

# Orlando City Soccer School – Seminole

## 5 v 5 Tournament – June 3<sup>rd</sup> & 4<sup>th</sup>, 2023



**SEMINOLE**  
SOCCER SCHOOL

# OFFICIAL TOURNAMENT RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

## 1. Age Classification & Eligibility

Age Group	Birth Years	Divisions/Flights
U10	2013 & 2014	Boys & Girls Flights
U12	2011 & 2012	Boys & Girls Flights
U14	2009 & 2010	Boys & Girls Flights
U16	2007 & 2008	Boys & Girls Flights
U19	2004 – 2006	Boys & Girls Flights
Adult Mens U30	1993 – 2003	
Adult Mens O30	1992 and earlier	
Adult Women	2003 and earlier	All ages**
Adult Coed	2003 and earlier	All ages**

*\*\*If enough entries, teams will be divided into flights with comparable ages.*

- a. Players may play “up” in age but you may not play “down” in age.
- b. Girls may play on boys team. Boys may **not** play on girls team. Even with 1 boy on the roster, it will be classified as a boys team. No U19 or younger team will be classified as coed.
- c. Adult Coed teams must play with at least two women on the field at all times.
- d. U19 & younger teams: The age of the oldest player will determine which division/flight the team plays in.
- e. Adult Mens U30: You may have 1 player that is up to 2 years older (born in 1992 or 1991).
- f. Adult Mens O30: You may have 1 player that is up to 2 years younger (born in 1993 or 1994).
- g. Proof of age will be required. U19 & younger players may use their USYS, US Club or other current player card. Adults may use a government issued ID with their date of birth.

## **2. Roster**

- a. There is a maximum of 10 rostered players per team. All players must be on the roster with a signed waiver and proof of age at check in.
- b. Rosters are frozen at the time of check in. The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament.
- c. Players MAY play and be rostered on more than one team but they may only play on one team per Age Group/Division.

## **3. Equipment**

- a. Uniforms: All field players must wear the same color shirt. Numbers are not required. If two teams have similar colored shirts, the HOME team must change to a different colored shirt or team-provided pinnies. Goalkeepers must wear a shirt of a different color from both teams.
- b. Shin guards must be worn at all times.
- c. Jewelry is not to be worn at any time during play.
- d. Players may wear a cast or brace. It should be covered and padded with at least ½" of padding. The covering must be approved by the referee or the Tournament Director. The Tournament Director has the final say on approval.

## **4. Home & Away Team Designation**

- a. The home team will be the first team listed on the schedule.
- b. If an option, the home team should wear a lighter colored jersey.
- c. In the event of similar colored uniforms, the home team must change or wear team-provided pinnies.

## **5. Match Start & Duration**

- a. There is no coin toss. The Home Team will kick off to start the game. The Away Team will choose which end of the field to defend first. Teams switch ends at half time.
- b. Teams must be ready to kick off at game time or risk forfeit.
- c. Teams will be given a 5-minute grace period. The game duration may be shortened to stay on schedule.
- d. The minimum number of players a team can play with is 3. The game will start when the minimum number of players is present.
- e. The game duration will consist of two equal halves in accordance with the table below and include a 3-minute halftime.
- f. The game ends when time expires, irrespective of the flight of the ball or if an attack on goal is in progress.
- g. The game will also end if there is a 10-goal differential between the two teams.
- h. The game time will only be extended to accommodate penalty kick(s).

- i. The game duration may be adjusted to maintain the schedule or compensate for inclement weather.
- j. The game start time may be adjusted, earlier or later, to maintain the competition schedule or compensate for weather.
- k. Game Durations:

Age Group	Game Length
U10	2 x 20 (3 min)
U12	2 x 20 (3 min)
U14	2 x 25 (3 min)
U16	2 x 25 (3 min)

Age Group	Game Length
U19	2 x 30 (3 min)
Adult Mens	2 x 30 (3 min)
Adult Women	2 x 30 (3 min)
Adult Coed	2 x 30 (3 min)

## 6. Offside Rule

- a. There is no offside in 5 v 5 soccer.

## 7. Heading

- a. In keeping with US Soccer's guidance, heading will not be allowed in the U10 Flights.
- b. Heading will be allowed in all other Flights/Divisions. However, any player that is 10 years old or younger playing up, should not head the ball.

## 8. Slide Tackling

- a. There is NO slide tacking in 5 v 5 soccer.
- b. Field players may slide to save a ball from going out of bounds or to save a shot.
- c. Contact with an opponent at any time while sliding outside of the penalty area results in a Direct Free Kick for the opposing team.
- d. Contact with an opponent at any time while slide inside the penalty are results in a Penalty Kick for the opposing team.
- e. A second infraction by the same player results in a Yellow Card. A third infraction by the same player will result in a Red Card.

## 9. Direct Restarts

- a. A Corner Kick and the Kickoff are Direct Kicks. The Kickoff may go in any direction.

## 10. Touchline (Sideline) Restarts

- a. In place of throw-ins, touchline restarts will be either a kick-in or dribble-in after the ball is placed and remains stationary on the touchline.
- b. A player my not directly kick a ball into the goal from its stationary restart position.
- c. A player may also dribble the ball into play. After the ball makes a full rotation, it may be kicked into the goal.

## **11. Penalty Kick**

- a. Penalty Kicks will be taken from the top of the arch or 7 yards from the goal.
- b. Physical fouls will result in Direct Free Kicks, all others are Indirect Free Kicks.
- c. Players on the defending team must remain a minimum of 5 yards from the ball.

## **12. Goal Kick**

- a. Any time a Goal Kick is required, the goalkeeper will execute a goal clearance. The ball must leave the Penalty Arc.
- b. The goalkeeper will start with the ball in their hands and may either:
  - i. Throw the ball,
  - ii. Put the ball down and pass/kick, or
  - iii. Put the ball down and dribble out of the Penalty Arc.
- c. Once the ball has been put down, the ball is in play.
- d. The goalkeeper has 4 seconds to execute the goal clearance. Failure to execute a goal clearance within 4 seconds results in an Indirect Kick at the top of the arc for the opposition.
- e. A goal may not be scored directly from a goal clearance.
- f. Once the ball is outside the Penalty Arc, a goal may be scored from anywhere on the field.
- g. The ball MAY NOT be punted or drop-kicked.

## **13. Goalkeeping**

- a. During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area.
- b. The ball cannot be punted or drop-kicked.
- c. The ball must leave the goalkeepers penalty arc within 4 seconds or it is an indirect free kick for the opponent from the top of the penalty arc.
- d. The goalkeeper may not throw the ball directly into the opponent's goal.
- e. Players may not initiate contact with the goalkeeper at any time while they are in the Penalty Arc. Infractions will result in a Yellow Card.
- f. A goalkeeper outside the penalty arc is to be treated as a field player.

## **14. Substitutions**

- a. Substitutions for either team may be made with the referee's acknowledgement after any dead ball, including direct and indirect kicks.
- b. Repeated substitutions in an attempt to waste time may not be approved by the referee and may result in cards.

## 15. Conduct

- a. Coaches and players are to lead by example and are therefore responsible for the conduct of ALL coaches, players, and parents of their teams.
- b. Orlando City Soccer School – Seminole, the Tournament Director, the Referee, and any other tournament staff will not tolerate unruly behavior and reserves the right to remove any Coach, Player, or Parent from the premises.

## 16. Cards

- a. **Yellow Cards** (cautions) are accumulative throughout the tournament.
- b. A player receiving 2 Yellow Cards in a single match, results in a Red Card and carry those sanctions.
- c. A player receiving 3 Yellow Cards in a day, will result in them being ineligible for their next match. Once the 3-card suspension match is served, the player may return if the team has more games that day.
- d. Cards DO NOT accumulate for players that may be playing on multiple teams.
- e. **Red Card** (disqualification) players may not play in the remainder of the current game and the team's next game.
- f. The team of a sent-off player may substitute for the sent-off player.
- g. Players sent off in two games in one tournament will be ejected from the tournament.

## 17. Schedules

- a. Orlando City 5v5 tournament utilizes a modified Round Robin formatting. Four game minimum.
- b. Depending on the structure of the flights/brackets, teams competing in the same flight/bracket may not face the same opponents.
- c. Teams should be prepared to play earlier or later than their scheduled game time.

## 18. Tournament Scoring

- a. Each time will get 3 points for a win, 1 point for a tie and 0 points for a loss.

## 19. Tiebreakers

- a. In the event of a points tie, the team finishing higher will be determined using the following tiebreak criteria.
- b. Head-to-head result between tied teams
- c. Goal differential (max of 5 goals in any one game)
- d. Most goals for (max of 5 goals in any one game)
- e. Fewest goals against
- f. Kicks from the spot (a/k/a penalty kicks). Five players per team to start. Then 1 player vs 1 player until a winner is declared.

## **20. Championship Game Tiebreaker**

- a. At the end of regulation, if the championship game is tied, teams will get a 2 minute break.
- b. There will be a 5-minute Golden Goal period in which the first team to score wins the match.
- c. If no team scores during the Golden Goal period, there will be a hockey-style shootout starting with 5 players from each team.
  - i. In a hockey-style shootout, the shooter will get the ball approximately 30 yards from the goal and is free to dribble, shoot or approach the goal in any legal manner.
  - ii. The shooter must always maintain forward or lateral movement. At any point if the ball stops rolling, the referee will blow the attack dead and it will be considered a missed shot.
  - iii. If the shooter doesn't maintain an attacking motion and appears to be stalling, the referee, after 1 warning, will blow the attack dead and it will be considered a missed shot.
  - iv. The goalkeeper will start on the line at the mouth of the goal. Once the shooter starts his motion, the goalkeeper is free to come off his line and defend the goal by any legal means.
  - v. The play is considered active until, 1) a goal is scored, 2) the ball goes out of play, 3) the goalkeeper secures the ball, 4) a foul is committed by either player, or 5) the referee calls the play dead for not attacking (stalling).
    1. If a foul is committed by the shooting player, the play is ruled dead. If the goalkeeper commits a foul, the shooting player will be given another opportunity to score.
- d. If the score is tied after the first 5 shooters, the shootout will continue with 1 player from each team until there is a winner (sudden death).

## **21. Forfeits**

- a. In the unlikely event of a forfeit, the score will be reflected as 5-0.

## **22. Protests**

- a. Orlando City Soccer School – Seminole 5v5 Tournament does not allow any protests. Officials' decisions are to be respected regarding the interpretation of facts, judgements or rules within the game. In the event of a misinterpretation of a rule, the onsite Tournament Director will have final say.

## 23. Prize Pool

U10 & U12 Groups			
Teams in Flight	First Place Shirts	First Place Money	Second Place Shirts
4	yes	n/a	-
5	yes	n/a	-
6	yes	n/a	yes
7	yes	n/a	yes
8	yes	n/a	yes

U14 & U16 Groups			
Teams in Flight	First Place Shirts	First Place Money	Second Place Shirts
4	yes	n/a	-
5	yes	n/a	-
6	yes	n/a	yes
7	yes	n/a	yes
8	yes	n/a	yes

U19 & Adult Groups			
Teams in Flight	First Place Shirts	First Place Money	Second Place Shirts
4	yes	\$450	-
5	yes	\$450	-
6	yes	\$550	yes
7	yes	\$550	yes
8	yes	\$650	yes

OCSS-S reserves the right to organize the flights/divisions with the number of teams that is most appropriate to run an effective tournament.

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