

## Wolves Cup 5v5 Rules “Let the kids Play”

1. Game time= 2 X 15 minutes running clock with 3 minute half-time.
2. No offside.
3. All free kicks, goal kicks, corner kicks and kick-ins are indirect.
4. Substitutions on the fly from midfield (like hockey). Player “A” must be off before player “B” enters. *Penalty- indirect free kick from where the ball is at time of illegal substitution.*
5. Player must use a kick-in from the sidelines. Cannot score directly.
6. Field approximately 32x40. Penalty box reduced to 8 yards.
7. Goal kicks are to be taken anywhere in the penalty box.
8. ***Coaching from the sidelines is not allowed.*** Coaches are encouraged to “let the kids play”. After a warning, indirect free kick will be awarded from the midfield line.
9. All other FIFA Laws apply.
10. Game times are strictly enforced. A universal time system is used to keep the games on schedule. The Tournament Committee can grant a forfeit for a team showing up late for a game. A forfeit is recorded as a 5-0 win.
11. Championship games ending in a tie will go directly to a best of 3 penalty-kick shootout.
12. Decisions of the Tournament Committee are final and no protests will be granted.
13. In the event that poor weather occurs, the tournament committee has absolute authority to change game times, change game length or cancel games in the interest of the players’ safety.
14. The Wolves Cup 5v5 Tournament is not responsible for any expense incurred by any team due to cancellation, in part or in whole, of the tournament due to external conditions.

### **Goalkeeper Rules**

1. When the keeper has the ball in possession with their hands, all throws, punts and drop kicks must bounce before the midfield line (*indirect kick at midfield line for violation*).
2. The six seconds rule and the pass back rule will apply.
3. If the GK decides to put the ball on the ground and play with their feet, the distribution rule does not apply, however, the GK can be challenged and is not allowed to pick up the ball again unless the ball is touched by an attacking player (*indirect kick for violation*).

### **Determination of Standings**

Win=	5 points
Tie=	2 points
Shutout=	1 point
Loss=	0 points

*Most points in group play determines group winner. If a group includes a crossover game with another group, the crossover game will not count in determining the group winner.*

If tied, then the following procedure will be used (crossover games excluded):

1. Head to head competition
2. Goal differential of all games (maximum of 5 per game)
3. Total goals for (maximum of 5 per game)
4. Least goals against (maximum of 5 per game)
5. Penalty kicks