



5 v 5 Fever 5 Futbol League Rules

League Headquarters

2101 Brad Fridel's Future Stars

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I. Registration and Team Eligibility

Session I: Registration Packet & Team fee due October 26, 2009

Session II: Registration Packet & Team fee due January 4, 2010

All teams must be properly registered and in good standing with their respective state, provincial, or national youth soccer association.

Coaches should bring player passes and medical release forms to every game.

II. Player Age and Eligibility

1. Girls and Boys

- a. U18 born after 8.1.91
- U17 born after 8.1.92
- U16 born after 8.1.93
- U15 born after 8.1.94
- U14 born after 8.1.95
- U13 born after 8.1.96
- U12 born after 8.1.97
- U11 born after 8.1.98
- U10 born after 8.1.99
- U09 born after 8.1.00
- U08 born after 8.1.01

2. Team Rosters will be limited to 14 players
3. Goalkeepers are allowed to be double rostered on their sister team
4. Sister teams may borrow up to 4 players each game
5. Players may be double rostered on teams that are in different AGE or GENDER divisions only.

III. Laws of the Game

1. The League will be played under the laws of FIFA with the following exceptions:
 - a. There is NO off-side law.

- b. The match will be started with a drop ball at the center of the field. The referee will drop the ball no matter who is on the field. **BE READY!**
- c. After a goal has been scored, the scored upon team will restart the match with a goal kick from anywhere within the goal area or released by the goalie. **NO** opposing players are allowed within the goal box on a restart. Once the ball leaves the goal area: **Game on!**
- d. **No Slide tackling. No Slide Tackling!** This will be cited as a yellow card unless flagrant, in which case it will be cited as a red card. Note: A team will not play a player short for this offense.
- e. **No Goalie drop kicks or punts.** Goalie must distribute the ball by throwing or rolling the ball. If a violation is called by the referee, an indirect kick outside the goal area will be awarded to the other team.
- f. Player may use throw-in or kick-in from the sidelines. Cannot score directly.

IV. Equipment

1. Size 5 balls will be used for age groups U18 through U13.
2. Size 4 balls will be used for age groups U12 through U8.
3. League balls will be provided by adidas & Premier Soccer Academies
4. Properly approved and worn shin guards are required.
5. Hard and Soft casts may be permitted by the referee if the referee determines the cast to be sufficiently padded.
6. No jewelry of any kind will be permitted; except properly secured medical ID bracelets and necklaces.

V. Substitutions

1. Substitutions are done on the fly. However, the player leaving the match must do so at the half way area and be off the field of play before the new player enters.
2. Players entering the match must also enter at the halfway area as well.

VI. Match schedules

1. Each team will play a minimum of 8 games per session
2. Match schedules will be posted 3-5 days prior to the start of the league

VII. Referees

1. Referees will be USSF certified.

VIII. Forfeit

1. If a team fails to show for a scheduled match, the referee shall allow a 5 minute grace period. After the 5 minutes, if the team has not yet arrived or does not have enough players to field a team, the game will be forfeited. The game will be tallied as a 3 to 0 loss for the forfeiting team and a 3 to 0 win for their opponent.
2. If both teams do not show for a match, the game will be tallied as a 3 to 0 loss for both teams.
3. Teams forfeiting any matches will **NOT** receive a refund on their registration fee. Forfeited games are recorded as a 3 - 0 loss.

IX. Ejections

1. Players and Spectators may be ejected from the Premier Soccer Academies Campus for improper conduct at the discretion of any Premier Soccer Academies and/or Rival Sports staff member
2. Artificial noisemakers are not permitted.
3. Persons ejected due to any of the above situations must leave the site immediately.

X. Protests

1. There will be no protests of referee decisions.
2. All decisions of the referee are final and binding.

XI. Team Field Positions

1. Coaches and players will be required to stand on the same side of the field during competition and spectators will be on the opposite side.

XII. Duration of games and Tie Breakers

1. The duration of the match is two (2) twenty five (25) minute halves with a one (3) minute half time. Continually running clock. 4-minute warm-up prior to ever game.

Tie Breakers

1. Total Points
2. Head-To-Head
3. Goal Difference
4. Goals For

XIII. Refunds/Cancellation

1. No refunds after initial deposit is accepted.
2. Rival Sports reserves the right to combine league classifications and age brackets should the number of teams participating warrant such a decision.
3. We reserve the right to postpone or cancel games at any time for any reason such as acts of God and bad field/facility conditions. If we do decide to cancel games, refunds will not be provided, however; we will make ever attempt to reschedule the game.
4. Teams with conflicts must make Rival Sports aware at the time of registration and before the registration deadline. Rival Sports will do it's BEST to honor these requests. Last minute requests will not be honored. Rescheduling requests must be submitted to the league scheduler at info@rival-sports.com. The rescheduling fee is \$75. This fee will cover expenses related to rescheduling the game and MUST be paid at the time of the request. The requesting team will be responsible for contacting the opposing team to find a suitable time and date for the rescheduled game. Rival Sports will provide a list of available times for the rescheduled game. If both teams do not agree upon a new time and date for the rescheduled game, the game will be considered a forfeit.

All games are to be played at Premier Soccer Academies in the Rival Sports Dome located on the back Turf Field. If we can provide you with additional information please feel free to call out corporate headquarters at 440.282.2007 ext 2239. Of email at fgriff@Rival-Sports.com.