

PLAYRYZE LEAGUE RULES

Match Format

Matches will be played in a 5v5 format.

Each match consists of:

6-minute first half

1-minute halftime

6-minute second half

Squad Rules

Maximum squad size: 8 players (including substitutes).

Rolling substitutions are allowed only when the ball is out of play and with referee permission.

Match Reporting & Walkovers

Teams must report to the venue 10–15 minutes before kickoff.

Any team arriving more than 5 minutes late will forfeit the match by walkover.

4. Points System (Group Stage)

Result	Points
Win	3
Draw	1
Loss	0

Knockout Rules

Knockout matches cannot end in a draw.

If scores are level at full-time, the match will proceed to a **1v1 Shootout Challenge** instead of penalties.

1v1 Shootout Format

Each team will nominate players for the shootout.

The attacking player starts from the halfway line with the ball.

The player has 10 seconds to attempt and score against the goalkeeper.

The goalkeeper may leave the goal line once the attempt begins.

Standard referee decisions apply during the shootout.

The team with the most successful goals after the designated rounds wins the match.

Gameplay Rules

Kick-ins will be used instead of throw-ins.

Goalkeepers cannot pick up back-passes from teammates.

Standard football rules apply unless otherwise stated by tournament organizers.

Discipline & Cards

Yellow Card

Player sent off for 90 seconds or until the opposition scores.

Red Card

Player suspended for the remainder of the match.

Serious misconduct may lead to suspension from the tournament.

Conduct & Sportsmanship

Arguing, dissent, abuse, violent conduct, or unsportsmanlike behavior may result in immediate disqualification or suspension.

Referee & Organizer Decisions

The referee's decision is final.

Tournament organizers reserve the right to make final decisions regarding disputes and scheduling.