



5v5 Laws of the Game

Number of Players

Each team consists of no more than 10 players on the roster and 5 players on the field, one of whom must be the goalkeeper (5v5). Any less than 3 players at scheduled time will result in a forfeit. Only players on the roster/game card may play. All eligible players must be listed on the roster/game card. Team must show virtual player cards. No player is allowed to be rostered or play on more than one team. No player is allowed to be dual rostered. (ie: Players can not play on another CBYSA/WDDOA/ECNL team) **Max roster is 10 with no exceptions.**

Field Size

CBYSA 5v5 will be played on a U10 sized field (approximately 45 yards x 65 yards)

Player Equipment

All players must wear the same colors as their teammates to distinguish themselves from other teams. If both teams are in like colors, the home team is responsible for changing. Shin guards and soccer cleats must be worn.. No jewelry is permitted. Bandages can not be worn over earrings. Tape can not be worn over bracelets. No hard cast, and no braces with exposed metal. Home team will supply game balls. (Size 5)

Referees

The referee is responsible for control of the games and his/her decisions regarding facts connected with play are final. All games will have one center referee.

Duration of the Game

Game consists of two (2) twenty five (25) minute halves with a five (5) min half time. CBYSA 5v5 will consist of 8-10 games depending on bracket makeup. Games will be scheduled by the home team clubs. Play dates will be the weekend of 9/16 thru the weekend of 11/11.

Substitutions

Substitutions, except for goalkeeper substitutions (see below) may be made on-the-fly without the referee's permission. A player must fully exit the field before the substitute enters the field. If a player entering the field touches the ball or is involved in the play before the player he/she is replacing has left the field, the substituting player will be shown a yellow card and a free kick will be awarded to the opposing team.

The Start of Play

A flip of a coin decides which team will kick off, and the "away" team will call it. The team that wins the coin-toss will get the choice of side, or kickoff. Prior to kickoff, each team must remain in their own half of the field (except for the player taking the kickoff) until the ball is in play. The defending players must be at least 8 yards from the ball during kickoff. After a goal, the team that conceded the goal will restart play with a kickoff. After halftime, the teams will change sides and the kickoff will be taken by the team that did not kickoff to start the game.

Tie Game

If the game is tied at the end of regulation, the game will automatically go to shootouts.

Shootouts

Shootouts will consist of 3 shooters from each team. The first 3 shooters can be any player on the roster and is not required to have been on the field of play at the end of regulation/extra time. After the three shooters for each team have taken their kicks, the team with the most goals wins. In the event that the teams are tied after 3 shooters, the kicks will go 1 for 1. All players on each team must kick before any individual player kicks for a second time.

Offside

There is no offside. If an attacker is repeatedly "camping out" or "cherry picking" in an offside position at the discretion of the referee, an indirect free kick will be awarded to the defending team.

Kickoffs

Kickoffs are Direct.

Ball In/Out Of Play (Kick-Ins)

Out of Bounds - kick-ins. A ball is considered out of play when the ENTIRE BALL crosses over the touch line. Restart will be by a kick-in. If the team awarded the throw does not play the ball in 6 seconds, the other team will gain possession of the ball at the spot of the foul. Opposing players may approach no closer than five (5) yards. A goal CANNOT be scored directly from a kick-in..Kick-ins are indirect.

Goalkeepers

NO PUNTING IS ALLOWED. Goalkeepers can only distribute the ball via GK throws (except during a goal kick). A goal cannot be scored directly from a goalkeeper throw. GK throws must bounce or touch a teammate in the thrower's own half of the field, unless, before the ball has landed on the ground in the opposing team's half of the field, the ball is touched by an opposing player. Violation of this rule will result in the opposing team being awarded an indirect kick at the point the ball crossed the halfway line. GK substitutions may only be made during a stoppage in play, and the referee must be notified of any such substitution.

Free Kicks

The referee will award a Direct Free Kick (from which a goal may be scored by directly entering the defending team's goal) when a foul has been committed. Defending players must be 8 yards from the ball before the kick is taken. A player who takes a Free Kick, or puts the ball in play, may not touch the ball twice consecutively. Breaking this rule will be punished with an Indirect Free Kick for the opposing team at the point of the infraction. Play stopped for an injury will be restarted with a dropped ball to the team last in possession, unless the ball was out of touch when play was stopped.

Penalty Kicks

A penalty kick will be given when a foul is committed by a defending player within their own penalty area. Except for the kick-taker and goalkeeper, all players must remain outside the penalty area and behind the ball until the kick is taken. Once his/her run-up has started, the kick-taker must maintain a continuous forward motion throughout the kick. The goalkeeper must keep at least one foot on or behind the goal line until the ball is kicked.

Corner Kicks

A corner kick will be awarded when a defending player plays the ball over their own goal line and outside the goal posts. The kick must be taken within one (1) yard of the corner of the field. **CORNER KICKS ARE DIRECT.** Defending players can be no closer than 8 yards from the ball before the kick. The attacking team must take the corner kick within 5 seconds of retrieving the ball, or the referee may award a goal kick to the defending team.

Goal Kicks

A goal kick will be awarded when an attacking player plays the ball over the goal line and outside the goal posts. The team taking the goal kick can place the ball anywhere inside the penalty area, **GOAL KICKS ARE INDIRECT.**

Fouls and Infractions

Fouls: **ABSOLUTELY NO SLIDE TACKLING.** Slide tackling will result in an automatic yellow card; no verbal warning will be given. If any player commits any of the below infractions, there will be a DIRECT FREE KICK taken from the spot of the infringement. The referee shall allow play to continue when a team that has suffered the foul will benefit from such an advantage, and shall penalize the original offense if the anticipated advantage does not ensue at that time. It is considered a foul, and a Direct Free Kick is awarded to the opposing team, if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force: Kick or trip an opponent; Grab, hold, push, charge or intentionally obstruct an opponent; Touch the ball intentionally with the hand or arm. This does not apply to the goalkeeper in his/her own area, if there is no intention of touching the ball with hand or arm. Any foul committed by the defending team within their own penalty area will be punished by a PENALTY KICK.

Yellow Cards: The referee shall show a Yellow Card when a player; Commits a serious foul in the interpretation of the referee; Shows by act or word, disagreement with the referee's decision; Shows lack of sportsmanship; Commits an infraction during a free kick or during a kickoff; and/or Enter the field during a substitution before the player being replaced has entirely left the field.

Red Cards: The referee shall show a Red Card when a player: Receives a second yellow card in one game; Intentionally denies with a foul an obvious goal scoring opportunity to an opponent without making an attempt to play the ball; Is guilty of serious foul play; Is guilty of violent conduct; and/or uses offensive, insulting or abusive language. The player shall be sent off the field without being able to reenter the match and shall also be denied participation in the subsequent match. The penalized team shall continue to play WITHOUT a replacement for the remainder of the match. The referee will report the reason why the player was ejected to the CBYSA competition committee for possible additional sanctions.

Unsportsmanlike Behavior off the Field: If a substitute player, coach or team delegate commits a seriously aggressive act or offends any spectator or participant of the game (i.e., the referees, players, club officials), the referee shall show him/her a Red Card. He/she must leave the field vicinity. The individual's name and the reason for suspension will be reported to the CBYSA competition committee for possible additional sanctions. When play is stopped for unsportsmanlike behavior by a spectator, restart will be by an uncontested dropped ball to the team last in possession. If play is stopped for unsportsmanlike behavior by a team member, the non-offending team will be awarded a direct free kick where the infraction took place.

No games will be protested after the completion of the game. The referee and CBYSA competition committee will have the final say on any disputes and will treat each situation in the fairest and most logical way. CBYSA Zero Abuse Policy and Coaches Code of Conduct is in effect for this league.