

ALL-IN PLAY SPORTS (AIP) 5V5 SOCCER RULES

***** FIFA rules apply if not modified within ***** The following rules have been designed to ensure fair play for all participants. Each coach and player and parent or spectator is expected to understand these rules prior to their participation in any AIP Soccer Event. Any questions concerning these rules should be directed to AIP Event Staff.

Denotes potential modification, modifications can be found on individual event registration pages

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the SQWAD App Schedule/Standings for any changes after each tournament game (you will **not necessarily** be notified of changes). Results are entered as soon as possible after game cards are returned to headquarters.

TEAM REGISTRATION: Requirements, Information, Protests, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age (birth year), gender, playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group (birth year) must register in the birth year of the oldest player on the team roster. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will **not** be refunded.

Skill Level: For most events, only Competitive (COMP) and Developmental (DEV or REC) will be offered. Regional and Championship events may offer an Elite Skill Level.

OFFICIAL TEAM ROSTER: Each team must complete the Official Team Roster Form/Waiver, and submit it to the AIP Event Staff during Team Check-In **PRIOR TO THEIR FIRST GAME** or they may be disqualified from the tournament. All players and coaches must be listed on the Official Team Roster prior to the team's first scheduled game time. No changes or substitutions to rosters may occur after the start of a team's first game. All rosters are final once a team's first game has started

PROOF OF AGE: All players must have credentials checked at Check-in. Tournament officials have the right to demand Proof of Age for any player included on the roster. Players are required to carry Proof of Age with them at all times during the event. Player Pass, Birth Cert, School ID w BD, Driver's License, or Passport are all approved credentials.

NUMBER OF PLAYERS: 4 Field Players and 1 Goalkeeper during play. 10 is the maximum number of players allowed on a roster, 6-8 are recommended. A minimum of 3 players must be on the field at all times for each team or to start a match. Players may only play **on one team per age division per tournament, but players may play on multiple teams so long as they are not in the same flight** (occasionally, age groups/genders may be combined). If in question, it is recommended to alert AIP staff PRIOR to any event.

PROTESTS: There are absolutely **NO PROTESTS ALLOWED**.

BRACKETING: Rankings, Seeding, and Tie Breakers:

Rankings and Pool Play Seeding: AIP 5v5 Rankings will be used to seed Regionals and AIP Championship events; but Rankings will not necessarily be used to seed the Local event brackets and pools. Bracketing efforts will be made to separate teams from the same club/organization, and from the same state and region where possible and if known for all events. **Championship/Playoff Bracket Round Seeding:** Championship Bracket seeding for each division will be determined by a 3 Point System for each team. A forfeited game is scored as a 10-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Headquarters Tent immediately following the game. For games where the score-card is not turned into the Headquarters Tent, a verbally communicated score will be accepted until the score-card can be produced.

3-POINT SYSTEM (in GROUP PLAY): Match points will be given according to the following: 3 points for a win; 1 point for a tie, and 0 points for a loss.

Forfeits: Teams will be given a maximum of 5 minutes from scheduled or updated start time to produce at least 3 players. Teams delaying the start while awaiting a 4th or 5th player may be considered a forfeit. A forfeit is scored as 10-0. Any team forfeiting 2 games in pool play may be disqualified from the tournament. Any team forfeiting 1 playoff game may be disqualified. **ALL** Forfeits **MUST** be approved by the AIP Event Director. The AIP Director reserves the right to replay a forfeited match.

TIEBREAKERS (after GROUP PLAY): For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official).

Ties in standings between **two** teams will be broken by: 1) head to head results between tied teams; 2) goal difference in group play; 3) goals scored in group play; 4) least goals allowed in group play, 5) shootout.

Ties between **three or more teams** will be broken as below: **(when 2 teams remain, revert back to 2-team TB's)**

1) goal difference in group play; 2) goals scored in group play, 3) least goals allowed in group play, 4) shootout.

Shootout- Best of 5 players alternate shot from penalty spot (top of Goal Arc), if still tied alternate sudden death (any players(s) may kick)

SET UP: Fields, Goals, Ball, Uniforms etc:

Equipment: All players must wear the same colored jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color, the team listed first(home) will need to change. Jerseys do NOT need to be numbered. Goalkeepers must wear a shirt of a different color from both teams. **All** players must wear shin guards. Any player without shin guards will not be allowed to play. Players wearing protective casts must receive written approval by the AIP Tournament Director and/or Referee Assignor after being evaluated on-sight. Players may wear a cast on the hand, wrist, forearm, elbow, upper arm or shoulder if it is covered and padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. Players wearing protective casts are reminded that raising the cast can be deemed dangerous and players could be disqualified for safety concerns. Jewelry is not to be worn at any time during play.

Ball Size: Standard USYS/FIFA game ball per state age requirements. In the event where age groups are combined that differ in game ball size, the **smaller** size will be used. Teams are responsible for providing game balls. Referee discretion to allow multiple balls during match play, all must be pre approved prior to opening kickoff.

***Field Size:** Standard/Preferred field size 30 X 40. (Modified sizes may be necessary and info provided at headquarters if altered)

***Goals:** Standard/Preferred goal size is 6'X12' (Modified sizes depending on facility may be used permitting each of the 2 goals are the same size per field)

***Penalty Area:** A **Goal Arc** or **Goalkeeper Arc** is a 7 yard radial arc from the center of the goal located directly in front of the goal. A Penalty kick is taken from the top of the arc or 7 yards from the goal. A foul or infraction inside the arc by the defending team will result in a penalty kick with exception to Keeper clearance or other standard infractions resulting in indirect kicks per USYS/FIFA rules.

THE GAME: Rules, Scoring, Duration/Overtime, Restarts, etc:

***Game Duration:** The game shall consist of two, **12** minute halves separated solely to swap ends of the field (30 seconds max) **OR** the first team to reach a 10 goal differential, whichever comes first. (Teams are encouraged to keep playing [while no longer adding to the scores] the full duration if **BOTH** teams desire, however the referee is not obligated to referee the remaining time). Games tied after regulation play shall end in a tie except in playoffs. The referee has the official time on the field. There are **NO** timeouts. The game clock **does not stop** in 5v5 with the exception of a "serious" injury. Players or Teams deemed purposely wasting time (flopping, intentionally kicking ball away from field, not getting ball, restarting play, etc) may be cautioned or ejected (see misconduct repercussions). In the event **ANY** time is added, the referee **MUST advise BOTH benches**.

Playoff Overtime: A coin toss will determine **Kickoff OR Direction**. A **3 minute** golden goal (first team to score) will be played. If neither team has scored in the 3-minute GG OT, Teams will immediately go to Penalty Kicks with the players on the field at end of OT.

Substitutions: Either team may sub during any dead-ball situation, regardless of possession. Teams **must** gain the referees attention and players must enter and exit at mid-field when prompted by the referee. Substitutions may **NOT** be made on the fly

Direct Restarts: A Corner Kick and Kickoff are Direct Kicks. The kickoff may go in any direction. There are No dribble-ins on Kickoffs or Direct/Indirect kicks. A dribble- in may be used on a Corner kick.

Touchline (Sideline) Restarts: There are no throw-ins. Rather a Kick In or a Dribble-In with the ball placed stationary on the touchline. A player may not directly kick a ball into the goal from its stationary restart position. A player may however dribble the ball into play and after the ball makes a full rotation may then be kicked into the goal.

*****What is a Dribble- In:** Players may elect to dribble the ball into play. The ball must make 1 full rotation before it can be touched again by the same player. A goal may be scored upon the 2nd touch (full rotation). All free kicks remain direct or indirect but may not have a Dribble-In restart. While a kickoff is Direct, a team may not Dribble- In on the kickoff.

Goal Kick Restarts: Any time a Goal Kick is required, the goalkeeper will execute a Keeper Clearance (ball must leave the Penalty Arc). The goalkeeper will start with the ball in their hands and may either (1) Throw the ball, (2) Put the ball down and pass/kick but not drop kick), or (3) put the ball down and dribble. Once the ball has been put down or out of the goalkeeper's hands, the ball is effectively "live". Regardless which method is used, the ball must leave the penalty arc within 5 seconds. Failure to execute the Keeper Clearance within 5 seconds will result in an Indirect kick at the top of the arc for the opposition. A drop kick or a punt from the goalkeeper will also result in an indirect kick from the top of the arc for the opposition. A goal may not be scored directly from a Keeper clearance (thrown or kicked). Once the ball is **OUTSIDE** the Penalty Arc, a goal may be scored from anywhere on the field. In the run of play, a goalkeeper or field player may score from within their own penalty arc by kicking the ball. A goalkeeper may never throw the ball directly into the opposing goal.

Goalkeeping: During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere (except in the opponents goal) or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty arc within five seconds or it's an indirect free kick from the top of the arc. Players may not initiate contact with the goalkeeper at any time while they are in the Goalkeeper Arc. Infractions will result in a yellow card. A goalkeeper outside of the Penalty Arc is to be treated as a field player.

Five Yard Rule: In all dead-ball situations, defending players must stand at least 5 yards from the ball. Teams are allowed to "play quickly" but they forfeit the 5 yard rule if a player has not had the chance to vacate the space.

***Heading:** AIP Small sided events are generally non Sanctioned events and therefore Heading is allowed in ALL Age groups. **HOWEVER**, if a facility or host club mandates the USYS/US Club curriculum regarding heading, the specific event will respectfully comply. Teams will be notified at checkin if a modification for U11 teams and below is necessary.

Slide Tackling: There is NO Slide Tackling by Field players in 5v5 Soccer. Field players may however slide to save a ball from going out of bounds or to block or save a shot, however no contact may be made with an opposing player at any time. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a Direct Free Kick. Inside the Goalkeeper arc becomes a penalty kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.

Offside Rulings: There are no offside infractions in 5v5 soccer.

COACHING/BENCH AREA:

Both teams are to be on the same side of the field and ONLY on their respective half. **All** parents/spectators/secondary teams/siblings etc are to be positioned opposite the teams (this includes behind either goal). **BOTH teams** must agree **AND** With the referees approval prior to the game, that each team will be allowed 1 person behind each goal to **ONLY** help keep the game moving by assisting with ball retrieval. If allowed, this position may **NOT** be abandoned at any time during either half or all parties on both ends will be removed.

Coaching: Teams are allowed a **MAXIMUM** of 2 Coaches/Managers on the sideline and they **MUST** be listed on the Official Team Roster/Waiver. There are various definitions and interpretations of Coaching. **AIP Coaching Defined:** Positive coaching points, constructive guidance, positional shaping, tactical modifications, substitute management, bench discussions, and quality sportsmanship and influential role models are **ALL welcomed at AIP Events**. Disciplinary actions, Persistent Instruction (not allowing a team or player to play and learn or think on their own), Yelling or Screaming, Arguing calls, Dissent of any kind towards ANYONE, Foul or abusive language, Referee or opponent abuse (physical or verbal), and Poor Sportsmanship etc will **ABSOLUTELY NOT BE TOLERATED!** Coaching/Instruction may **ONLY** come from players or coaches/managers on the sideline and are to be short and to the point comments. **All coaches/managers are 100% responsible for themselves, their players, their players parents, and their spectators behavior at ALL times. Good Sportsmanship is to prevail at ALL times!**

MISCONDUCT: Cards/Ejections

Yellow Cards: Any player receiving a yellow card must leave the field of play and be replaced by a sub (if no subs, player must still leave field of play) and may return at coaches discretion at the next dead ball. Any player receiving a second yellow in the same game will result in a red card. Any player accumulating 3 yellow cards in a single event will be suspended for their next game.

Red Cards and Coach Ejections: Any Player, Coach/Manager or Spectator that receives a red card or is ejected, must immediately leave the field of play and be out of sight and sound. Person receiving the red card or the ejection is also disqualified from the team's next game (also out of sight and sound). If a player receives a red card and is on the field, the team will play the remainder of the match shorthanded (3 field players and 1 goalkeeper). If the player is a substitute (on the bench) and receives a red card, the team is allowed to continue playing at full strength (4 field players and 1 goalkeeper). Persons refusing to leave the field of play in a timely fashion, may cause their team to forfeit regardless of the score. ****Anyone receiving a red card or ejection for FIGHTING, may be banned from the tournament.****

EVENT DAY WEATHER: In case of inclement weather: The Event Director reserves the right to reduce the number of scheduled games and/or the time of games and/or postpone or delay game times and/or cancel the event. Every effort will be made to complete games and the tournament, but safety comes first. Where possible, and if game/pool/division winners are discernible, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernible.