



Muskoka 5v5 Tournament Rules

Team Eligibility:

All participating teams must currently be registered with their District Association. Teams outside of the Huronia District Association must provide proof of permission to travel authorized by their District. All players must have a valid player's registration book. Each team is allowed up to 2 guest players. These players must be from the same club or from another club with a valid Temporary Registration Permit. They must be of the same age group and must have a valid player's book. Players are not allowed to register for more than 1 team or to switch from 1 team to another during this tournament.

Ten is the maximum number of players on a team. Exceptions to this may be granted at the discretion of the tournament committee. Four outfield players are on the field at a time with the 5th being a goal keeper. The minimum number of total players on the field is 4.

Teams should register at least a ½ hr. before their first game. Once a team is registered and the team roster is filled out, no additions will be allowed to the roster unless exceptions are granted by the tournament committee.

Player Substitutions:

Unlimited substitutions are permitted. Substitutions may be made at any dead-ball situation, regardless of possession and may be made on the fly. Players need to tag or 'high five' each other during a substitution at the center of the field of play. New players may not come onto the field until 'old' players are fully off the field. No substitutions will be allowed for players ejected from the game by the referee. The keeper can only be substituted at ½ time or if an injury occurs.

Player Equipment:

Player equipment shall be required as per F.I.F.A. rules. In the event of similar jerseys, the home team will be required to change colour.

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 must then complete the game with only 4 players on the field. If more than 1 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 2 yellow cards during the tournament automatically misses the next game.

Field Dimensions:

The playing surface is 50 yds. x 30 yds. Goals are 2 yds. x 3 yds.

Penalty Area:

At each end of the field, 6 yds. from each goal post, a rectangle having the size of 6 yds. extending into the field, shall be drawn at right angles to the goal line. The space enclosed by this rectangle shall be called the penalty area. The goalie may handle the ball in the penalty area, but not from a back pass. A suitable mark shall be indicated 10 yds. from the mid-point of each goal line; this shall be the penalty mark.

Ball size is size 4 for all games.

Goal scoring: a goal may be scored from anywhere on the field. A keeper cannot throw the ball into the opposing net. Ball changes possession after a goal is scored.

Restarts are indirect kicks. **Corner kicks** are indirect kicks.

Kick off is an indirect kick and may be taken in any direction.

Three yard rule: in all dead ball situations, restarts, including game start and halftime start, defending players must stand at least 3 yds. away from the ball. If the defensive player's goal area is closer than 3 yds., the ball shall be placed 3 yds. from the goal area in line with the place of the penalty.

Throw-ins: all throw-ins will be taken via an overhead throw. All are 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.

Goal keeper can throw or kick the ball from the ground, but cannot kick the ball from their hands. The keeper cannot throw the ball into the opponents net.

Penalty kicks are taken 10 yds. from the goal line. They will be taken from the penalty mark.

There are no off-sides in 5v5 soccer.

There is no slide tackling in 5v5 soccer.

No protests are 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.

Competition format: first round consists of a minimum of 3 games in a round robin format. Championship round is single elimination.

Game duration: Each game will be 30 minutes. There will not be a half time; however, the ref will blow the whistle at the 15 min. mark at which time the teams will switch halves and players will be allowed a quick water break. Games tied after regulation play shall end in a tie except in playoffs. At the discretion of the referee and the tournament director, a game will be forfeited if a team is not present at game time. The present team will be awarded the win; the absent team will take a loss with a 2-0 score being awarded. Teams are responsible for waiting until their seed for playoffs has been determined.

Scoring in pool play will be 3 pts. for a win, 1 pt. for a tie, and 0 pts. for a loss. The playoff rounds are single elimination. For teams that are tied in record, ties will be broken by 1) head-to-head (winner of the game between the 2 teams) 2) highest goal differential 3) most goals scored 4) least goals allowed 5) penalty shootout. **Championship overtime** shall consist of a 5 min. sudden death 'golden goal' overtime period, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the 1st 5 min. overtime period, an additional 5 min. overtime period will be played until a winner is determined. If no one has scored after that period, each team will alternatively take 3 penalty kicks at goal. If there is still a draw after the shoot-out, a series of single alternative penalty kicks will be taken until all members of the team (including reserves) have taken a penalty kick. The order of kickers will be repeated until one team wins.

Forfeits: The opponent of a forfeiting team will be granted a 2-0 victory. A 5 min. grace period allowance will be enforced prior to declaration of forfeiture. Any team forfeiting 2 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 pts. and a goal score of 2-0 in their favour.

Inclement weather: In the event of inclement weather i.e. continual rain; poor field conditions; lightning, the tournament committee will have the authority to change games such as 1) change the duration of the games 2) stop a game and restart it when the conditions improve 3) relocate/reschedule games 4) games terminated after the 1st half shall be considered official in the qualifying rounds and the scores will stand. All semi-final and final games must be completed.

Refund policy: When an age group is cancelled, a full refund will be given to each team that has entered in that division and for which payment has been received. Where an age group has not been cancelled, a refund may be given to the team based on the following conditions:

- * if an age group has been placed in jeopardy because a team has backed out
(team cancelling does not receive a refund)
- * if the request has been made prior to 14 days before the tournament there will
be a pro-rated refund given; the tournament committee will decide on the amt.
- * a full refund will be granted if the request was made 21 days before the tournament
- * no refund will be given to a team that does not show for the tournament
- * if a team does not show in an age group and the remaining teams do not play
the guaranteed 3 games, then a pro-rated refund will be given to the remaining
teams as decided by the tournament committee

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.