SOCCER 5
Get in The Game

Soccer 5 Adult 5v5 League Rules

These rules govern Soccer 5 adult 5v5 league play. They protect player safety, support consistent officiating, and keep competition fair. By registering, checking in, entering a team bench area, or participating, each team, player, captain, and coach agrees to follow these rules and all lawful safety instructions from referees and Soccer 5 staff.

Keep it fun and respectful. Abuse of referees, opponents, spectators, teammates, or Soccer 5 personnel is prohibited before, during, and after matches. Alcohol is prohibited on fields and sidelines. Anyone who appears impaired may be denied participation or removed.

Rules at a Glance

Rule	Soccer 5 Standard
Players	5 per team, including one goalkeeper
Minimum	4 eligible players, including one goalkeeper
Roster	Maximum 15 players
Match	Two 25-minute halves, 5-minute halftime, running clock
Late team	10-minute grace period while the match clock runs
Substitutions	Unlimited rolling substitutions through the halfway area
Restart distance	5 Yards (Ref Steps)
Goalkeeper	5 seconds of hand or arm control
Offside	No offside
Slide challenges	Prohibited when an opponent is within playing distance
Shin guards	Highly encouraged, not mandatory
Penalty kicks	One continuous motion with a single swing; no feints or pump fakes
Second yellow	Minimum 1-match suspension; no $40 fee
Direct red	Minimum 1-match suspension plus **$40**; reinstatement requires payment and clearance

Quick reference only. The full provisions below control.

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1 League Format and Standings

Match Format

- A team may field no more than 5 players, including one goalkeeper.
- Each team may start or continue an official match with at least 4 eligible players, including one goalkeeper. The opponent's consent is not required.
- The maximum season roster is 15 players.
- Field dimensions and markings vary by facility. Posted field markings and the referee's pre-match instructions control.
- Unless the published division schedule states otherwise, the regular season uses a single round robin followed by a single-elimination playoff.
- Before the first match, Soccer 5 will publish the number of playoff teams, bracket format, and any first-round byes. Required byes go to the highest seeds.

Standings Points

- Win: 3 points. Draw: 1 point. Loss or forfeit: 0 points.
- Regular-season ties remain ties.

Tiebreakers

For two tied teams, apply these criteria in order:

1. Head-to-head result
2. Overall goal difference
3. Goals scored
4. Disciplinary points, lowest total
5. A witnessed random draw conducted by Soccer 5

For three or more tied teams, first rank the tied teams by points earned in matches among those teams. If the tie remains, continue with overall goal difference and the remaining criteria above. If only two teams remain tied after any criterion, apply the two-team criteria beginning with head-to-head. Administrative forfeit scores count unless these rules expressly exclude them.

Disciplinary Points

- Each yellow card equals 1 point.
- A send-off caused by two yellow cards equals 2 total points. It is not also scored as a 3-point direct red.
- A direct red equals 3 points. A yellow followed by a separate direct red equals 4 total points.
- A team-caused match abandonment adds 5 team disciplinary points. Individual cards are counted separately.
- If a card is rescinded or corrected, the related points are removed.

2 Rosters, Waivers, and Eligibility

Season Roster

- All players must be at least 18 years old.
- A team must have at least 5 approved players before its first regular-season match and may carry no more than 15.
- A player may be rostered on only one team in the same division during a season. Any transfer requires written approval from League Administration.
- Roster additions close at 11:59 p.m. local time 14 calendar days before the published first playoff kickoff. Soccer 5 will publish the exact deadline.

Player Eligibility

A player is eligible only when every requirement below is satisfied:

- An active annual Soccer 5 waiver is on file.
- The player is approved on the official season roster before the applicable deadline.
- The player's identity and current account photo are verified. Government-issued photo identification must be presented at the first appearance and whenever requested.
- The player is checked in and cleared for that specific match.
- The player has no active suspension, facility exclusion, or unpaid disciplinary fee.

- Team captains must submit or confirm the match roster at least 2 hours before kickoff.
- A late-arriving player may participate only if listed on the submitted match roster before the 2-hour deadline and otherwise eligible. The player must be checked and cleared by the on-duty coordinator before entering the field or bench area. Any addition after the deadline requires written Soccer 5 approval.
- A player earns a playoff-eligibility appearance only by being fully eligible, officially checked in, and entering the field in an official regular-season match. Signing in or remaining on the bench does not count.
- A player must earn at least 2 regular-season appearances to participate in the playoffs. A canceled or unplayed match does not count. A suspended and resumed match counts once.

Ineligible Players

- An ineligible player found before entering the match may not participate.
- If an ineligible player enters an official match, the team receives an automatic 5-0 forfeit unless the non-offending team was already leading by more than 5 goals, in which case the score at discovery stands.
- If both teams field an ineligible player, the match is recorded as a 0-0 double forfeit. Each team receives 0 standings points, and the score is excluded from goal tiebreakers.
- Using another person's identity, a duplicate profile, or knowingly false information results in a forfeit and disciplinary review.
- Soccer 5 may audit rosters, waivers, identification, check-in records, suspensions, and fees at any time, including after a match.

Bench Access

- Only rostered and eligible players, referees, Soccer 5 officials, and one approved team coach may enter the team bench area inside the field. (Spectators must remain outside the field and in designated seating or viewing areas.)
- A coach must complete a waiver, be listed with the team, follow Soccer 5 staff instructions, and remain outside the field unless invited by the referee or staff.
- Spectators must remain in designated viewing areas.

3 Match Day Procedures and Timing

Coin Toss and Kickoff

- The coin-toss winner chooses either the first kickoff or the goal to defend. The opponent receives the other choice.
- Uniform conflicts are resolved under Section 14. If the schedule has no home or away designation, a separate coin toss determines which team wears bibs.
- Each half and each restart after a goal begins with a kickoff at midfield.
- At kickoff, the ball must be stationary on the center mark, all players except the kicker must be in their own half, and opponents must remain at least 5 yards (Ref Steps)
- from the ball until it is in play.
- The referee signals for the kickoff. The ball is in play when it is kicked and clearly moves, and the kicker may not touch it again until another player does.

- The team that does not take the opening kickoff takes the second-half kickoff. After a goal, the team that conceded takes the kickoff.
- A goal may not be scored directly from a kickoff. If the ball enters the opponents' goal untouched, restart with a goal kick. If it enters the kicker's own goal untouched, restart with a corner kick.

Match Clock

- A match consists of two 25-minute halves with a running clock.
- Halftime is 5 minutes. League Administration may shorten the interval when required to protect the schedule and will inform both teams.
- The referee or designated Soccer 5 timekeeper controls the official clock.
- The clock begins at the scheduled kickoff time only when the delay is attributable to one or both teams. If Soccer 5, the referee, weather, or facility availability causes the delay, the clock begins when the referee authorizes play.
- The clock may be stopped for a serious injury, a safety concern, a facility interruption, or deliberate delay. Otherwise, the clock continues during substitutions and routine stoppages.

4 Late Arrivals, Forfeits, Fees, and Deposits

Late Arrival

- The match clock starts under Section 3. A delay attributable to a late team does not delay or pause the clock.
- A team has a 10-minute grace period to field at least 4 eligible and checked-in players, including a goalkeeper. The clock continues during the grace period, and lost time is not restored.
- If a team is still below the minimum after 10 minutes, the on-duty coordinator records an automatic 5-0 forfeit. The opponent does not decide whether to claim the result.
- With staff approval, the teams may use the remaining field time for a friendly match, but the official result remains a forfeit.
- If neither team can field 4 players, the match is a double forfeit recorded 0-0. Each team receives 0 standings points, and the score is excluded from goal tiebreakers.
- If a team falls below 4 after kickoff because of a send-off, voluntary departure, or failure to field available eligible players, the referee abandons the match and that team forfeits 5-0 unless the opponent was already leading by more than 5 goals, in which case the score at abandonment stands. If the shortage results solely from unavoidable injury, League Administration applies Section 5.

Forfeit Fees

- Notice is effective when received through an official Soccer 5 communication channel.
- A team cancellation is recorded as a 5-0 forfeit regardless of when notice is given unless League Administration approves a reschedule. The amount of notice determines only the applicable forfeit fee.
- At least 72 hours' notice: no forfeit fee is charged.
- At least 24 but less than 72 hours' notice: the team owes the published referee fee.
- Less than 24 hours' notice, a no-show, or failure to field 4 eligible players: the team owes the published referee and field fees.
- Outstanding team fees must be paid before the team's next scheduled match.

Deposits

- League deposits become non-refundable 24 hours before the first scheduled league match. Other payment and refund terms published at registration also apply.

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5 Weather, Safety, and Match Interruptions

Safety Authority

- Player and facility safety take priority. The referee may stop play for on-field safety. The on-duty Soccer 5 manager may stop or end a match when facility safety is threatened.
- A player with active bleeding must leave until the bleeding is controlled and any blood on clothing or equipment is addressed. The referee may require any injured player to leave for evaluation.

Stopped, Suspended, and Abandoned Matches

- A stopped match is a brief interruption expected to continue the same day.
- A suspended match is unfinished and intended to resume later.
- An abandoned match is permanently ended. League Administration determines the official result under these rules.
- If a regular-season match is interrupted by weather, a facility issue, or another cause not attributable to either team before halftime, it resumes later from the exact point of stoppage.
- If a regular-season game is called off after the first half has been completed, the score at the time play stopped will stand as final.
- These completion rules do not apply when a team, player, coach, or associated spectator causes the abandonment. Section 15 controls the result and discipline in that situation.
- A playoff match must be completed. If suspended, it resumes from the point of stoppage.
- The score, remaining time, cards, send-offs, player-down condition, accumulated-foul count, and original approved match roster carry into the resumed match.
- Only players from the original approved match roster who remain eligible may participate when the match resumes. Play restarts with the restart that was due when play stopped or, if the ball was in play, with the applicable IFAB dropped-ball procedure.

6 Playoffs and Penalty Shootouts

Shootout Administration

- A playoff match tied after regulation is decided by 5 penalty kicks per team, subject to early completion when one team can no longer equal the other team's score.
- The referee conducts a coin toss to select the goal when necessary and another coin toss to determine which team kicks first.
- Only players on the field, or temporarily off for injury or equipment, at the end of regulation are eligible. Bench substitutes may not enter the shootout.
- If one team has more eligible players, it must reduce its eligible group to the opponent's number before kicks begin.
- Kicks alternate. Every eligible player, including the goalkeeper, must take one kick before any player takes a second.
- If the score remains tied after 5 kicks each, sudden death continues until both teams have taken the same number of additional kicks and one team leads.
- An injured goalkeeper may be replaced only by another eligible shootout participant.
- All shootout kicks follow the execution, rebound, and one-motion requirements in Section 12.

7 Ball Out of Play and Restarts

High Net Rule

- If the ball touches the overhead net, the opposing team is awarded a restart from the nearest sideline.

Kick-Ins

- When the ball wholly crosses a sideline, play restarts with a kick-in from the point where it left the field.
- The ball must be stationary on the touchline. It is in play when kicked and clearly moves.
- The 5 second count begins when the referee determines that the ball and player are ready. A violation awards the opponent a kick-in from the same location.
- The kicker may not touch the ball again until another player touches it.
- A goal may not be scored directly from a kick-in. An untouched ball entering the opponents' goal results in a goal kick. An untouched ball entering the kicker's own goal results in a corner kick.

Goal Kicks, Corners, and Distance

- When the ball crosses an end line without a goal, the restart is a goal kick if an attacker touched it last and a corner kick if a defender touched it last.
- Goal kicks are taken from the marked goal area. If no goal area is marked, the referee designates the location.
- A corner kick may score directly.
- Opponents must remain at least 5 yards (Ref steps) from the ball on kick-ins, free kicks, and corner kicks unless the team in possession chooses a legal quick restart.

8 Goalkeeper Rules

Hand or Arm Control

- A goalkeeper may control the ball with the hands or arms for no more than 5 seconds inside the goalkeeper's penalty area.
- The count begins when the referee determines that hand or arm control has been established. The referee will visibly count the final 5 seconds.
- A violation results in a corner kick from the side nearest the goalkeeper's position when penalized.
- The 5 second limit does not apply while the goalkeeper legally controls the ball only with the feet.
- An opponent may not challenge a goalkeeper who has hand or arm control of the ball.

Distribution and Teammate Passes

- Goalkeepers may punt, drop kick, throw, or roll the ball during live play.
- A goal may not be scored directly from a goalkeeper punt, drop kick, or throw unless another player touches the ball. An untouched ball entering the opponents' goal results in a goal kick; an untouched ball entering the goalkeeper's own goal results in a corner kick.
- A goalkeeper may not handle a ball deliberately kicked by a teammate or received directly from a teammate's kick-in.
- After releasing hand or arm control, the goalkeeper may not handle the ball again until another player touches it.
- A goalkeeper handling violation results in an indirect free kick from the place of the offense, subject to the referee's placement when the offense occurs near the goal.

9 Slide Challenges and Ground Play

- Sliding is not automatically an offense. A slide challenge occurs when a player deliberately goes to the ground to challenge for or play the ball while an opponent is within playing distance, meaning close enough to play the ball.
- Every slide challenge is prohibited, even if the sliding player wins the ball or makes no contact.
- A prohibited slide challenge results in a direct free kick. Inside the defending team's penalty area, it results in a penalty kick.
- An unopposed slide to keep the ball in play or block a shot is allowed only when no opponent is within playing distance, at the referee's discretion.

- A goalkeeper may slide hands or body first inside the goalkeeper's own penalty area to make a legitimate save or collect the ball. Careless, reckless, or excessive contact is still penalized. A feet-first slide challenge is treated like a slide challenge by any other player.
- A player who falls or completes a permitted unopposed slide may not continue intentionally playing the ball while seated or lying on the ground. Accidental contact is not an offense. Intentional ground play results in an indirect free kick unless the action is also a prohibited slide challenge or contact foul. Goalkeepers are exempt while legally playing the ball in their own penalty area.
- A slide offense may also receive a yellow card for recklessness or a direct red for excessive force or endangering an opponent.

10 Substitutions

- Substitutions are unlimited and may be made while play continues through the designated substitution area near halfway.
- The outgoing player must leave the field completely before the replacement enters.
- A team below its permitted on-field maximum may add an eligible, checked-in player during a stoppage with the referee's permission. No outgoing player is required. This exception may not replace a sent-off player.
- The referee supervises substitutions and may delay entry for safety or to prevent interference with play.
- A goalkeeper change may occur only during a stoppage and with the referee's permission.
- Substitutions must not interfere with play or deliberately delay the match.
- If a substitute enters early or creates an extra player, the referee removes the extra player, cautions the entering player, and awards an indirect free kick if play was stopped for the violation.
- A sent-off on-field player may not be replaced. Sending off a substitute or coach does not reduce the team's on-field player count.

11 Fouls, Free Kicks, and Accumulated Fouls

Direct and Indirect Free Kicks

- A direct free kick is awarded for fouls involving illegal contact or other direct- free kick offenses, including tripping, kicking, pushing, holding, illegal tackling, **sliding**, striking, and handball.
- A goal may be scored directly from a direct free kick.
- All direct free kicks including penalties count towards the team’s accumulated foul total.
- An indirect kick is awarded for technical or non-contact offenses, including dangerous play without contact and applicable goalkeeper violations.
- A goal cannot be scored directly from an indirect free kick. The ball must touch another player before entering the goal for the goal to count.
- Indirect free-kick offenses do not count towards the team’s accumulated foul total.
- For offenses not specifically addressed here, the direct or indirect classification in the applicable IFAB Laws of the Game applies.
- Opponents must remain at least 5 yards from the ball until it is in play unless a legal quick restart is taken.

Accumulated Fouls

- Only offenses that result in a direct free kick or penalty kick count as accumulated team fouls. Indirect-free-kick offenses do not count.
- A foul for which the referee applies advantage still counts and will be recorded at the next stoppage. When the sixth accumulated foul occurs, the referee stops play and awards the accumulated-foul penalty. The referee may briefly delay the whistle only for an immediate scoring opportunity. If a goal is scored, the goal stands, no additional penalty is awarded, and the count resets to zero. If no goal results, the accumulated-foul penalty is awarded when the advantage ends.

- The referee or designated scorekeeper maintains the official foul count and should notify both teams after the fifth accumulated foul. Failure to announce the fifth foul does not cancel a properly recorded sixth-foul penalty.

- After the accumulated-foul kick is completed, that team's count resets to zero. The count also resets at halftime.
- An ordinary penalty-area penalty counts as a team foul but does not reset the count unless it is also the sixth accumulated foul. In that case, only one penalty kick is awarded and the count resets after the kick.
- An accumulated-foul penalty follows Section 12. No rebound is allowed; if the kick does not score, the ball is dead and play restarts with a goal kick.

12 Penalty Kick Procedure

Unless a specific rule states otherwise, this section applies to ordinary in-match penalties, accumulated-foul penalties, and playoff shootout kicks.

Common Procedure

- An ordinary in-match penalty is awarded when a defender commits a direct-free-kick offense inside that defender's own penalty area. If the offense is also the team's sixth accumulated foul, it is treated as an accumulated-foul penalty for rebound and reset purposes, and only one penalty kick is awarded.
- The ball must be stationary on the penalty mark, and the kicker must be identified.
- The goalkeeper must face the kicker and keep at least part of one foot touching, in line with, or behind the goal line until the ball is kicked.
- During an ordinary in-match or accumulated-foul penalty, all other players must remain outside the penalty area, behind the ball, and at least 5 yards from the penalty mark until the kick is taken.
- On a regular penalty kick, the ball remains live after the kick. Rebounds may be played. The original kicker may play the ball again only after it has touched another player, including the goalkeeper.
- For accumulated fouls and penalty shootouts, no rebounds are allowed.
- A half is extended when necessary to complete an awarded penalty kick.

Penalty Types

Kick Type	Rebound	After a Save or Miss
Ordinary in-match penalty	**Allowed**	The ball remains live if it stays in play. The kicker may not touch it again until another player does.
Accumulated-foul penalty	**Not allowed**	The ball is dead and play restarts with a goal kick.
Playoff shootout kick	**Not allowed**	The attempt is recorded as a miss.

- On a no-rebound kick, no player may play the rebound. The kick remains active until the ball enters the goal, stops moving, goes out of play, or the referee stops play. A ball that rebounds naturally from the goalkeeper or goal frame and crosses the goal line before the kick is completed counts as a goal.
- An ordinary in-match penalty taken before time expires remains live. If a half is extended solely to complete an awarded penalty, no player may play a rebound and the half ends when the kick is completed.

One Motion Requirement

- For all penalty kicks, **no run-up is permitted**. The kicker's non-kicking (plant) foot must be planted next to the ball before the kick is taken. From this stationary position, the kicker must strike the ball using one continuous forward swing of the kicking leg. No stepping into the kick, pausing, feinting, faking, or pump faking is permitted.
- During an ordinary in-match penalty, an illegal feint results in a caution, any goal is disallowed, and the defending team receives an indirect free kick from the penalty mark.
- During an accumulated-foul kick or shootout, an illegal feint is recorded as a miss and no rebound or retake is allowed, unless a separate goalkeeper or defending-team offense requires a retake under these rules or the applicable IFAB Laws of the Game.

13 Offside

There is no offside in Soccer 5 5v5 leagues.

14 Equipment and Uniforms

- Teams must wear matching jerseys or shirts with unique numbers. Soccer 5 may require bibs when uniforms are incomplete or too similar.
- If both teams wear the same or similar colors, the away team wears Soccer 5 bibs unless the referee or coordinator directs otherwise.
- Only turf shoes or flat-soled athletic shoes are allowed. Metal, molded, or bladed studs and cleats are prohibited.
- Shin guards are highly encouraged but are not mandatory under Soccer 5 rules. If worn, they must be securely covered by socks and may not present a danger.
- Goalkeepers must wear a color that distinguishes them from outfield players and referees.
- Each team must designate a captain. **Only the designated captain may approach or communicate with the referee regarding calls, decisions, or concerns. Referees will only discuss such matters with the team captain.**
- Watches, necklaces, bracelets, rings, and other dangerous items are prohibited. A medical-alert item must be secured or taped as directed by the referee.
- Soccer 5 supplies or approves the official size 4 match ball(Futsal).

15 Discipline and Conduct

Referee Authority and Captain Communication

- The referee's authority covers the pre-match inspection, match, halftime, shootout, and the period until the referee leaves the playing area.
- Only the identified captain may respectfully request clarification about an important decision, during a stoppage and when permitted by the referee. The captain has no right to debate or delay the match.
- Players, substitutes, and coaches who surround, follow, confront, insult, or repeatedly argue with a referee may be cautioned or sent off.
- Soccer 5 may impose administrative discipline for misconduct anywhere on the premises based on reports from referees, staff, security, witnesses, or available video.

Yellow Cards and Season Accumulation

- Yellow-card offenses include dissent, reckless play, persistent infringement, delaying a restart, unauthorized entry, and other unsporting behavior.
- A second yellow card to the same player in one match results in a send-off. If the player was on the field, the player may not be replaced.
- A two-yellow send-off carries an automatic minimum one-match suspension but no $40 direct-red fee.

- A player's third accumulated yellow card in a season results in a one-match suspension. Each additional 2 yellow cards results in another one-match suspension.
- The season yellow-card total follows the player across Soccer 5 teams and divisions during that season.
- If a two-yellow send-off also reaches a yellow-accumulation threshold, the same cards produce one automatic match of suspension, not two, unless additional discipline is imposed.

Direct Red Card Fee

- A direct red card is a red card issued or recorded for a direct sending-off offense. It does not include a red card shown solely because a player received a second yellow card in the same match.
- Direct-red offenses include serious foul play, violent or attempted violent conduct, biting, spitting at or on another person, offensive or abusive language or actions, discriminatory conduct, a credible threat, and denying a goal or obvious goal-scoring opportunity through a sending-off offense.
- Each direct red results in immediate ejection, an automatic minimum one-match suspension, and a separate $40 disciplinary fee assessed to the individual player for that direct red card.
- A direct red issued after an earlier yellow is still a direct red and carries the $40 fee.
- An on-field player receiving a direct red may not be replaced. A substitute, bench player, or coach who is dismissed must leave as directed but does not reduce the on-field player count. The $40 fee applies to any player or substitute who receives a direct red, whether on the field or in the bench area. It does not apply to a coach or to a send-off caused solely by two yellow cards.

Reinstatement After a Direct Red

- The player may not play, appear on a match roster, or enter a team bench area in any Soccer 5 competition until all suspensions are served, all direct-red fees are paid, and Soccer 5 confirms reinstatement.
- Payment does not shorten a suspension, permit a return to the same match, or guarantee reinstatement. Payment does not override an indefinite suspension, expulsion, facility exclusion, or permanent ban.
- Payments must be made through an official Soccer 5 payment method. Referees may not accept payment or authorize reinstatement.
- Unserved suspensions and unpaid fees follow the player across teams, divisions, locations, playoffs, seasons, and future registrations.
- If Soccer 5 rescinds the direct red or corrects it to a two-yellow send-off, the fee is removed and any payment is refunded or credited. Merely reducing the suspension does not remove the fee.

Appeals and Suspension Service

- A player remains ineligible while an appeal is pending unless Soccer 5 issues written clearance.
- Only a scheduled match that is actually played counts toward a suspension. A bye, cancellation, postponement, or unplayed forfeit does not count.
- Unless a written disciplinary decision states otherwise, a match suspension is served against the next official match or matches of the team and division in which the card was received. The player remains ineligible in every Soccer 5 competition until those matches are completed. If that team has no remaining matches, League Administration will designate where the suspension must be served.

Minimum Discipline

Incident	Match Consequence	Minimum Follow-Up
Second yellow in one match	Ejection. On-field player may not be replaced.	Minimum 1 match. No $40 fee.
Direct red	Ejection. On-field player may not be replaced.	Minimum 1 match plus **$40 fee**.

Incident	Match Consequence	Minimum Follow-Up
Violent conduct, fighting, spitting at or on a person, or credible threat	Immediate removal.	Indefinite suspension pending review, normally at least 3 matches.
Deliberate or aggressive contact with referee or staff	Match may be stopped or abandoned.	Indefinite suspension and permanent ban review.
Refusal to leave or return after removal	Match may be abandoned and forfeited.	Additional suspension and facility ban review.

Fighting, Team Misconduct, and Spectators

- Fighting includes an attempted or completed punch, kick, headbutt, bite, choke, spitting at or on another person, or another violent act. Leaving the bench or spectator area to join or escalate a confrontation is also misconduct.
- Retaliation is disciplined independently, even when another person started the incident.
- Violent conduct, fighting, spitting at or on another person, credible threats, or deliberate or aggressive physical contact with a referee or staff member results in immediate removal and indefinite suspension pending review. A permanent Soccer 5 ban may be imposed.
- A sent-off or removed person must immediately leave the field and bench area and go to the location directed by Soccer 5 staff. The person must leave the facility when directed by Soccer 5, facility security, or law enforcement. Refusal to leave or returning after removal may cause match abandonment, team forfeiture, added suspension, or a facility-wide ban.
- If one team alone causes abandonment, the non-offending team receives a 5-0 win unless it was already leading by more than 5 goals, in which case the score at abandonment stands.
- If both teams cause abandonment, the match is a double forfeit recorded 0-0. Each team receives 0 standings points, and the score is excluded from goal tiebreakers. Individual cards and other discipline still apply.
- A team is responsible for spectators reasonably identified as associated with that team. When practical, the captain will be directed to control or remove the spectator before a team sanction is imposed.
- Knowingly listing or fielding an ineligible player may result in removal, a 5-0 forfeit, disqualification, or team expulsion without refund.

16 Protests, Appeals, and Final Authority

Roster Checks and Protests

- A captain may request a specific roster or identification check before kickoff or during a stoppage before the final whistle. The request must be made through the on-duty coordinator and must not delay play unnecessarily.
- A post-match eligibility protest must identify the specific player, alleged violation, and supporting facts or evidence.
- Administrative protests may address roster eligibility, a rule misapplication, or a scoring-record error. Referee judgment calls, including fouls, advantage, and misconduct judgments, cannot be protested.
- A protest must be submitted by the team captain through the official Soccer 5 email address or designated form within 24 hours after the match ends.

Disciplinary Appeals

- The sanctioned player or team captain may appeal a disciplinary sanction in writing within 24 hours after Soccer 5 provides notice of the sanction.
- An appeal may address mistaken identity, a recording or classification error, clear factual evidence, rule misapplication, or the length of discipline beyond the automatic minimum. It may not challenge a routine on-field judgment call.

- Filing an appeal does not pause the suspension, fee, or ineligibility. Soccer 5 will issue a written decision, which is final.

Decision-Making Authority

- The referee controls the match and makes on-field decisions.
- The on-duty Soccer 5 coordinator or manager controls eligibility checks, bench and spectator access, and facility safety.
- League Administration records results, fees, suspensions, and reinstatements.
- The Soccer 5 Disciplinary Committee reviews serious incidents, protests, and appeals.
- Team captains are responsible for roster accuracy, team communication, and sharing official notices with players and coaches.

Governing Rules and Amendments

- These Soccer 5 Adult 5v5 Rules govern all Soccer 5 adult 5v5 competitions and control wherever they differ from the IFAB Laws of the Game.
- If a situation is not addressed here, the IFAB Laws of the Game edition in effect on the first day of the season applies only to the extent compatible with Soccer 5's 5v5 format, facility conditions, and these competition rules.
- FIFA Futsal Laws do not apply unless they are expressly incorporated into these rules.
- If neither source directly resolves an on-field situation, the referee will decide based on player safety, fairness, and the spirit of the game. The ruling controls play and remains effective unless League Administration grants a timely protest permitted under this section. League Administration may issue a binding interpretation for future matches.
- Soccer 5 may amend these rules prospectively after written notice to team captains. An immediate safety amendment may take effect upon notice but will not retroactively change a completed match result.
- Failure to comply may result in removal from a match, suspension, team disqualification, league expulsion, facility exclusion, or loss of fees and refunds as permitted by the registration terms.
- By registering or participating, teams and players acknowledge that they have read, understood, and agreed to these rules.