



5v5 FEST

Tournament Rules

Sporting KC 5v5 Fest will follow USYSA guidelines, with the exception of the rules listed below.

Section I. Team Acceptance

- a) Sporting KC 5v5 Fest is open to all teams of all divisions.
- b) The tournament committee reserves the right to accept or decline any team application.
- c) Accepted teams are required to have each participant playing in games to submit a waiver of liability form.

Section II. Player Eligibility

- a) Complete waiver of liability form for Sporting 5v5 Fest.
- b) Players can play on two teams as long as the teams are in two different age groups and the player is playing up an age group. However, the player must play at the same competitive level as their primary team division.
 - o Example: A player playing in the U12 Gold division CAN'T play in the U13 Bronze division, but can play in the U13 Gold division.
- c) **No player can play down an age group.**
- d) There are no restrictions of allowed guest players per roster.

Section III. Team Check-In Details

- a) Check-In will consist of participants submitting the waiver of liability form digitally before the event.
- b) One the day of the event a team representative will check in for their team to make sure all participants have completed it. Any player missing the waiver of liability will need to complete it on site before their first game.



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Section IV. Game Format

- a) Below is the format of the competition:
 - o 4 field players + Goalkeeper
 - o Field dimensions are 40 x 25.
 - o All free kicks will be indirect, regardless of the foul or why the whistle was blown.
 - o For all indirect free kicks must have opposing players be a minimum of five (5) yards away from the ball at the taking of the free kick.
 - o All stoppages out of bounds will result in a kick-in. No throw-ins.
 - o No offside.
 - o No slide tackling.

Section V. Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Max Roster Size	Max Number of Guest Players
Recreational	2 x 15 Minutes	3	2 Minutes	10	Unlimited
U8-U9	2 x 15 Minutes	4	2 Minutes	10	Unlimited
U10-U12	2 x 15 Minutes	4	2 Minutes	10	Unlimited
U13	2 x 15 Minutes	5	2 Minutes	10	Unlimited

Section VI. Dribble-Up Penalties to Determine a Winner

- a) No overtime will be played if teams remain tied at the end of regulation.
- b) The player will start at midfield and dribble up towards the goal. All other players will be behind the midfield line taking penalties. Players not taking the penalties will remain off the field in their technical area.
- c) The player will have the entire 6 seconds to score a goal.
- d) The 6 seconds will be kept by the referee.
- e) No shot within 6 seconds will result in miss/save.
- f) Any 5 players can participate in the Dribble-Up Penalties.
- g) If remained tied after all 5 players have taken a penalty kick, penalties will continue to sudden death where 1 player from each team will take a dribble-up penalty until a winner is determined.



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Section VII. Player Equipment/Uniforms

- a) No jewelry.
- b) All players must wear shin guards.
- c) Casts/Orthopedic braces are permitted at discretion of referee.
- d) Players must wear like color uniforms. Numbers on the back are NOT mandatory.
- e) If uniforms are similar, home team changes. Home team will be indicated on the final schedule.

Section VIII. Heading Restrictions & Head Injury Policy

- a) Intentionally heading the ball is not allowed.
- b) Restart for heading will be an Indirect Free Kick for the opposing team.

Section IX. Substitutions

- a) Substitutions shall be **UNLIMITED**.
- b) Substitutions will be made on the fly.

Section X. Red Cards

- a) Any player or coach who receives a red card will not be allowed to participate in their next scheduled game.
- b) The team may sub for the red carded player but that player is out for the remainder of that match.

Section XII. Forfeits

- a) The minimum number of players required for each game is three (3).
- b) A 10-minute grace period will be allowed beyond scheduled kick-off time before a forfeit is declared. If a team fails to complete a match, or fails to show up for a match, a forfeit is declared.

Section XVI. Protests

- a) There will be no protests allowed.
- b) Under certain circumstances can a referee's decision of a yellow, red card or coach or team ejection be reviewed or overturned.
- c) All disputes will be resolved immediately by the Tournament Committee.



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Section XVII. Inclement Weather

- a) All options will be explored to ensure all teams play their scheduled matches.
- b) The Tournament Committee will use their discretion to shorten or postpone the game.
- c) Only the Tournament Director can cancel a game.
- d) Weather delays will be communicated via email and social. Follow our social media accounts for updates.

[SKC Youth Soccer](#) | [Youth Facebook](#) | [Youth Twitter](#) | [Youth Instagram](#)

Section XVIII. Tournament Committee

- a) It is the responsibility of the Tournament Committee to understand and employ these rules in a manner consistent with fair play and the spirit of the game.
- b) For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.