



# 2024-2025 PDF Game Day Procedures





## **PDF LEAGUE RULES OF PLAY & GUIDELINES (5v5 & 7v7)**

### **GAME LENGTHS**

- 5v5 and 7v7: 2 x 30 Minute Halves; 5 minute half time
- Size 4 Ball

Referees should provide appropriate stoppage time in every game.

### **HOME TEAM WEARS DARK. AWAY TEAM WEARS LIGHT GAME BALL PROVIDED BY HOME TEAM**

### **MATCH REPORTS:**

The HOME team creates and prints the Match Report from TGS.

### **REPORTING GAME SCORES:**

The **HOME TEAM** is responsible for entering the score and uploading a copy of the match report into TGS or uploading it at within **48 hours** of the conclusion of the game.

### **THE NUMBER OF PLAYERS:**

The maximum number of players on the field at any one time is as follows:

- 5v5 Teams: **5 players**, including the goalkeeper
- 7v7 Teams: **7 players**, including the goalkeeper

US Club Soccer requires all coaches, Team Personnel, and team players to be carded. Teams are required to have player cards at every game (digital cards are acceptable). Pictures are required.

### **PLAYER EQUIPMENT:**

- Matching Jersey's (number not required but highly recommended)
- No Jewelry
- Shin guards

### **HARD CAST:**

No player will be allowed to play with a hard cast or metal brace without it being properly padded with a minimum ½ inch of high-density foam or the manufacturer's recommended protective coating. The referee will determine if the padding is sufficient to allow the player to play.



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### **FOULS AND MISCONDUCT:**

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area.

### **FREE KICKS:**

Follow FIFA, with the exception that opponents must be at least eight (8) yards from the ball.

### **OUT OF BOUNDS RULE:**

PDF rules will incorporate this ruling for out-of-bounds plays on the sideline and for corners. Once the ball is out of bounds a player may retrieve the ball and bring it back to the side of the field. Once the ball has fully stopped, the player has two options:

- **Option 1:** The player can pass the ball inbounds, keeping it below the referee's waist height.
- **Option 2:** The player can decide to dribble the ball inbounds; once they have touched the ball, the game is live.

Defenders must retreat 5 yards away from the ball once the ball has been stopped.

### **NO PUNT RULE:**

Keepers cannot punt the ball. Violation by either team results in a retake.

### **NO HEADING RULE:**

Per USSF recommendations, no player is permitted to head the ball. Heading the ball will result in an indirect free kick for the other team from the spot of the infraction. If the player heads the ball in the penalty box, the kick is taken from the top.

### **OFFSIDE RULE:**

There is no offside in 5v5 games.

### **SUBSTITUTIONS:**

At any time, with the referee's permission, unlimited substitution

If a match becomes one-sided with a 5-goal differential, please take appropriate action to ensure a balanced experience:



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### **PLAYER ADDITIONS:**

Add players to the trailing team to help balance the score or remove a player from the team dominating the game to restore competitiveness.

- Coaches should work together to manage the game positively.

Failure to cooperate or follow league guidelines may result in removal from the PDF

### **THE FIELD DIMENSIONS:**

The field of play must be rectangular, and the touchline must be longer than the goal line.

#### **7V7 FIELD**

- Length: 60 - 70 yards
- Width: 40 - 50 yards

#### **5V5 FIELD**

- Length: 35 - 40 yards
- Width: 25 - 30 yards

### **FIELD MARKINGS:**

Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

### **THE GOAL AREA:**

CONFORM TO FIFA.

### **PENALTY AREA:**

Box measuring 2-3 yards from each post. 6 yards from the goal line.

### **PENALTY SPOT:**

8 yds away from the goal line



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### **CORNER FLAGS:**

Conform to FIFA.

### **THE CORNER ARC:**

Conform to FIFA.

### **GOALS:**

Conform to FIFA with the exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) Feet

### **COACHES & PARENT BEHAVIOR:**

The PDF is a developmental league for players, referees, coaches, and parents, and maintaining a positive environment is essential. Poor behavior from anyone will not be tolerated. Coaches and clubs are expected to collaborate to enhance the soccer experience for all players.

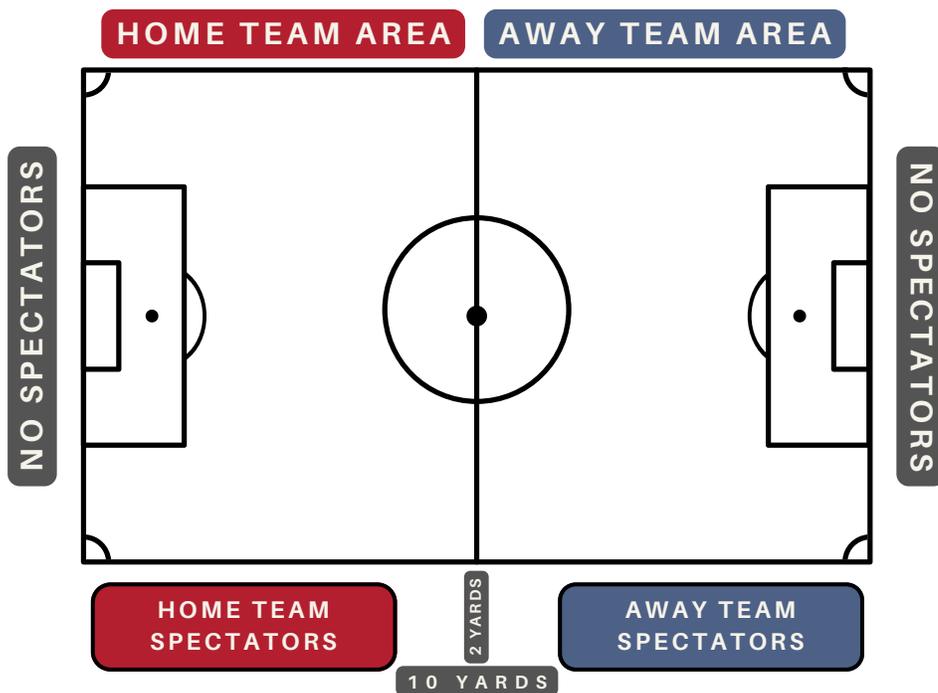
### **SPECTATOR GUIDELINES:**

Home and away spectators must sit directly across from their team's technical area on the opposite side of the field. Spectator areas should be at least two (2) yards from the touchline and must begin no closer than ten (10) yards from the midfield line, extending twenty (20) yards toward the end line on the left. No spectators or coaches are permitted behind the goals.

Match officials are authorized to enforce these guidelines and may suspend or terminate a match if anyone refuses to comply with their instructions. Coaches are responsible for managing the behavior of their players and supporters. Referees may issue cautions or ejections to coaches or assistant coaches if fans associated with their team engage in misconduct.



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### **HEAT GUIDELINES:**

When the temperature is greater than 90 degrees, water breaks will be given halfway through each half.

### **WEATHER ISSUES:**

The health and safety of our players is always our top priority. Site coordinators will watch the weather and use weather apps to determine the distance lightning is from the fields. Any time lightning is within 10 miles of the fields, stop the games and clear the fields. Games delayed by lightning may not be re-started for a minimum of 30 minutes from the last observed lightning or thunder. Site coordinators will make decisions to continue the game based on the time of delay. Every effort will be made to play the games and delay start times if fields, referees, and lights are available. If fields, referees, lights, etc. are not available, the game must be played within the allotted time slot so that the games scheduled later in the day will play as scheduled. Games that make it to halftime will count in the standing as a complete game.