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# TSA 5U Fall Soccer Rules

TSASOC-220814 Revision B



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# Revision History

| Name            | Date    | Reason for Changes   | Ver./Rev. |
|-----------------|---------|--|-----------|
| Initial Release | 9/11/17 |  | A         |
| M. Bennett      | 8/14/22 | General updates; conform to structure of IFAB Laws of the Game | B         |
|                 |         |  |           |

## Overview

Game play is governed by the International Football Association Board (IFAB) Laws of the Game, as modified by Timbergrove Sports Association (TSA). The IFAB Laws of the Game may be accessed at: <https://www.theifab.com/>. The Laws of the Game, as modified for 5U soccer at TSA, are as follows:

### 1. Field of Play

#### 1.1. Dimensions

The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 30 yards    maximum 45 yards  
Width: minimum 15 yards    maximum 25 yards

*Note: For fall 2022 the 5U pitches are 35 yards (105 feet) long and 20 yards (60 feet) wide [Pinto] and 35 yards (105 feet) long and 21 yards (63' feet) wide [Mustang].*

#### 1.2. Field Markings

Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

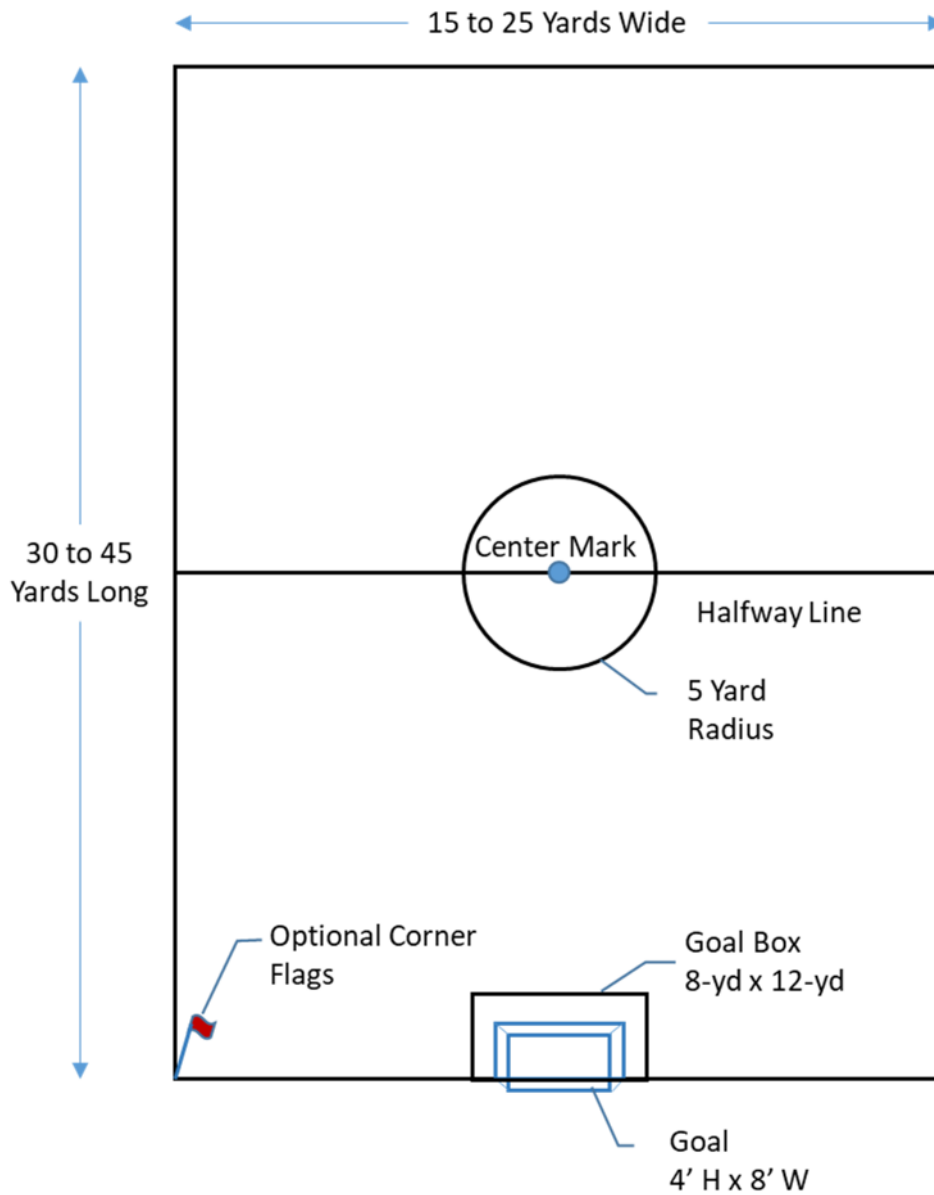
Goal Area: 8-yard by 12-yard box centered about each goal  
Flag Posts: Conform to IFAB Laws of the Game  
Corner Arc: Conform to IFAB Laws of the Game

#### 1.3. Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is six (6) feet and the distance from the lower edge of the crossbar to the ground is four (4) feet. Goals for this age group may be smaller.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Figure 1: Field Dimensions



## 2. The Ball

Size 3 ball.

## 3. The Players

### 3.1. Number of Players

A match is played by two teams, each consisting of 4 or 5 players in the field of play. There are no goalkeepers.

A team roster consists of 7 to 8 players.

The minimum number of players required to play an official game is 4. If one team has fewer players than this, the game is a forfeit in favor of the team with the requisite number of players. If the match becomes out of hand, the team that is short players may request that players from the opposing team switch sides (provided they have subs). However, the game score is considered final at that point. The point of this provision is to provide our players with as much quality playing time as possible.

The team that is short players may only request that the opposing team play with fewer than 5 players on the field (for purposes of making the number of players even) if all of the players on the larger squad are able to reach a minimum of 50% playing time for all players. Additionally, the game will be a forfeit with a 3-0 victory being awarded to the team sitting its players. It is not the responsibility of the opposing team to bear the burden for a team that is not able to field a squad.

### 3.2. Number of Substitutions

Unlimited and may be made at any stoppage of play.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. No player shall exceed 75% playing time unless all other players exceed 60%. It is the coach's responsibility to abide by this rule.

### 3.3. Substitution Procedure

Substitutions by either team may be made at any stoppage in play. Substitutions nevertheless should be made with the permission of the coach-referee and play should be stopped until outgoing players have left the field of play and incoming players have assumed a position on the field.

## 4. The Players' Equipment

Conform to IFAB Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shin guards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

## **5. The Referee**

Coaches will serve as the referees. All rule infringements shall be briefly explained to the offending player by the coaches.

## **6. Other Match Officials**

None.

## **7. The Duration of the Match**

The match shall be divided into four 7-minute quarters with a 5-minute halftime break. No added time will be added to the end of either half.

## **8. The Start and Restart of Play**

Conform to IFAB Laws of the Game.

## **9. The Ball In and Out of Play**

Conform to IFAB Laws of the Game.

## **10. Determining the Outcome of a Match**

Conform to IFAB Laws of the Game. Official score is to be kept and then reported to the Division Director by both Head Coaches. If a team is winning by five or more goals, the team ahead is encouraged to practice passing skills and refrain from running up the score.

## **11. Offside**

None.

## **12. Fouls and Misconduct**

Conform to the IFAB Laws of the Game with the exception that deliberate heading is not allowed (in games or practices). In all instances, the referee should explain the offense to the player.

No cards will be shown in this age group.

A hand ball offense occurs when a player handles the ball with their hand/arm deliberately. The upper boundary of the arm is in line with the bottom of the armpit. Instinctive, self-protective reactions are not penalized in these divisions unless the player is considered to have made their

body unnaturally bigger (e.g., the ball strikes hand/arm extended above the head). Accidental contact (ball striking hand or arm) is not an offense and should not be penalized.

**Special Goal Box Rule for Small-Sided Play.** No defenders are allowed in the goal box unless the ball is entering or is in the goal box or if they are actively marking an opponent off the ball which brings them into the box. The first two goal box offenses by a team result in an in-bounds play for the other team from the sideline nearest the infraction. Additional offenses result in an indirect kick from the nearest corner of the goal box.

The purpose of this rule is to keep the players actively involved in the play on the field. We do not want players stationed “back on defense” during these games. As the coaches are refereeing these games please work together to keep all players moving from end to end.

**Slide tackling is not allowed at any time.** Players should receive specific instruction from coaches about slide tackling and that players must remain on their feet. A player who commits more than one slide tackling offense should be at least briefly substituted to receive additional instructions on the prohibition against slide tackling. The player may return to the pitch after sitting out enough time to reset. At all times, the objective is to protect player safety.

### **13. Free Kicks**

Conform to the IFAB Laws of the Game, with the exception that all free kicks are indirect kicks and the opponents are to be at least five (5) yards away from the ball until it is kicked.

### **14. The Penalty Kick**

None. If a foul occurs in the penalty area, an indirect free kick should be awarded at a point on the edge of the penalty area closest to where the foul occurred.

### **15. The Throw-In**

There are no throw-ins. The ball is out of play when the whole of the ball passes over the sideline on the ground or in the air. When the ball goes out of play on the sideline/touchline, the ball shall be placed at the point on the sideline where it passed out of play. The opponents of the player who last touched the ball before the ball passed out of play may dribble or pass the ball in bounds from this location.

All opponents must stand at least 2 yards (6 feet) from the point on the sideline where the ball is dribbled or passed into play. A goal cannot be scored directly from an in-bound play and must be played by a member of the in-bounding team other than the in-bounding player before a goal is scored. If the ball is kicked directly by the in-bounding player into the opponents' goal, a goal kick is awarded. If the ball is kicked directly by the in-bounding player into the in-bounding team's goal, a corner kick is awarded.

### **16. The Goal Kick**

The ball shall be placed on or within the goal box (4x6 yard). The player taking the kick may dribble or pass the ball into play. The opposing team is to pull back to midfield until the ball is played. Otherwise conform to IFAB Laws of the Game.

## **17. The Corner Kick**

The player taking the kick may dribble or pass the ball into play. Opponents must stand at least 2 yards (6 feet) from the corner where the kick is taken until the ball is dribbled or passed into play. Otherwise conform to IFAB Laws of the Game.

## **Standings and Point System**

Three points shall be awarded for each game won. One point will be awarded to each team for a game ending in a tie. If two or more teams have scored the same number of points at the conclusion of the regular season, seeding for playoffs shall be determined by the following criteria in the order listed: (1) points earned in head-to-head games; (2) total goals allowed during the regular season; (3) coin toss. Neither goals scored nor goal differential shall be taken into account in breaking ties so as not to incentivize teams to run up scores.

## **Concussion Initiative**

If a player is suspected of having a head injury, the player may not return to that game. As with any injury, TSA recommends that the player seek medical attention as soon as possible.