



3V3

Comp. Soccer Tournament

RULES OF THE GAME



FIFA rules apply if not modified within

TEAMS AND PLAYERS:

Teams will be placed as best as possible into divisions based upon age, gender and playing experience and team preference. The age group of each team is determined by the birth year of the oldest player on the roster and the age group he/she will be playing in for the spring season.

Number of Players: 6 is the maximum number of players on a team. *5 Players are recommended for 3v3 Soccer* (A team must have a minimum of 2 field players). Players may only play on (one) team per division. There are no goalkeepers in 3-v-3.

Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field.

Team listed as home team wears dark colored jersey. The away team wears light colored jersey. If there is a conflict the away team must wear pinnies.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

GAMES/SCORING:

Each team is guaranteed at least 3 games.

Game Duration: The game shall consist of two 10-minute halves separated by a two-minute halftime period. The home team will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. A team, at the discretion of the referee, will forfeit at game time if they are not present. *There are no time-outs during 3v3 games.*

The games will start on hour and half hour.

Scoring: Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 3-0 win for the team present.

Tie-Breakers: Ties will be broken by (1) head-to-head results between the tied teams (2) goal difference in head-to-head games (3) goal difference in all played games.

FIELD DIMENSIONS/ RULE OF PLAY

Dimensions: The playing field is about 20 x 30 yards. No offsides in 3v3 Soccer!

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field. If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

The Goal Box: *There is no goalies or "puppy guarding".* The goal box is the marked area directly in front of the goal usually a

6ft arc. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

Dead-ball Situations:

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box, in line with the place of the penalty.

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

Kick Off: May be taken in any direction.

Penalty Kicks: Shall be awarded if, in the referee's opinion, an obvious scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). The penalty kick is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

SPORTSMANSHIP/FOULS/CARDS

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

No Slide Tackling: Players must stay upright and "on their feet". A slide tackle will result in an indirect kick from the spot of the slide tackle.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity will result in the following: a penalty kick will be awarded & -the player committing the foul could be given a red card (at referee's discretion).

Cautioned Players (Yellow Card): Players who receive two yellow cards in one game will result in a red card. (Please see Red card rule) Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to the facility. Fighting could result in ejection from the tournament.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents who are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are final.

*** The Tournament Director will have final authority on all event disputes and issues as well as**

interpretations of Tournament Rules *