



# 5v5 Festival Rules

No Scores, No Standings, No Trophies

Let's have FUN!

Game Format	Squad Size	Game Duration	Ball Size	Field Size	Goal Size	Playing Time per player per Festival	Retreat Line
5v5 (w/GK) Or 4v4 (w/o GK)	Max 10	3 x 20min Games	3/4	20m - 30m x 30m - 35m	5ft x 8ft	Max 60 Min	Yes – Halfway

- All free kicks are indirect.
- After the scoring of a goal, the game is restarted at the centre.
- When the Goalkeeper has the ball, in their hands, or at a goal kick, the opposition players are to retreat to approximately the halfway line until the ball is touched by another player other than the goalkeeper.
- To encourage play from the back, the goalkeeper can either throw the ball or pass the ball from the ground. No drop kicks/punts.
- Players including goalkeepers can be substituted at any time in the game on the fly.
- When the ball leaves the field of play, along the sideline, the game is restarted by passing or dribbling the ball into play. A goal cannot be scored directly from the ball being passed in.
- No Offsides
- Players should play in all positions.
- Minimum rest between games – 20min

**4 Up 1 Up Rule** → If a team is leading by 4 goals, the opposing team can add one player to the field. If the lead is reduced below 4 then the team with the extra player will resort back to equal numbers.

## Field Layout Example:

Players and coaches' area is in the middle of fields.

Spectators are to stay outside of full field boundaries.

