

Lewis County 5-A-Side Soccer Tournament Rules

Start of play rules:

1. **Game duration:** Total of 15 minutes ~ two seven-minute periods with a one minute half-time. First games start at 8:40 A.M. and are spaced at 20-minute intervals. Not all teams start at 8:40 A.M. Games are fast-paced so do not waste time!
2. **Game Balls:** Each team will provide two balls for each game with extra balls placed behind each goal for quick restarts. A ball chaser should be positioned near each goal of possible (siblings are great for this!). It is the responsibility of each team to retrieve their balls after each game. Balls should be marked with their team/club name as the tournament will not be responsible for lost equipment.
3. **On-the-Field:** Each coach is responsible to have their team (5 players) on the field of play prior to the sounding of the start horn. Game schedules will be available at the registration table.
4. **Sound of the Horn:** The game and 2nd half are started at the sound of the horn, at which time the referee drops the ball at the center circle (one player from each team should be inside the center circle). As soon as the ball hits the ground the players may kick the ball. If a team is late or is not ready, the game starts anyway. A team may go down and score a goal without the other team being prepared or on the field. (See restarts after a goal).
5. **Referee:** If no referee is present at the start of the game, a coach or parent must set up to officiate the game. Each team is responsible for one half of the game.

Special 5-A-Side Rules of Play

1. **FIFA Rules:** General rules of play follow the FIFA rules unless modified herein. The Tournament Director has the final decision in rule or referee disputes.
2. **Offside:** There is no offside rule used during the tournament.
3. **Substitutions:** Free substitution on the fly. Substituting players should touch hands where the center touchlines intersect.
4. **Free Kicks:** Will be awarded as direct or indirect kicks at the point of the foul in accordance with FIFA rules. There will be no penalty kicks taken but a tie-breaker point will be awarded to the non-offending team.
5. **Restart after Goalie Handling the Ball:** The goalie, after handling the ball, can only throw the ball into play. No drop kicks or punting is allowed. (Goal kicks are the same as normal rules).

6. **Restarts After a Goal:** After a goal, the non-scoring team starts replay at the center circle. The ball can be kicked as soon as it is set stationary at the center spot.

7. **Game Play:** No corners will be taken, but the team that would have taken the corner will receive one point each time a corner is awarded. The ball will be put back in play as a goal kick after each corner.

8. **End of Each Half:** Each half ends at the instant the horn is sounded (no continuation). Halftime is 1 minute, quickly change ends of the field. If an injury or other abnormal play stoppage has occurred, the referee shall decide if additional time for play will occur.

9. **Cards:** Any player receiving two yellow cards, or one red card will automatically be removed from further tournament play.

10. **Injuries:** Because of the use of a central timer, if a player is injured and cannot be moved, the referee shall start his own watch and if at the end of regulation there is less than two minutes to be played this may be considered a game. If there is more than two minutes, the game will be played (possibly on another field) with the remaining time on the referees watch to complete the game. If any team has injuries that bring the team player count below five, that team must play with the remaining players or forfeit the game.

Coaches are responsible for the behavior of their sidelines – do not yell at the referees.

Remember the 5-A-Side is run by volunteers.