



SAM SUMMER 5V5 LEAGUE RULES

GAME LENGTH: Two twenty-five (25) minute halves. Five (5) minute halftime. If score is tied at the end of regulation, score remains tied. No overtime. Games must start on time.

FORMAT: 5 v 5 (including goalkeeper). A game may start with a minimum of three (3) players. If a team does not have enough players to start the game, the clock will start on time. A team must start the game at the scheduled starting time if the minimum number of players is present. If, after 10 minutes, a team does not have enough players to start the game, the game will be cancelled.

CARDS/VIOLATIONS: If a player or coach is red carded (ejected) from a game, the minimum penalty will be sitting out the next scheduled game. If a spectator is ejected or asked to leave the game site, the minimum penalty will be a suspension of at least the next two (2) scheduled contests.

ROSTER SIZE: Maximum team roster size is ten (10) players.

NO Punting or drop kicks by Goalkeepers.

GAME WARM-UP: This is restricted to only 15 minutes before your scheduled kick off time. Please do not arrive earlier as we will not have field space for you.

HOME & AWAY TEAMS: The home team (first team listed on the schedule) is responsible for providing an appropriately sized ball for each league game. (8U-12U- size 4; 13U-HS- size 5)

JERSEYS/UNIFORMS: Teams are required to provide their own uniforms and have both a colored and white shirt available at every league game. The HOME team must wear white/light and change in the event of a color conflict. (It is NOT necessary to have unique numbers on each jersey.) The AWAY team wears dark.

SUBSTITUTION/S: No subs on the fly. Must be made at midfield upon approval of referee.

STANDINGS/AWARDS: No standings will be kept, and no postseason awards will be given.

NO OFFSIDE during games. All subs will be controlled by the referee at any time the ball leaves the playing field, or a foul is called.