

Top Corner Sports' Festival Rules for both Boys & Girls (5v5 Format-Including GK)
Maximum of 8 players on roster

TCS 5v5 Festival Play is designed to create the best learning and fun experience for young players. To ensure games stay competitive and balanced.

How are we different? Our 5v5 developmental festival play, integrates our NEW **Pressing & "Build out" line and Power Play** RULES (see below)

RULES:

- Substitutions are unlimited and on any stoppage.
- The wearing of shin guards is required.
- Both turf shoes or cleats are allowed.
- All free kicks are INDIRECT.
- There is no offside in 5v5.
- Kick-In's will be taken in place of the throw-ins (with 3 seconds to play the ball in)
- Free Kick /Kick-In – distance from the ball – 5 yards.
- Goal Kicks are taken anywhere inside the goal area.
- Pass Back To GK – GK may not handle the ball.

The "PRESSING & BUILD OUT LINE"

This line is used to encourage playing out of the back and keeping possession of the ball. When the goalkeeper has the ball in his hands or on a goal kick, the opposing teams' players will be required to get behind a horizontal (dashed) line on the field and cannot press until the player takes his first touch.

'POWER PLAY'

If a team is losing by a four goal difference, they can put an additional player on – so 5v5 becomes 6v5. – If the score returns to a two-goal difference the team takes off a player. It does not have to be the last player to come on. Teams cannot play with more than 6 players. When the ball goes out of play, the player in possession of the ball has four seconds to restart play with a kick-in, goal kick, corner kick or free kick. – Referees count with their fingers in the air to show how many seconds. – If play has not restarted within the four second limit a free kick will be awarded to the opposing team.