



E90 Battle of the Nations 5v5 Tournament

Official Event Rules — July 11–12, 2026

SECTION 1: FORMAT & GAME STRUCTURE

1.1 Team Format

All matches are played 5v5 including one goalkeeper.

Maximum roster size is 12 players.

A minimum of 4 players is required to start a match.

If a team drops below 4 players during a match, the game will be recorded as a forfeit unless the team chooses to continue play.

1.2 Game Length

All matches are 25 minutes in length.

Games are played with a continuous running clock.

There is no halftime.

There is no routine stoppage time.

The referee may add up to 5 minutes to the end of a match due to injury delays if deemed necessary.

1.3 Game Schedule

Game times are listed on the official tournament schedule at e90soccer.com/botn.

Teams must be ready at their assigned field at least 10 minutes prior to kickoff.

1.4 Tournament Format

Each team is guaranteed three group stage games.

Following group play, the top two teams in each division will advance to the championship final based on division standings.

Advancement structure may vary by division depending on the number of registered teams.

SECTION 2: FIELD & EQUIPMENT

2.1 Field Specifications

All matches are played on indoor turf fields.

Field dimensions are approximately 90 feet by 45 feet.

Goals are Mod-size goals.

2.2 Footwear

Indoor shoes are recommended.

Turf shoes and molded cleats are permitted.

Metal studs are prohibited.

Players wearing illegal footwear will not be allowed to participate until corrected.

2.3 Game Ball

U7–U8, U9–U10, and U11–U12 divisions use a Size 4 ball.

U13–U14 and U15–U19 divisions use a Size 5 ball.

Game balls will be provided by tournament staff.

2.4 Player Equipment

Shin guards are mandatory.

Players without shin guards will not be permitted to play.

No jewelry is allowed during matches.

2.5 Team Uniforms

Teams are encouraged to wear similar colors when possible, although uniforms are not required.

In the event of a color conflict, E90 will provide pinnies.

SECTION 3: SUBSTITUTIONS

3.1 Substitution Rules

Substitutions are unlimited.

Substitutions may occur at any time during the match.

Substitutions are on the fly and do not require a stoppage in play.

Teams may substitute during opponent possession.

3.2 Substitution Procedure

The exiting player must completely leave the field before the entering player steps onto the field.

Failure to follow proper substitution procedure may result in a free kick awarded to the opposing team.

3.3 Goalkeeper Changes

Goalkeeper substitutions are permitted at any time without a stoppage.

SECTION 4: GAME START & RESTARTS

4.1 Kickoff

The ball may move in any direction on kickoff.

A goal may be scored directly from kickoff.

Opponents must give 3 yards of space until the ball is in play.

4.2 In Bounds and Out of Bounds

Side boards are considered in play.

If the ball contacts the perimeter netting, play is stopped.

The ball will be placed on the ground within 1 yard of the wall at the point of contact to restart play.

Opponents must give 3 yards of space on all restarts.

There are no throw-ins.

4.3 Corner Kicks

Corner kicks must be taken within 3 yards of the corner of the field.

Opponents must give 3 yards of space.

Goals may be scored directly from a corner kick.

4.4 Free Kicks

All free kicks are taken from the spot of the foul unless otherwise specified.

Opponents must give 3 yards of space.

Free kicks are direct unless otherwise indicated.

4.5 Goal Kicks

Goal kicks may be taken from any point inside the goal box.

Goal kicks are indirect.

Opponents must give 3 yards of space.

4.6 Offside and Build Out

There is no offside rule.

There are no build-out lines.

SECTION 5: FOULS & DISCIPLINE

5.1 Laws of the Game

Standard FIFA Laws of the Game apply except where modified by tournament rules.

5.2 Physical Play

Slide tackling is permitted.

Legal shoulder-to-shoulder challenges are allowed.

Contact that directs or forces a player into the boards is considered dangerous play.

Boarding: Pushing, charging, or forceful contact that causes an opponent to be directed into the boards is strictly prohibited.

Boarding results in an automatic yellow card.

The referee may upgrade the offense to a red card depending on severity.

5.3 Goalkeeper Contact

Legal goalkeeper challenges are allowed.

Excessive or reckless contact will be penalized at the referee's discretion.

5.4 Ball Clearance Over Netting

Any player who kicks the ball over the perimeter netting will receive a yellow card.

Repeated violations may result in further disciplinary action.

5.5 Yellow Cards

A player receiving a yellow card must leave the field for 2 minutes.

The team does not play short.

After 2 minutes the player may return.

Two yellow cards in the same match equal a red card.

There is no accumulation suspension for yellow cards across multiple matches.

5.6 Red Cards

A player receiving a red card is immediately ejected.

The team plays down one player for the remainder of the game.

The player is automatically suspended for the next match.

Severe offenses may result in additional suspension.

5.7 Coach and Bench Discipline

Coaches are subject to the same standards of conduct as players.

A coach receiving a red card will be removed from the facility for the remainder of the match.

5.8 Zero Tolerance

Referee abuse will not be tolerated.

Any player, coach, or spectator engaging in referee abuse may be removed from the facility immediately.

5.9 Hand Ball

A hand ball offense results in an indirect free kick.

5.10 Penalty Kicks

A penalty kick is awarded for fouls committed inside the goal box.

Penalty kicks are direct kicks taken from 6 yards from the goal line, centered on goal.

All other players must remain behind the ball and outside the goal box until the kick is taken.

SECTION 6: SCORING & STANDINGS

6.1 10 Points System

Win equals 6 points.

Draw equals 1 point.

Loss equals 0 points.

Goals equal 1 point each (3 maximum).

Shutout equals 1 point.

6.2 Goal Differential Cap

Maximum goals counted toward tie breakers is plus 5 per match.

6.3 Tie Breakers

If teams are tied in points after group play, standings will be determined in the following order:

1. Head to Head Result
2. Goal Differential
3. Goals Scored
4. Goals Allowed
5. Coin Flip

6.4 Group Play Matches

Group play games may end in a draw.

No overtime will be played during group stage matches.

6.5 Mercy Rule

There is no mercy rule.

All matches will be played to completion regardless of score.

SECTION 7: FINALS & OVERTIME

7.1 End of Regulation

If a final is tied at the end of regulation, teams will have a 3 minute break before overtime begins.

7.2 Golden Goal

Overtime is played as golden goal.

The first team to score wins immediately.

7.3 Player Reduction

Overtime begins at 5v5.

After every 2 minutes of overtime, one player will be removed from each team.

Reductions continue every 2 minutes until teams reach 3v3.

Teams will not reduce below 3v3.

Goalkeepers count toward total players on the field.

SECTION 8: FORFEITS & LATE ARRIVALS

8.1 Late Arrival

A 5 minute grace period is allowed.

If a team cannot field at least 4 players within 5 minutes of scheduled kickoff, the match will be declared a forfeit.

8.2 Forfeit Score

A forfeit will be recorded as a 3 to 0 loss.

The opposing team receives 10 points.

8.3 Double Forfeit

If both teams fail to appear within 5 minutes, the match will be recorded as a 3 to 0 loss for both teams.

8.4 Playing Short

Teams that drop below 4 players due to injury or red card may continue playing with fewer players.

8.5 No Refund Policy

Teams that forfeit are not eligible for refunds.

Teams that withdraw from the tournament are not eligible for refunds.

Tournament entry fees are non refundable unless the event is canceled by E90.

SECTION 9: INJURIES & MEDICAL

9.1 Assumption of Risk

All participants play at their own risk.

E90 Soccer and its staff are not responsible for injuries sustained during tournament play.

9.2 Medical Support

Basic medical kits will be available on site.

An athletic trainer may or may not be present.

Emergency services will be contacted if necessary.

9.3 Injury Time

The referee may stop play for serious injuries.

The referee may add up to 5 minutes to the end of the match due to injury delays.

SECTION 10: PROTESTS & REFEREE DECISIONS

All referee decisions are final.

No formal protests will be accepted.

SECTION 11: TOURNAMENT AUTHORITY

The Tournament Director reserves the right to interpret and enforce all tournament rules.

The Tournament Director may modify schedules due to unforeseen circumstances.

The Tournament Director may adjust division formats based on registration numbers.

The Tournament Director may remove teams or individuals for misconduct.

All decisions made by the Tournament Director are final.