



Outdoor 5v5 Soccer

Outdoor Quick Rules:

- 5v5 Including GK
- Two 25 Minute Halves with 2-minute halftime
- Substitutions are allowed during stoppages, at the referee's discretion, regardless of which team is in possession.
- No Punt, Drop kick or dribbling by GK on Goal Kicks. Kick must come from anywhere in the goal area, opponents must retreat to the midfield line, and the ball is in play once kicked and clearly moved to be in play
- Build-out line (midfield line) rule is in effect
- **HOME** team will kick off the game. **AWAY** team kicks off second half
- Games that end in a tie in pool play are declared a tie
- **Offside** rule is in effect at build-out line (midfield line)
- ALL Fouls/Infractions are direct except kickoffs and handling of ball by GK inside their box on own team pass back; the referee will notify both teams if the result of the infraction is direct/indirect
- Accumulated fouls/infractions – After 3 fouls/infractions per half, opposing team will have a PK from midfield line for each foul/infraction for the remainder of the half.
- Defenders must always be at least 5 yards away from indirect/direct kicks
- Any time a team has a 10 goal lead, the scoring will stop and that becomes the final score of the game. The game continues to be played in its entirety
- No slide tackling is allowed, except for GK in GK area. One knee down on the ground is considered a slide/playing on the ground and will result in a free kick awarded to the opposing team. Slides are OK
- Each team is allowed 1 minute timeout per half with running clock