

5v5 Shootout Rules

1. Roster: There is a maximum of 10 rostered players per team. ALL players must be on the roster with an appropriate signed waiver and proof of age at check-in. Rosters are frozen at the time of check-in. ELIGIBILITY/AGE CLASSIFICATION: Bethesda uses a player's Birth Year to categorize and build Age Divisions. Players may always play "up" in age, however may not play "down" in age.
2. Equipment: Shin guards must be worn at all times. Players may wear a cast on the hand, wrist, forearm, elbow, upper arm, or shoulder if it is covered and padded with a closed-cell, slow-recovery foam padding no less than ½ inch thick. The covering must be approved by the referee OR the Tournament Director. The Tournament Director has the final say on approval. Jewelry is not to be worn at any time during play. 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 color. Goalkeepers must wear a shirt of a different color from both teams.
3. Home VS Away/Visitor: The Home team will be the team listed first on the schedule.
4. Match Start and Duration: Teams must be ready to kick off at game time or forfeit the game. The minimum # of players to start is 3. Games will start when the minimum # of players has been met, failure to do so or delay, will result in a forfeit. Teams will be given a 5-minute grace period, HOWEVER, the game duration may be shortened to stay on schedule. The duration of play will be two-twelve minute halves with a 1-minute halftime. The Home team will Kick Off to Start the match. The Away/Visitor team will determine which end of the field to defend first. Game length may be adjusted to maintain the schedule or to compensate for bad weather. Games may be played earlier or later to accommodate needed schedule changes. Teams switch ends at half time.
5. Offside Rules: There are no Offsides.
6. Heading: Follow all USYSA rules on heading.
7. Direct Restarts: A Corner Kick and Kickoff are Direct Kicks. The kick-off may go in any direction.
8. Touchline (Sideline) Restarts: In place of throw-ins will be kick-ins stationary on the touchline. A player may not directly kick a ball into the goal from its stationary restart position.
9. Penalty Kick: PKs will be taken from the top of the arch or 7 yards from the goal. Players on the defending team must remain a minimum of 5 yards from the kick.
10. Goal Kick: Any time a Goal Kick is required, the goalkeeper will start with the ball in their hands and may either (1) Throw the ball, (2) Put the ball down and pass/kick, (3) put the ball down and dribble out of the Penalty Arc. Once the ball has been put down, the ball is effectively "live". The Goalkeeper has 4 seconds to execute the play of the ball. Failure to execute the will result in an Indirect kick at the top of the arc for the opposition. A goal may not be scored directly from a goal kick Once the ball is OUTSIDE the Penalty Arc, a goal may be scored from anywhere on the field. The ball may not be punted or drop-kicked.

11. Goalkeeping: 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 but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty arc within four seconds or it's an indirect free kick from the top of the arc. A Goalkeeper may not Throw the ball directly into an opponent's goal. 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. A goalkeeper outside of the Penalty Arc is to be treated as a field player.
12. Substitutions: Subs for either team may be made with the referee's acknowledgment after any dead ball, including direct and indirect kicks. Repeated substitutions in an attempt to waste time may not be approved by the referee and may result in cards.
13. Conduct: Coaches are to lead by example and are therefore responsible for the conduct of BOTH the players and parents of their teams. The Referee, The Referee Assignor, Event/Facility Host will not tolerate unruly behavior and reserve the right to remove any Coach, Player, or Parent from the premises.
14. Cards: Cautions (Yellow Card) are not accumulated throughout the tournament. A player receiving 2 Yellow cards in a single match results in a Red Card and carries those sanctions. Ejection (Red card) players may not play in the remainder of the current game and the team's next game. The team of a sent-off player may however substitute for the sent-off player. Players sent off in two games in one tournament will be ejected from the tournament.
15. Schedules: There is NO overtime in pool play or Round Robin play.
16. Scoring: In Pool Play or Round Robin Formatting, 3 points for a win; 1 point for a tie, and 0 points for a loss.
17. Tiebreakers: To determine pool play advancement OR Round Robin Final Results ties will be broken by: 1) Head-to-head results between tied teams, 2) Goal difference in pool play, 3) Most Goals for in pool play, 4) Least goals against in pool play, 5) Team shootout (5 players).
18. Playoff Game Tiebreakers: Tied Finals or Semifinals will, after a one-minute break, go directly to a 3-minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with the 5 players on the field at the end of the golden goal period. There will be NO OVERTIME, GOLDEN GOAL, OR SHOOTOUT in Pool Play or Round Robin games.
19. Forfeits: In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 10-0.
20. Have Fun!