



5v5
FRIDAY NIGHT
INDOOR LEAUGE
League Rules

PLAYER ELIGIBILITY: All players must be registered on their respective team's roster. Rosters will be frozen at the completion of the second game. Players may only participate in one team per division.

TEAM ELIGIBILITY: Any team or group may enter the OWSC 5v5 League. They must enter the correct age division based on the age of their oldest player.

SKILL DIVISIONS: Teams will be placed into competitive divisions based on the discretion of the league director. A team's skill level will be based upon playing experience.

NUMBER OF PLAYERS: The maximum number of players on a team will be 9 and the minimum will be 3.

SPECIAL UNDER-11 AND YOUNGER RULES - HEADING: Intentional heading of the ball is not allowed. An indirect free kick will be awarded from the point of the infraction.

BALL SIZE: U8-U12 size 4; U13-U19 size 5.

PLAYER EQUIPMENT: Every player must wear shin guards. Any player without shin guards will not be allowed to play. Numbered jerseys are NOT required. Teams should bring alternate jerseys or colors. Rubber flat-soled shoes or other footwear designed for artificial surfaces may be worn, including molded cleats. No metal cleats allowed. No footwear deemed dangerous by the referee will be permitted.

GAME DAY PROCEDURES: All teams are Coach-free. Spectators must remain behind the perimeter nets. Players must follow all required protocols and procedures ordered by the Facility and exit the field and Facility immediately following the conclusion of their game to allow the next teams the opportunity for a quick warm-up. Please pick up all trash in your team area. No chewing gum or other food is allowed anywhere in the playing area or on the field. No spitting in the playing area or on the field. A two-minute penalty will be enforced for this violation. It is recommended for players to arrive a few minutes prior to game time. Once the field is available, teams are encouraged to take the field immediately. There will be approximately 5 minutes between games. The referee will start the clock and the time may start even if teams are not lined up and ready to go.

SUBSTITUTIONS: Substitutions are at any time on the 'fly', regardless of dead-ball situations or possession, and on an unlimited basis, provided the player substituted for does not interfere with play at the time the replacing player enters the field of play. Substitute players must be off the playing field when not replacing a player and are to enter and exit at their defensive goal. Any teammate may change places with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that does not conflict with either the referee or other players and provided the referee is notified of the change.

GAME DURATION: The game shall consist of two 15-minute halves separated by a three-minute halftime period. The clock will run at all times. Games tied after regulation play shall end in a tie; no overtimes, except in the playoffs. A team will be forfeited, at the discretion of the referee, if they are not present within 5 minutes after the start of the game time.

GOAL KEEPERS: There will be goalkeepers. If a defender passes the ball back by foot to his own goalkeeper, the goalie MAY NOT handle the ball. If the goalkeeper handles the ball, the referee shall stop play and award a direct free kick to the opposing team from the halfway point between the midfield and goal line.

GOAL SCORING/LIVE BALL: Shots on goal must originate past the offensive half of the field for them to count as a goal. Own goals can be scored from anywhere on the field. Balls kicked into the goal from the defensive half will result in a goal kick.

PLAYOFF OVERTIME: Games tied after regulation play in the playoffs shall first consist of a 3-minute period with a coin toss to decide kickoff/direction. If the teams remain tied after the first 3-minute overtime period, the teams shall play a second 3 minute period. If the teams remain tied after two overtime periods, the winner shall be decided by a shootout. Before the shootout, a coin toss determines which goal to use and which team takes the first kick. Teams take turns kicking from the penalty mark, with each player taking one kick. The shootout ends if one team scores more goals than the other could possibly score with their remaining kicks. If the score is still tied after both teams have taken five kicks, the shootout continues until one team scores more goals than the other.

FORFEITS: Any team forfeiting two consecutive games will be removed from the league.

OFFSIDE: There are no offside violations.

SLIDE TACKLING: No slide tackling will be allowed.

FIVE-YARD RULE: In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the foul.

KICK-INS: When the whole of the ball passes over any out of bound line, it shall be a direct kick in from the line closest to the point at which it passed over, by a player from the opposite team from that of the player last making contact. The ball shall be in play immediately after it has been touched. A goal may be scored directly from such a kick in the offensive half. The ball shall be kicked into play from the sideline instead of thrown in.

DIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs, corner kicks) are direct. Failure to put the ball into play within five seconds of the referee's signal will result in the restart being "turned over" to the opponent.

GOAL KICKS: May be taken from any point within the designated goal box.

KICK-OFF: Is a direct kick and may be taken in any direction.

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). In game penalty kicks are a direct kick taken from the penalty spot with players outside the goal box. If a goal is not scored, the defense obtains possession with a goal kick.

SERIOUS OFFENSES (RED CARD): If any offenses are deemed by the referee to be of a serious nature, he shall caution the offender, assess a two minute penalty to be served by the offender, and award a direct free kick from the place where the offense has occurred to be taken by an opponent. All time penalties are to be served in full by the player receiving the time penalty. If a team serving a time penalty is scored on that team may send in a player to replace the player that received the time penalty. Penalty time begins when the ball is put back into play. Referees have the right to further eject any player from the game for continual disobedience or as a result of a particularly egregious incident that warrants sending

off by red card. The team may then continue with their remaining players. The player receiving the red card will automatically be suspended for their next game (no exceptions). The referee has the right to suspend the match at any time if they are concerned for the safety of the players.

SCORING (Standings): Games will be scored according to the following: 3 points for a win and 0 points for a loss. One point for a tie.

STANDINGS TIEBREAKERS: 1. Head to head (not used if more than two teams are involved in the tie breaker; three way tie will move to the next tie-breaker and Head to Head will not be used) 2. Goal difference (i.e. goals scored minus goals allowed with 7 goal maximum) 3. Fewest goals allowed 4. Most goals scored (no maximum) 5. Coin flip

PROTESTS: No protests will be allowed. All disputes will be resolved immediately by the League Director. These decisions will be final.

LEAGUE DIRECTOR: In the event of a misapplication of the official 5v5 League Rules, the League Director reserves the right to overturn a referee decision. The League Director has final authority regarding all event disputes and issues. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE LEAGUE DIRECTOR.