

Glory on the Grass 5 v 5 Soccer Tournament Rules

Playing Field is 30 by 40 yards.

Roster size is maximum ten players. Minimum three players on the field, maximum of five. Roster is frozen at check-in. One player must be a goalkeeper except for U7/8. No Goalkeepers in U7/8 age group.

No offside rule.

Home Team is listed first on the schedule. Home Team supplies the game ball.

Absolutely No Slide Tackling. Any slide tackle will be penalized with an indirect free kick, unless there is a foul, which will be a direct free-kick.

Corner Kicks are direct and must be taken on or behind the designated mark.

No throw-ins. Kick-ins will be taken to return a ball to play when it goes out over the touchline. The ball is to be stationary on the line. Kick-in's are indirect.

Teams must be ready to kick off at game time or forfeit the match. Forfeits will be recorded as a 5-0 win for the winning team. The home team is the team listed first on the schedule and must change shirts in event of a conflict. The kickoff can go in any direction and is direct.

The duration of the game is 24 minutes with no half time. The game may also end when one team has a lead of 10 goals over their opponent. Game length may be adjusted to maintain the schedule or as a result of bad weather. Start times may be moved to accommodate the schedule.

All players must wear shin guards. Any medical equipment such as casts, braces, etc...must be approved by the referee. All field players are to wear the same color shirt. Numbers are not required. Goalkeepers must wear a different color shirt than the field players.

Substitutions are unlimited and on the fly. The substitute must enter the field at the halfway line and wait for the player being subbed to cross the touchline and touch the substitute's hand before entering the pitch.

There are direct free kicks and indirect free kicks. Players on the defending team must remain a minimum of 5 yards from the spot of the kick.

With the exception of an indirect free kick or a kick-in, a shot on goal kicked from anywhere on the pitch may score.

Players may not initiate contact with the goalkeeper at any time. Infractions will result in a yellow card being shown.

During the run of play when the goalkeeper has the ball in his hands, it may be thrown or dropped and dribbled inside or outside the penalty area, but it cannot be drop kicked or punted. The ball must leave the penalty area in four seconds or less. A thrown ball that goes into the goal will not count as a goal.

When the ball leaves the playing field over the goal line, a keeper throw will be used to put the ball back in play. The ball may be thrown anywhere on the field by the keeper within four seconds, from any point in

the penalty area. It may not be dropped, placed on the field, dribbled, punted or drop-kicked out of the penalty area by the goalkeeper. The restart for the infraction is to retake keeper throw. If the keeper touches the ball again before it touches any other player, that will result in a two touch infringement. You may not score directly off a keeper throw.

Use of an improperly registered player will result in a forfeit of the game and may result in the ejection of that player, coach and or team from the tournament. Players may only play on one team per age group. Coaches are responsible for the conduct of players and their parents.

The age group that the team plays in is based on the age of the oldest player on the team. Acceptable forms of proof of age are the following: Copy of Birth Certificate, Copy of Passport, Player Cards from any US Youth Soccer Association, Driver's License, School ID Card (with DOB).

The coach or designated adult should keep these documents on hand during match play in the event that the age of a player is questioned.

Every Direct Free Kick Foul after the first five fouls will be a penalty kick for the opposing team. Referees may give "the advantage" but should still add the foul.

Players who are shown a Red Card may not return in the game in which they were sent off and will be ineligible for the next game. The team of the sent-off player may replace that player on the field with a substitute. There will not be a "man-advantage" situation.

The game is over when time expires, regardless of where the ball is or the situation on the field. The only extension will be for the taking of a penalty kick.

Group Play Scoring: 3 points for a win, 1 point for a tie and 0 points for a loss. A forfeit is a 5-0 win.

Tiebreakers for group play will be as follows: head to head result between tied teams, goal differential in group play, fewest goals against in group/pool play, most goals scored in group/pool play, team shootout with entire roster.

Semi and Finals matches, and any match that requires a winner, that end in a tie will go directly to Ultimate Overtime. Please see Rules For [Ultimate Overtime](#).

Absolutely no protests are allowed. The decisions of the match officials are final regarding interpretation of the facts or rules. The tournament reserves the right to remove any unruly player, coach or spectator from the premises.

Unvaccinated players/persons are encouraged to wear a mask.

Anything not addressed here in these rules will be governed by US Futsal game rules.