



Fall Classic - 5v5 Festivals Rules

1. **Player age** – Fall 2025/Spring 2026, players are born in 2019 (U7) or 2018 (U8)
2. **Game format** – 5v5, goalie + 4 field players, size 3 ball
3. **Game length** – 18 minute games, no half time
4. **Number of games** – Three (3) games per festival, with a 2 minute break between games, rotate teams after each game
5. **Field size** – approximately, 20 x 30 yards
6. **Start of game and Restart after a goal**
 - The administrator blows an air horn or whistles to start and end games. All games start and end simultaneously
 - Kick off at halfway line
 - Opponents must start on their half of the field, at least 3 yards from the ball
7. **Restart from ball out of play – Kick-in (or throw-in)**
 - A Kick-in is taken when the ball goes completely over a sideline, and was last touched by a player from the opposing team
 - A Corner kick is taken, when the ball goes over their opponent's goal line (but is not a goal), and was last touched by a player from the opposing team
 - A Goal kick is awarded to the defending team, when the ball goes over their goal line (but is not a goal), and was last touched by a player from the opposing team
 - All kick-ins are indirect, and opponents must be at least 3 yards away
8. **Substitutions** –
 - Field players may be substituted at any stoppage of play, as well as on the fly
9. **Goal Kicks**

- The opposing team must retreat behind the center line (AKA the “build out line”)
- The opposing team cannot cross the the center line until after the ball is touched twice (example: Kicked by the Goalie and then touched by another player of the same team)

10. Fouls – all fouls result in an indirect free kick

- NO SLIDE TACKLING
- Players may not push, kick, trip, charge, jump at, kick, strike, an opposing player
- Players may not handle the ball (although this may happen a lot)
- All fouls result in an indirect free kick, and opponents must be at least 3 yards away

11. NO Refs, NO Offsides, NO Punting, NO Heading, NO Penalty Kicks, NO Score Results