



# Pearland

## Summer Sizzler 5v5

### OFFICIAL RULES

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#### 1. Roster

- Each team may roster a maximum of **10 players**.
- All players must be listed on the official roster with a **signed waiver** and **proof of age** submitted at check-in.
- Rosters are **frozen at check-in**.
- Use of an **ineligible or unregistered player** will result in **forfeit** and possible **team disqualification**.
- Players **may participate on multiple teams**, but **only one team per age group/division**.

#### 2. Eligibility & Age Classification

- Age divisions are based on **birth year**.
- Players may play **up** in age, but **not down**.
- **Girls may play on boys' teams**, but boys **may not** play on girls' teams.
- Any team with at least one boy is classified as a **boys' team**.
- There are **no coed divisions** for youth teams.

#### 3. Equipment

- **Shin guards** are mandatory.
- **Casts** are permitted if properly padded (½" closed-cell foam) and approved by the referee or Tournament Director.
- No **jewelry** is allowed.
- Field players must wear **matching shirts** (numbers not required).
- If shirt colors clash, **home team** must change.
- **Goalkeepers** must wear a distinctly different color.

#### 4. Home vs. Away

- **Home team** is listed first on the schedule.
- **Home team** kicks off.
- **Away team** selects the side to defend.

#### 5. Match Start & Duration

- **Minimum 3 players** required to start a match.
- Teams must be ready at game time; **5-minute grace period** allowed but game time may be shortened.
- Game duration: **Two 15-minute halves, 3-minute halftime**, or until a team leads by **10 goals**.
- Time **does not extend** for in-progress attacks; only for a **penalty kick**.
- Games may be adjusted for **weather or scheduling** needs.

- **Teams switch sides at halftime.**

## 6. Offside Rule

- There is **no offside** in 5v5 play.

## 7. Heading

- **Heading is allowed** at all ages.

## 8. Slide Tackling

- **Slide tackles are not allowed.**
- Sliding to block or save a ball is allowed **if no opponent is nearby.**
- **First infraction:** Direct free kick.
- **Second infraction (same player):** Yellow card.
- **Third infraction:** Red card.

## 9. Direct Restarts

- **Kickoffs** and **corner kicks** are **direct.**
- Kickoff can go in any direction.

## 10. Sideline Restarts

- Restarts are **kick-ins** or **dribble-ins** from a stationary ball.
- A **direct goal** is not allowed from a kick-in unless dribbled first.

## 11. Penalty Kicks

- Taken from **top of the arc (7 yards).**
- Defenders must be **5 yards away.**
- Physical fouls = **direct free kicks**; others = **indirect.**

## 12. Goal Kicks (Clearance)

- Keeper must **throw, pass, or dribble** the ball out of the arc.
- Ball must **leave the arc within 4 seconds.**
- No **punts** or **drop kicks.**
- Goals cannot be scored directly from goal clearance.

## 13. Goalkeeping

- Keeper has **4 seconds** to release the ball.
- Keeper may not **throw the ball into the opponent's goal.**
- No player may contact the keeper inside the penalty arc—**yellow card offense.**
- Outside the arc, the keeper is a **regular field player.**

## 14. Substitutions

- Allowed on **any dead ball** with **referee acknowledgment.**
- **Excessive time-wasting** via subs may be penalized.

## 15. Conduct

- **Coaches are responsible** for the conduct of their players and parents.
- Referees and tournament staff may remove **any unruly participants** from the facility.

## 16. Cards

- **Yellow cards are cumulative** throughout the tournament.
  - 2 yellows in one match = Red card.
  - 3 yellows in a day = Suspended for next match.
- **Red card** = suspension for rest of current game + next game.

- **Team may substitute** for ejected player.
- Two red cards in a tournament = **player ejection** from event.
- Cards do **not accumulate across multiple teams**.

#### **17. Schedules**

- **Round Robin** format used where possible.
- No **overtime** during pool play.

#### **18. Scoring**

- Win = **3 points**, Tie = **1 point**, Loss = **0 points**.

#### **19. Tiebreakers (Pool Play)**

1. Head-to-head
2. Goal difference
3. Fewest goals allowed
4. Most goals scored
5. 5-player shootout

#### **20. Playoff Tiebreakers**

- Tie = **3-minute Golden Goal** period.
- Still tied = **Shootout** with 5 players who finished the Golden Goal period.
- No OT or shootouts in pool play.

#### **21. Forfeits**

- Forfeit score = **10-0**.

#### **22. Protests**

- **No protests** allowed.
- All **referee decisions are final**.
- Rule misinterpretations may be reviewed by the **Tournament Director** only.