDES:** No offside.
14. **PASS VIOLATION:** Ball cannot cross the halfway line in the air from goal kick by any player, punt or throw by goalkeeper. Violation will be an indirect free kick, where the ball crossed the line. Ball may cross the halfway line in air from goalkeeper after a back pass. The ball may bounce or roll across the halfway line.
15. **FOULS AND MISCONDUCTS:**
 - 1) Conform to F.I.F.A.
 - 2) Goalkeeper cannot handle ball outside of the penalty area. If done, it is an indirect free kick.
16. **RESTARTS:** All restarts (kick-off, goal kick, corner kick, kick-in) shall be indirect.
17. **FREE KICKS:**
 - 1) All free kicks shall be indirect except for a foul in the penalty area, which will result in a penalty kick.
 - 2) No defender shall be closer than 10 feet from the ball.
18. **PENALTY KICKS:** Conform to F.I.F.A. except the penalty spot shall be 9 yards from the goal line and all defenders shall not be closer than 10 feet from the ball.

19. **THROW-IN:** The ball will not be thrown in but kicked, with no defender closer than 10 feet.
20. **GOAL KICK:** When the ball crosses the goal line, after last being touched by a player of the attacking team, it is put into play by the goalkeeper or by any player with a normal goal kick.
21. **DISCIPLINE:** The tournament Committee shall have a Disciplinary Committee. The Disciplinary Committee will review and rule on all reports of unacceptable conduct by players. Notwithstanding any rulings of this committee:
- 1) A player ejected will have an automatic one-game suspension (minimum) regardless of the cause of ejection.
 - 2) Depending on the severity of the unacceptable conduct, the Disciplinary Committee may recommend indefinite suspension.
22. **DETERMINATION OF WINNERS:** In group play, there will be no overtime games. Standings in a group will be determined by game points as follows:
- 5 points for a win. 2 points for a tie. 0 points for a loss. Should there be a tie in standings, the winner will be determined by:
- 1) Head to head results.
 - 2) Goal differential (with a maximum of +4 per game).
 - 3) Number of goals scored (maximum 4 per game).
 - 4) Number of goals allowed (maximum 4 per game).
- In case of a forfeit, the winning team will be awarded 4 goals for tiebreaker purposes.
23. **EXTERNAL CONDITIONS, WEATHER ETC.:** In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have absolute authority to make these changes or cancellations in order to best serve the interests of the tournament and the players' safety.
24. **GENERAL:** The Tournament Committee will not be responsible for any expense incurred by any team, due to cancellation, in part or in whole, of the tournament. The Tournament Committee's interpretation of the foregoing rules and regulations will be final. The Tournament Committee reserves the right to decide on all tournament matters.
25. **PLAYOFFS:** Should a game end in a tie during the playoffs, there will be two five-minute golden goal overtime periods. If the game is still tied at the end of overtime, there will be a 3-player penalty kick shootout. If the game is still tied, each team will take alternate penalty kicks until one team wins.