



Packer Dome Soccer League Play

5v5 Rules

2017

PLAYER PASS No pass, no play. You must have an official player pass from Austin Youth Soccer Association. No exceptions.

SHOES Shoes must be cleats, turf cleats, or flats. NO metal or replaceable cleats. Game shoes must be carried into the building and put on at bench.

FIELD OF PLAY Dimensions: 25 yds wide x 40 yds long. **Penalty Area:** Box measuring 2-3 yds from each post, and 6 yds into field (deep) **Penalty Mark:** 8 yds from the mid-point of the goal line. **Substitution Zones:** 6 yds zone (3 yds on each side of halfway-line) on the bench side of the pitch **The Goals:** 6ft high x 12ft wide

BALL SIZE: #4 regulation ball.

NUMBER OF PLAYERS – 5 including GK. Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper. Maximum Roster: No limit. Substitution Limit: None. Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent) but player on field must leave field of play before the substitute enters the field of play.

DURATION OF THE GAME: Two 20 minute halves (running clock). Half-time: 5 minutes

FOULS AND MISCONDUCT – FIFA Rules. All the Free Kicks are INDIRECT. Penalty Kicks will only be used for tie-breakers – Final/Consolation.

PENALTY KICK To be taken from the penalty mark, 8 yards from goal line. All players must be out of the penalty area.

OFFSIDE – There is no offside in 5v5.

THROW-IN – None. A KICK-IN (indirect) will be taken in place of the throw-in.

FREE KICK/KICK-IN – distance from the ball – 5 yards.

GOAL KICK From inside the penalty area, the goalkeeper rolls the ball into play. Ball must be played within own half or touch the ground within own half of field. Ball must clear the Penalty Area for an opponent to play it. A teammate may play the ball within the PA.

OFFICIALS / REFEREES Single Referee will call the games.

DISCIPLINARY ACTION (Yellow, Red and Suspensions) One Yellow Card - Player leaves field of play for a minimum of 5 minutes. Two Yellow Cards in same game player is dismissed from game and will receive an additional game suspension.

All red cards result in immediate dismissal from the game and an automatic one (1), two (2), or three (3) game suspension.

Offense

2CT, DOGSO-H, DOGSO-F

OFFINABUS, SFP

S, VC

Suspension

1 Game

2 Games

3 Games

- 2CT - receiving a second caution (yellow) in the same match DOGSO-H - denying a goal/obvious goal scoring opportunity through a deliberate handball DOGSO-F - an obvious goal scoring opportunity through a foul actionable by a DFK, IFK or PK
- OFFINABUS - offensive, insulting and/or abusive language/gestures SFP - serious foul play
- S - spitting at an opponent or any other person VC - violent conduct

RESTART TIME LIMIT – Restart must take place within 5 seconds or the ball is awarded to the opposing team (enforcement to take place gradually) – at discretion of referee.

PASS BACK TO GK – GK may not handle the ball if a teammate intentionally kicks ball to GK.

SPORTSMANSHIP Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will lead to ejection without refund for the offending team/player.

An adult, who is not a team player, must be present during games.