



**DC Soccer Club 2025 Len Oliver 5v5  
One-Day Tournament - June 19, 2026**  
Official Rules | As Of: 6/10/2026

**1. AGE AND ELIGIBILITY**

- a. Participation in this DC Soccer Club event is open to accepted coed' and girls' teams composed of a maximum of:
  - i. Nine (9) players for U9/U10, U11/U12, and U13/U14 age groups (playing 5v5)
  - ii. Seven (7) players for U7/U8 age groups (playing 4v4, no goalies)
- b. Meeting the age limit of the specified division; Players must have been in the corresponding grades, or subsequent to, the divisional year, as defined by US Soccer Guidelines for current 2025-2026 season:
  1. Coed and Girls 1st Grade (4v4, no goalies)
  2. Coed and Girls 2nd Grade (4v4, no goalies)
  3. Coed and Girls 3rd Grade
  4. Coed and Girls 4th Grade
  5. Coed and Girls 5th Grade
  6. Coed and Girls 6th Grade
  7. Coed and Girls 7th Grade
  8. Coed and Girls 8th Grade

**2. LAWS OF THE GAME**

- a. Games will be played on an approximately 25x35 yard field.
- b. All games shall be played in accordance with FIFA Laws, except as specifically modified by the following rules;
  - i. Heading: No heading for teams playing in the 5th grade age group and younger.
  - ii. Offside: There is no offside rule for this competition. Players may stand on any location on the field during play except;
    1. Before kickoff to start the game or
    2. After a goal is scored by either team
  - iii. Players may not stand inside the designated goal box during goal kicks and restarts for 3rd - 8th Grade divisions.
  - iv. Players may not encroach upon specifically designated exclusion zones for 1st and 2nd Grade division games
  - v. Sideline restarts: In place of throw-ins, there will be kick-ins OR a dribble in with the ball placed stationary on the touchline.
    1. A player may not directly kick a ball into the goal from its stationary restart position.
    2. A player may also dribble the ball into play and after the ball makes a full rotation, the ball may then be kicked into the goal.
    3. Players on the defensive side of a sideline restart must give the player taking the restart three yards of space to restart the ball cleanly.
  - vi. 1st and 2nd Grade divisions will play without a goalkeeper. The mouth of the goal will be treated as a no-goaltending zone. Players will not be allowed to stand stationary or goaltend within this zone during the general run of play or during restarts. Field players may attempt to steal the ball from attackers and make defensive plays in this area during the run of play. Goaltending calls are at the referee's discretion. Excessive goaltending or denial of a goalscoring chance by goaltending will result in a goal awarded to the attacking team.
  - vii. Penalty Kick: PK's will be taken from the top of the arch or 7 yards from the goal. Physical fouls will result in direct free kicks, all others are indirect. Players on the defending team must remain a minimum of 5 yards from the kick.
  - viii. Goalkeeping: During the run of play when the ball is in the hands of the goalkeeper, it may be



thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty box within six seconds or it's an indirect free kick from the top of the box. A Goalkeeper may not throw the ball directly into an opponent's goal. Players may not initiate contact with the goalkeeper at any time while they are in the Penalty Box. Infractions will result in a yellow card. A goalkeeper outside of the Penalty Box is to be treated as a field player.

- ix. Substitutions: Subs for either team may be made with the referees acknowledgement after any dead ball, including direct and indirect kicks. Repeated substitutions in an attempt to waste time may not be approved by the referee and may result in cards.

### 3. PLAYING FORMAT, DIVISIONS and FLIGHTS

- a. Divisions: The Len Oliver 5v5 aims to make multiple flights available in each age group and gender. The brackets will distinguish themselves between teams and their developmental stages as appropriate. Please note division structure may be adjusted depending on final amount of tournament registrations, but will ensure each team receives guaranteed 3 games.
  - i. 3-team division – Each team plays 2 group games. First place moves through to the final. 2nd and 3rd place play a semi-final.
  - ii. 4-team division – Each team plays a round robin. Top 2 teams based on points will play in the final.
  - iii. 5-team division – Each team plays 2 group games. First place moves through to the final. 2nd and 3rd place play a semi-final. 4th and 5th place play a consolation match.
  - iv. 6-team division – Two flights of 3 teams. Each team will play the other 2 teams in their same flight. Top team in each flight will play the 2nd placed team in the other flight in the semi-finals. Winners advance to the finals. The two third place teams in each bracket play a consolation game.

### 4. DURATION OF GAMES

- a. **Game duration will be played as 24 minutes. At the 12-minute mark, teams will receive a one-minute break and switch sides.** The referee may only stop the clock for serious injuries or other serious incidents. Absent these extraordinary circumstances, the referee will terminate the game at the expiration of the allotted time with the sole exception that if a penalty kick is awarded during the allotted time, the penalty kick may be taken. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested. Stoppage time will not be added. The referee may, at their discretion, give water breaks with the clock running at the midpoint of each game if heat related issues are a concern.
- b. Teams that fail to show at their assigned game time will forfeit the match after 5 minutes has elapsed. Teams must have 3 players on the field in order to start a match.

### 5. FIELD AND GAME EQUIPMENT

- a. Home team will wear white/light color uniforms; Away team will wear dark color uniforms. The designated home team is listed as the first team on the schedule.
- b. Where the opposing team's uniform colors are similar, the designated home team will change colors. The designated home team is listed first on the schedule.
- c. Players shall wear shin guards in accordance with FIFA laws.
- d. No metal cleats will be allowed, and no jewelry will be allowed.
- e. Hard casts must be covered and wrapped; soft casts are permitted. All casts (hard & soft) must be approved by the referee prior to the games start.
- f. The designated home team must provide the game ball. The designated home team is responsible for supplying a game ball acceptable to the referee.
  - i. A size 3 ball is used for 1st and 2nd Grade divisions
  - ii. A size 4 ball is used for 3rd, 4th, 5th and 6th Grade divisions
  - iii. A size 5 ball is used for U7 and 8th Grade divisions



**6. TEAM AND SPECTATOR FIELD POSITIONING**

- a. Players and Coaches will occupy the same side of the field.
- b. Spectators will occupy the side of the field opposite the player's bench area. Home and visiting spectators shall occupy areas opposite their team benches. Spectators shall remain in the area between the penalty areas or in designated seating areas.

**7. PROTESTS & DISPUTES**

- a. There will be no protests allowed.
- b. All disputes for non-referee decisions are submitted thru the Tournament Director in writing to the Len Oliver 5v5 Committee at the field registration tent for approval by the end of the day that the dispute occurred. All decisions by the Len Oliver 5v5 Committee are final and may not be appealed.
- c. No protests & disputes for referee decisions are allowed; decisions by referees may not be appealed.

**8. SUBSTITUTIONS**

- a. Substitution Times: Unlimited substitutions may be made at any dead ball at the full discretion of the referee. Players must be at midfield prior to the ball going out of play. In the case of injuries or yellow cards, teams may go one for one substitution with players not already at the center line.

**9. GAME AND SCORE REPORTING**

- a. Referees will report game scores to Tournament-HQ after each game. Games may also be recorded in the match binder on the game sheets provided.

**10. CONDUCT**

- a. Players, coaches, and spectators are expected to conduct themselves within the spirit of the LAW as well as the letter of the LAW. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
  - i. Team officials are responsible for the behavior of the spectators. Team officials can be disciplined by the referee for failure to control their spectators. The competition authority has the ability to ban a spectator, forfeit a match, or expel a team from the competition for violations or abuse of a referee or the referee crew.
  - ii. The competition authority has the ability to ban a spectator or expel a team from the competition for abuse or harassment of a tournament official, DCSC employee, or person(s) acting on the behalf of the competition authority executing administrative or operational tasks in support of the Len Oliver 5v5 to include but not limited to; tournament volunteers, field marshals, operations team members, and administrators.
  - iii. Players, coaches, fans, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- b. A coach or authorized team official who commits a cautionable or a sending-off offense under Law 12 shall be shown a yellow or red card, as appropriate, by the referee.
- c. Accumulated yellow cards, over multiple games, resulting in player suspension is not in effect for Len Oliver 5v5 events
- d. Artificial noise making devices are prohibited.



- e. Smoking, alcoholic beverages, and verbal abuse of anyone are not permitted at any of the field sites.

#### 11. SCORING

- a. Bracket group stages will use the following scoring to determine placement to advance:
  - i. 3 points: Win
  - ii. 1 point: Tie
  - iii. 0 points: Loss
  - iv. 1 bonus point: Shutout\* recorded

*\*Please note games ending 0-0 are not considered a shutout in this tournament and therefore not awarded a bonus point*

#### 12. GROUP STAGE SCORING, SEMI-FINAL AND CHAMPIONSHIP GAMES

- a. All age groups will have group stage games with teams advancing to a playoff format with a championship game
- b. In the preliminary games of each bracket, teams will be awarded three (3) points for a win (or a game forfeited to them), one (1) point for a tie, and zero (0) points for a loss. In addition, teams recording a shutout (zero goals scored against them) in a preliminary game will receive one (1) bonus point. The maximum points teams can earn in preliminary games is four (points). At the end of the preliminary rounds, points will determine placement in the playoff format.
- c. Tie Breaker (in order, between two teams)
  - i. Head-to-head competition
  - ii. Goal differential (Max of 6 counted per game - game scores will +6 goal differential will be adjusted to reflect a 6 goal differential)
  - iii. Goals against (least goals allowed)
  - iv. Most Wins
  - v. Penalty Shootout
- d. Tie breaker in 1st and 2nd Grade divisions
  - i. If tied for advancing to playoff rounds; follow 11b and 11c above until "Penalty Kicks"
    - 1. The tied teams will play "passing penalty kicks" from the halfway line at the conclusion of the next set of matches.
    - 2. Players will attempt to pass the ball the length of half field into the goal in a best of 4 format. The team with the most passes into the back of the net at the conclusion of the rounds or golden goal past 4 rounds will advance.
- e. Overtime (Playoff and Championship Only)
  - i. If tied after regulation
    - 1. FIFA penalty kicks from the mark
    - 2. Referee chooses the goal
    - 3. Coin toss decides who will take the first kick
    - 4. Best of 5, if still tied, continue with golden goal
    - 5. All players are eligible to shoot. All eligible players must shoot before a player may take a second shot.
  - ii. Teams must match the number of eligible players for the team with the fewest eligible players.
  - iii. 1st and 2nd Grade divisions playing without goalkeepers will play golden goal. 5 minutes for each period after regular time with a 1-minute water break will be granted by the referee.

#### 13. FAILURE TO SHOW AND FORFEITS



- a. A team shall be allowed a 5-minute grace period after the scheduled kickoff time before the match is considered a “no show” and that team forfeits its game. A minimum of number of players is required to start the game and avoid a forfeit:
  - i. In 1st and 2nd Grade divisions, three (3) of four (4) players constitute a team for this event
  - ii. In 3rd - 8th Grade divisions, four (4) of five (5) players constitute a team for this event; 3 field players, 1 GK
  - iii. If the fourth field player becomes available, they may sub in at the referee’s discretion.
- b. Playing a “red-carded player” (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for team dismissal.

**14. INCLEMENT WEATHER**

- a. In the event of inclement weather, the Len Oliver 5v5 Director or official representative(s) will have the authority to:
  - i. Relocate or reschedule any game(s);
  - ii. Change the duration of any game(s);
  - iii. Cancel any game(s);
- b. If the event is shortened or altered due to weather or safety concerns, winners may be determined by standings at organizer discretion.

**15. TEAMS WITHDRAWING AND REFUND POLICY**

- a. Once a team is accepted and if the team later withdraws, the entry fee is forfeited.

**16. CANCELLATION POLICY**

- a. If the tournament is cancelled due to weather related issues out of the tournament committee's control, a partial refund may be given.