Soccer Ability Levels

Level I 5-a-side

This division is for the higher skilled 5-a-side teams. Athletes in this division could play 11-a-side but may not have enough players to form a 11-a-side team. The field will be 50m X 35m, with the goal 4m X 2m. The duration of the games will be two 20-minute halves.

Level II - 5-a-side

This level is for teams of lower abilities - athletes that have never played the game or ones who are not very athletically inclined. The field will be 40m X 30m, with the goal 4m X 2m. The duration of the game will be two 20-minute halves.

Start of the Game

1. Each team will meet with one of referees to make sure everyone is wearing shin guards.
2. A coin flip will determine which team starts the game with the ball. The other team will start the 2nd half with the ball.

Rule Modifications

1. Unlimited substitutions – players may return to the field after being substituted.
2. Tie Breaker procedure:
   a. 5 minute sudden death overtime.
   b. Shoot-out (5 players)
3. Ball out on the sidelines will be played by throw-ins.
4. Ball over the end line by the defense will be played in by a corner kick from the offense.
5. Ball over the end line by the offense will be played as goal kick.
6. Goalie can either kick or throw the ball in after a save, but the ball cannot land past mid-field without the ball hitting another player or the ground in front of the mid-field line. If this happens, it is the other teams’ ball at mid-field.

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