



Laws of the Game 2012

LAW #1: The Field of Play

Red Bull FIVE SPOT matches may be played upon natural or artificial surfaces. Field dimensions measure 15 yards by 20 yards. For matches played on grass, field boundaries are set by Port-A-Fields, bounded by two touch lines and two goal lines (included). For matches played on artificial surfaces, cones will be supplied to mark the touchlines and goal lines.

Goals are to be placed at the center of each goal line.

LAW #2: The Ball

Red Bull FIVE SPOT matches will be played with Select Futsal soccer balls on grass and turf fields. For matches played on artificial surfaces such as asphalt or concrete, street soccer balls may serve as substitutes.

LAW #3: The Number of Players

Red Bull FIVE SPOT matches are played by two teams, each consisting of not more than five active players. There are no goalkeepers in FIVE SPOT football. A substitute may enter the field of play with the referee's permission during a stoppage of play. Entrance without the permission of the referee may result in a caution. Players may enter and exit a match without limit, provided substitutions occur during play stoppage and with the permission of the referee.

LAW #4: The Players' Equipment

All players must wear a Red Bull FIVE SPOT tank top or t shirt. Shin guards are optional. Footwear choice (ie, firm ground cleats, turf shoes, indoor shoes) is at the discretion of the play

LAW #5: The Referee Each Red Bull FIVE SPOT match is controlled by a referee who has the full authority to enforce the Laws of the

Game in connection with the match to which he has been appointed. The referee shall act as impartial judge and timekeeper. The referee may take disciplinary action against players falling afoul of the Laws of the Game, including the failure to behave in a responsible manner. Decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

Should a referee show two yellow cards to a player during the course of a match, the player is shown a red card and is dismissed from the game.

Referees will be provided a whistle, a yellow and red card kit and a Red Bull FIVE SPOT t-shirt. The remaining attire is at the discretion of the individual referee.

LAW #6: The Duration of the Match

Preliminary Round: The Red Bull FIVE SPOT begins with a series of round robin matches, for the purpose of seeding teams for the elimination round. Matches in the preliminary round last two equal periods of 5 minutes or until one team scores five goals.

There is no half time interval. If neither team has five goals after 5 minutes, the teams will switch sides and play until one team reaches five goals or until 5 minutes expire.

At the end of 10 minutes, the winner is the team with more goals. If the score remains tied, the teams will play one round of sudden death, whereby the first team to score wins.

Elimination Round: Red Bull FIVE SPOT matches last two equal periods of 10 minutes or until one team scores five goals.

There is no half time interval. If neither team has five goals after 10 minutes, the teams will switch sides and play until one team reaches five goals or until 10 minutes expire.

At the end of 20 minutes, the winner is the team with more goals. If the score remains tied, the teams will play a round of sudden death, whereby the first team to score wins. If no team has scored after 10 minutes, the teams will switch sides again and play until there is a result.

Allowance for lost time (ie, substitutions, injuries, etc.) is at the discretion of the referee.

LAW #7: The Start and Restart of Play

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

Match play is begun with the referee throwing the ball into the air, at which point both teams may compete for possession. All players must be on their own half of the field at the time of the ball toss.

After a team scores a goal, a kick-off is taken by the scored-upon team at midfield.

The ball is out of play when it has wholly crossed the goal line or the touch line.

With respect to balls wholly crossing the goal line:

- Those passing between the goal posts are goals.
- Those passing between the goal posts and the corner flags are:

(a) Corner kicks, when the defending team last touches the ball. Corner kicks are indirect, meaning

another player on either team must make contact with the ball before it wholly crosses the goal line for a goal to be counted. These are taken from the area of the corner flagpost closest to where the ball crossed the goal line and went out of play.

(b) Goal kicks, when the attacking team last touches the ball. Goal kicks are indirect, meaning another player on either team must make contact with the ball before it wholly crosses the goal line for a goal to be counted. These are taken at the spot where the ball crossed the goal line and went out of play.

With respect to balls wholly crossing the touch line:

A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. Kick-ins are indirect, meaning a player may not score a goal on a kick-in without another player touching the ball. Kick-ins function as throw-ins, which do not exist in the Red Bull FIVE SPOT.

LAW #8: Additional Rules

Red Bull FIVE SPOT does not permit:

- Slide tackling
- Goalkeeping or the defense of goal by a designated player

Offside does not exist in the Red Bull FIVE SPOT.

LAW #9: The FUN Rule

The Red Bull FIVE SPOT tournament is designed to be fun for all participants in a fair and sporting environment.

Let’s work together to enforce The **FUN** Rule and have a great tournament!