

5v5 Game Rules

Livermore Fusion Soccer Club Spring 5v5 Rules

1. Five players from each team are on the field at a time; none of these players are allowed to act as a goalkeeper.
2. The fields are 30 yards by 40 yards. All fields are to be marked out by cones.
3. There are two periods of 20 minutes, with a 5-minute half-time break. Teams will switch halves after the half-time break.
4. All spectators are expected to watch from the sideline opposite the teams, outside of the fenced perimeter. Only players and cleared coaches will be allowed on the team sideline.
5. Teams must play in a 1-3-1 or 2-1-2 formation.
6. When the ball goes out of bounds, the team gaining possession must pass the ball back into play (no throw-ins). No goals can be scored directly from out-of-bounds. All opposing players must be at least 5 yards back.
7. When the ball goes out of bounds on the end line, it is either a goal kick or a corner kick.
8. Goal kicks are not allowed to cross the half way line. In this event, an indirect free kick will be called for the opposing team and will be taken on the half-way line.
9. No offsides will be called.
10. No slide-tackling allowed. Players must stay upright and on their feet. This does not prevent players from sliding to stop/intercept or shoot a ball.
11. All free-kicks are indirect and no goal can be scored directly from a free-kick.
12. Kick-off may be taken in any direction.
13. In all dead ball situations, defending players must stand at least 5 yards away from the ball.
14. Substitutes can be made on the fly.
15. Teams can add an extra player if they are down by 4+ goals and can add another player if there is a 6+goal deficit, or the team that is leading can take a player off the field. This should be decided by the coaches for the best interest of all players on field.