

Rules

Our leagues have clear rules, enforced by qualified referees.
View them all here.

Match Rules



Turn Up On Time

Turning up to your match at least 15 minutes before kick off.



Bring All Equipment

You must bring all equipment to the match. Kick off will not be delayed for any forgotten equipment.



Shin Pads

For player safety, shin pads must be worn. If in the opinion of the referee, the protection is not adequate, the player cannot be played. The referee's opinion is final.



Jewellery / Watches

For the safety of yourself and other players, jewellery and watches, including FitBits/Garmins/etc. cannot be worn under any circumstances. Using tape is not sufficient.



No Metal Studs

Players must wear boots suited for artifical pitches. For player safety, metal studded boots cannot be worn under any circumstances.



Team Kit

Team kit must be worn to participate. Any kit can be worn, but must always be the same colour as that registered with the league. In the event two teams wear the same colour, bibs can be used. No team can wear black as this is reserved for the referee.



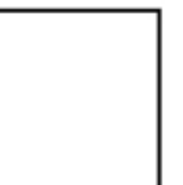
Match Length

Each match shall consist of two halves of 22 minutes each. At half time, which shall consist of a break no more than five minutes, teams will change ends. The referee is the sole arbiter and their decision is final.



Substitutions

A team may make up to five substitiuions in one match, during a restart of play such as a free kick, kick off or goal kick. A substituted player may also come back on the field. However, the referee must give their permission for any and all substitutions to occur.



Other Rules Not Mentioned

Anything else not mentioned in these rules will be subject to the Laws of the Game and enforced as per their authority of Law 5. For the avoidance of doubt, FIVE rules overrule the Laws of the Game to make the small-side game a more enjoyable experience.

League Rules



Points Per Game

3 points for a win; 1 point for a draw; 0 points for a loss.



Discipline

A player sent off from match must pay a fine of £15. In the event it is related to referee abuse or violent conduct, this is increased to £30.



Registered Squad

For maximum flexibility, we allow unlimited squads. Players must, however, be registered with FIVE at least one working day before a match.



Age of Players

All players in the FIVE league must be at least 16 years old order. By signing up to FIVE, you are confirming you are at least 16 years old.



Cancellations

Cancellations are by extreme circumstances only. Coinciding with work and other routines are not considered extreme circumstances by FIVE. At least 24 hours notice is required.



No Show

Any team not showing up to a scheduled fixture shall forfeit the game, recorded as a 5-0 defeat and deducted three points. A cancellation with less than 24 hours notice shall be considered a no show. No exceptions can be made.

Have Any Questions?

If you have have any questions about our rules, get in touch today.

Message