

**Storm FC Summer Sizzler and Winter Storm 5-A-Side Cup**  
**Rules of play – Special Event**

**General Rules:**

- Roster will consist of minimum of five (5) up to unlimited.
- This tournament is a OPEN ROSTER Tournament.
- Rosters are locked after your team is registered, and rosters are stamped during registration the night prior to the tournament, or the morning before your first game. No players may be added after the team is registered.
- Teams who arrive more than 5 minutes after the start of the game will forfeit the match.
- Each match consists of 2 equal periods of 15 minutes with a 5 minute half time
- Players must wear matching jerseys with numbers including goal keeper.
- Each team is scheduled to play a minimum of 3 matches
- Ball cannot be played above the head of the tallest player on the pitch
- All start and re-start kicks are one (1) step rule.
- All free kicks or re-start kicks are direct kick.

**Players**

- Recreational Boys:      6U, 8U, 10U, 12U, 14U, 16U and 19U
- Recreational Girls:     6U, 8U, 10U, 12U, 14U, 16U and 19U
- Academy Boys:         7U, 8U, 9U, and 10U
- Academy Girls:         7U, 8U, 9U, and 10U
- Competitive Boys:      11U, 12U, 13U, 14U, 15U, 16U, 19U
- Competitive Girls:     11U, 12U, 13U, 14U, 15U, 16U, 19U
- Age groups are based on the current North Texas Soccer Association Age Chart.
- Females are allowed to play on a male team. Males cannot play on a female team.

**Event Rosters**

- The Event Roster is formed from Currently Registered USYSA Players OR Currently Registered USCS Players. USYS-registered players may not play on a USCS-registered team; USCS-registered players may not play on a USYSA-registered team.
- Event Players must supply proof identifying them as a currently-registered player on a USYSA team roster or a USCS team roster, or Academy players need to supply a Player Form approved by the home association
- Non registered players can register on-site and complete a Special Event Registration form and pay the special event registration fee of \$7.50, and must supply a copy of their birth certificate.

**Playing Area**

The playing area is rectangular and of the following dimensions: 40 yards long X 30 yards wide

**Center Spot**

- A spot or cross will mark where the kick off will be taken.
- The spot will be surrounded by a circle with a 3 yard radius
- A half way line will be marked across the playing area.

### **Penalty Spot**

Penalty spot will be at the top and center of the goal arc.

### **Goals**

- Goals will be 16' (feet) wide and 4' (feet) in height

### **Match Balls**

- All age groups will use a 5-A-Side ball equivalent to a size 4 ball
- Match ball will be provided by the tournament for the matches, and must be used.

### **Number of Players on Field**

- Each match will consist of two teams made up of 5 players. 1 player will be the goal keeper and must wear distinguishing colors.
- Minimum of one goalkeeper plus two outfield players to start the game. Otherwise, the game will be forfeited and the score will be 3-0 in favor of the opposition.
- If a teams playing strength is reduced by more than 3 players, the game will be forfeited and the score will be 3-0 in favor of the opposition.
- All Coed teams must consist of a minimum of 2 female players on the field at all times during a game.

### **Substitutions**

- Unlimited rolling substitutions which must be made at the halfway line.
- Players must wait until the substituted player has left the pitch completely before entering the playing area
- In the case of the goalkeeper substitution, the referee must be informed and the change made at a stoppage in play.

### **Home Team**

- Home team will be the listed first on the game schedule.
- In the event of a color conflict the home team must use an alternate jersey.
- Pennies must be of a contrasting color and can be used instead of an alternate jersey
- No taped or hand written numbers allowed
- Each player each must have their own jersey with a permanently affixed, unique number. There will be no sharing of jerseys allowed.
- Home Team will occupy the North or West Side of field, and the visitors will occupy the South or East Side of Field

## **Basic Players Equipment**

- Every player will be required to wear shin guards.
- Appropriate shoes (no metal cleats, no baseball or football cleats)
- No jewelry will be allowed (this includes earrings, necklaces and bracelets)
- Hair control devices with hard parts are not allowed
- Medical/religious metals must be taped to the body
- Orthopedic (hard) casts, soft cast and braces must be padded and approved by referee
- Kernow Storm FC and the Hosting Organization accepts no responsibility for any injury to players due to missing or incorrect equipment

## **Referees**

- Each game will have an assigned referee to officiate.
- He will have the same powers and duties as laid down in the laws of the game
- All decisions of the referee are final and will not be overturned

## **Match Duration**

- Match consists of two 15 minute periods with a 5 minute half time
- Each match will be played with a running clock with no suspension of time except for the following:
  - An injury requiring professional medical attention

## **Preliminaries**

- Home team will kick off to start the match
- The visiting team will kick off to start the second period

## **Kick Off**

The kickoff is a way of starting or restarting play: (1 Step only rule)

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- A goal may be scored directly from the kick off
- The ball maybe played forward or backwards

## **Kick Off Procedure**

- All players are on their own half of the pitch
  - The opponents of the team taking the kick off must be at least 3 yards from the ball until it is in play
  - The ball is stationary in the center spot
  - The referee gives a signal
  - The ball is in play when it is kicked and moves
  - The kicker may not touch the ball a second time until it has touched another player
  - If the kicker touches the ball a second time before the ball is touched by another player, a direct free kick is awarded to the opposing team and is taken from the spot where the infringement occurred
  - For any other infringement of the kick off procedure the kick off is retaken
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- After a team scores a goal, the other team takes the kick off.
  - Only 1 step can be taken prior to ball being struck for kick offs and all kick starts/re-starts, and penalty kicks.

- The ball may be played forward or backwards.

### **Ball Out of Play**

The ball is out of play when:

- It has completely crossed the goal line or touch line, whether on the ground or in the air
- Play has been stopped by the referee

### **Throw In (Roll In)**

- When the ball leaves the playing area over the sidelines, it must be re-entered into play via an underarm bowling action and a maximum of 1 step.
- The ball must not be thrown above knee height and must touch another player in order to score
- Goal Keeper cannot roll in the ball beyond mid field mark without touching another player. Free kick on mid field line for infraction.
- Player has 6 seconds to roll ball in once ball is retrieved and player is on the touch line. All efforts must be made to retrieve all “Out of Play” balls as fast as possible.
- Any roll in that is called above knee height will be awarded a direct free kick from the point the ball was rolled in, to the opposing team. If the goal keeper rolls the ball out above knee height, the ball is placed on the goal arc where the ball left the goal area. The goal keeper can take a position as close to the arc line in a non penalty kick, free kick situations.

### **High Ball**

- If the Ball is kicked and it goes above the height of the tallest player on the field, play is stopped and play is started from the point the player kicked the ball. The 6 second rule applies to the kick restart.
- If a Player kicks the ball higher than tallest player and no other player contacts the ball, then play is stopped and started from the origin point of the kick.
- If the ball goes high off of another player, play is stopped and restarted at the point the ball struck the player, by the opposing team.
- If the ball goes high off the goal keeper defending a shot by an opposing team and remains in the field of play, then play continues. If the goal keeper kicks the ball out of the goal area, and the ball goes above the tallest player without touching any other player, then a direct free kick will be awarded to the opposing team on the goal arc where the ball left the arc. The goal keeper can take up position as close to the arc line in non-penalty kick free kick situations.
- The 6 Second rule applies to all restarts above.

### **Corners**

When the ball leaves the playing area over the goal line from a defending team’s touch, a corner is awarded to the attacking team. This is to be taken from the corner of the field where the ball went out and must be re-entered into play via a kick. The ball must not go over head height (tallest player on the pitch) when kicked into play. One (1) step rule applies. All corner kicks are considered to be direct kicks. The 6 second rule above will also apply to corner kicks.

### **Ball in Play**

The ball is in play at all other times including when:

- It rebounds from the goal post or the crossbar

- It rebounds from the referee when on the field of play

### **Goals Scored**

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm of a player on the attacking side, the goalkeeper included

### **Winning Team**

The team scoring the greater number of goals during the match is the winner. If both teams score an equal number of goals or if no goals are scored, the match is a tie

### **Offside**

There is no offside rule

### **Playing Ball on Ground**

Playing the ball while the player is on the ground is allowed per FIFA rules.

### **Foul Play**

Charging is not permitted and shall be penalized by the award of a direct free kick. A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalized and opponent is awarded a direct free kick.

### **Slide Tackles**

Slide tackling will be allowed and will be judged per FIFA laws.

### **Red and Yellow Cards**

The referee has the option to give an offending player a yellow card. If a player receives a yellow card then the player must leave the field of play by substitution, the offending player can sub back in once the ball is back in play. A player receiving a second yellow card will result in a red card and will be sent off for the remainder of the current match. The player will not be permitted to play in the team's next match. If a player receives a straight red card they will be disqualified from further participation in the tournament

- 1 Yellow Card = must be subbed out of play
- 2 Yellow Cards = Sent off for remainder of match and out for next match, team plays a person down,
- 1 Red Card = player will sit out the remainder of the match and may be disqualified for the remainder of the tournament.

Yellow cards do not carry over to next match

Any player may be given a yellow card if it is deemed by the referee that the player is intentionally delaying the game (kicking the ball long distances away from the playing field in order to use up game time).

Physical or verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. It

is the responsibility of the coach to monitor his players, assistants and spectators. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A player who receives a red card must report to tournament headquarters with his or her coach immediately after the game in which the card was given to determine the player's status for subsequent games

Coaches receiving a Red Card for physical or verbal abuse of the referee, players, coaches, Field Marshalls, spectators or tournament staff will be suspended for the remainder of the tournament.

All cards will be reported to the North Texas State Soccer Association.

### **Dead Ball Situations**

All defending players must be 3 yards away from where the free kick, throw in or goalkeepers throw out is taking place until the ball is back in play. Restart will be 1 step kick, or 1 Step Roll in rule.

### **Penalty Kick**

A penalty kick shall be taken from the penalty spot with only a 1-step approach and only the defending goalkeeper may be inside the goal arc. All other attacking players must be 3 yards behind the player taking the kick. Whether or not a goal is scored, the penalty kicker must not enter the penalty area. Goalkeeper must remain with their heels no more than 6" (inches) from the goal line, and adhere to FIFA rules for penalty kicks.

### **Free Kick**

All Free kicks are direct

### **Goalkeeper**

The goalkeeper can return the ball into play by underarm throw only. He/she is not allowed to leave the goal arc area at any time. If the goalkeeper comes outside of the goal arc area, the other team will be awarded a direct penalty kick. The goalkeeper can pick up the ball from a direct pass back and the ball must be rolled or passed to a player other than the player that passed back to the goalkeeper. If the Goal Keeper returns a pass back to the same player, then play is stopped, and the ball is placed on the goal arc where the ball left the goal arc area for a direct free kick by the opposing team. If a player returns a pass from the goalkeeper back to the goalkeeper, the play is stopped and the ball is placed where the outfield player last touched the ball, and a direct free kick is awarded to the opposing team. The goalkeeper has 6 seconds to put the ball back into play. If the ball thrown by the goalkeeper passes beyond the goalkeeper's half of the field without first having been touched by one of his players then the opposing team will be awarded a direct free kick from any point on the halfway line. If the Goalkeeper blocks a shot by an attacking play, and the ball goes above the height of the tallest player, and the ball stays in the field of play, then play continues. All shots blocked by the Goalkeeper that go out of the playing area and last touched by the goalkeeper, are restarted by corner kick if the ball crosses the end line, or roll in if the ball crossed the side line by the opposing team. The 6 second rule applies to returning the ball to play.

### **The Goal Area**

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- The goal area is defined by a semicircle whose radius is 5.5 yards (16 Feet) from the center of the goal
- Both defending and attacking players are prohibited from entering the goal area.
- If defending goalkeeper comes outside of goal area a penalty kick is awarded to the attacking team
- If the attacking goalkeeper steps outside the penalty area a free kick is awarded to the defending team
- Goalkeeper can not leave the goal area except when goalkeeper is substituted
- If an attacking player enters the goal area a free kick is awarded to the defending team
- If a defending player enters the goal area a penalty kick is awarded to the attacking team.
- A conceded free kick within 3 yards of the goal line the keeper can come to the limit of his goal area.

### **Scoring**

- 3 points for a win
- 1 point for a tie
- 0 point for a loss

The team with the most point will advance in the group stages,

- If points are level the goal difference will decide (*difference between goals scored & goals conceded*)
- if still level = Per Goals Scored
- if still level = Head to Head
- if still level = Penalties

Instant knockout for Semi-Finals & Finals

- If tied after regulation time a 5 minute overtime with the *Golden Goal Rule (first team to score)*
- If still tied, game will go to penalty kicks, best out of 4 to be taken by the 4 outfield players who finished the game
- If still tied, the game will go into Sudden Death. The penalty shots will be taken by the substitutes that were not on the field at the finish of the game. The goalkeeper in the game must remain in goal for the penalty kicks
- Coin toss to decide direction of attack
- Coin toss to decide 1<sup>st</sup> or 2<sup>nd</sup> to take penalty kicks from \_\_\_\_\_

### **Forfeits**

- The following actions will cause the match to be forfeited:
  - Home team fails to supply an alternate jersey or pinnie
  - Team has not taken the field within 5 minutes of the game start. In the event of an unforeseen condition in which a team is unduly delayed beyond their control, the Tournament Committee reserves the right to make exception to this rule.
  - Failure to complete a match, or a team leaving the field during play
- No team that has forfeited a game will be declared a group or wild card winner
- Any team forfeiting two games during pool play will be removed from the tournament
- Any team forfeiting one game during the playoffs will be removed from the tournament.
- Once your game roster has been signed off by tournament registration desk, NO replacement game roster(s) will be handed out if you lose them or leave them behind.

### **Protests**

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- No protests allowed with the exception of player eligibility with a \$50 challenge fee donated to the Baggett Foundation Charity.
- All games are final
- All decisions by the referees are final and may not be appealed
- Any decisions by the tournament rules committee are final and may not be appealed

### **Injuries**

- In the event of an injury contact your field marshal or the first aid station
- Delay in game is only allowed for injuries which require professional medical attention
- A player that is bleeding must leave the field immediately. The bleeding must be stopped and the injury covered with a bandage. The uniform must be blood free before the player may return to play

### **Registration**

- Once a team is accepted there will be no refunds issued for withdrawal
- If a team withdraws prior to acceptance there will be a \$100 dollar administration fee charged
- If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

### **Check-in**

- All teams must check-in at least one full hour before their first game at tournament headquarters.
- After being properly checked in, each team representative will be given a team packet that includes a game schedule for that team's respective bracket, a copy of the tournament rules, and other miscellaneous documentation.
- Each team representative will be required to sign a "Team Check-In Sheet" to confirm that he/she understands all rules and requirements for participating in the tournament.
- Be sure to have the following in possession at check-in:
  - Ten copies of the team game roster or Academy Tournament Roster (found at [NTXsoccer.org](http://NTXsoccer.org))
  - Medical Release forms Completed and Signed
  - Once your game roster has been signed off by the tournament registration desk, NO replacement game roster(s) will be handed out if you lose them or leave them behind.

### **Pre-game Check-in**

- Team must be at field 10 minutes before the start of the game
- Referee and/or Field Marshall will check team in
- Team must have the following documents:
  - Team roster that has been approved by the tournament
  - Equipment required to play the game (uniform, shin guards, appropriate shoes)
  - Players with casts or braces must have proper padding in place

### **Post Game**

- Both team coaches must sign the game card after verifying both scores
- Any scores that are marked incorrectly will affect the standing
- It is the responsibility of the winning coach to verify that the correct scores are posted on the game card and official scoreboard.

### **Field Marshals**

- Field Marshals will be present at all fields and will be issued a communication radio.
- In the event of a problem or if a team has a question about the tournament, the Field Marshal is the first line of communication.
- A field marshal will immediately radio to the first aid station for ice or medical attention needed for an injured player
- All participants should be aware that the Field Marshal has the authority and right to remove any unruly or uncivil spectators from the game field perimeter and/or the field complex area

### **Awards**

- U6 through U8 recreation will receive participation awards.
- All age groups will receive 1<sup>st</sup> and 2<sup>nd</sup> place trophies, including academy.

### **Tournament Committee**

- The Tournament Committee reserves the right to combine age groups if necessary. The tournament committee will strive to keep age divisions pure. However, in order to fill a division or allow another team to play we reserve the right to combine two age groups.
- Tournament Committee must be notified immediately about an ineligible player
- Decisions with respect to game cancellations or terminations will be made by the Tournament Committee.
- The Tournament Committee reserves the right to change field assignments
- All referee decisions are final and binding
- All situations not covered by these rules will be resolved by the Tournament Committee
- The Tournament Committee may alter the rules if necessary. Changes made will be final and no appeals accepted. Tournament staff will attempt to provide sufficient notification of rule changes to all parties concerned.