



## **RULES OF THE GAME** \* FIFA rules apply if not modified within \*

Teams will be placed into divisions based upon age and gender. Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament.

**Number of Players:** Six is the maximum number of players on a team: three field players and three substitutes. (A team must have a minimum of 2 field players). Players may only play on one team per division. There are no goalkeepers in 3v3.

**Player Registration:** All players must be registered ONLINE prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster. \*Teams competing in the Final round must compete with the same roster they held in the Preliminary Round.

**Falsifying Ages:** A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events.

**Proof of Age:** All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times). **If a player cannot show proof of age, he or she cannot participate.**

**Age of Participants:** The age group of each team is determined by the birth date of the oldest player on the roster.

**Uniforms:** All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the home team in pool play must change or wear pennies.

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

Here are the following game ball sizes for each group:  
U9-U12 = Size 4; and U13 & up = Size 5.

**Field Dimensions:** The playing field is between 30 and 40 yards long by between 22 and 30 yards wide. The goals are 4 feet high and 6 feet wide.

**The Goal Arch:** There is no ball contact allowed within the goal box, however, ***all players may pass through the goal box as long as they do not touch the ball while in the box.*** If the ball comes to a rest on 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 or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered

the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

**Game Duration:** The games are 20 minutes running clock. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

**Forfeits:** Teams are given five minutes before a forfeit is issued by the referee. **All forfeits must be approved by the Tournament Director before the game is considered an official forfeit.** The Tournament Director has the option to replay a forfeited game if deemed necessary.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. **Substitutions should not be made on the fly!**

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time. Ex: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**Playoffs - Overtime:** If no team has scored in the 3-minute overtime in play-off rounds, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

**No offsides in 3v3 Soccer!**

**No slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during

the slide. Example: a player may slide to save a ball from going out-of-bounds.

**Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

**Cautioned Players (Yellow Card):** Players that 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 or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

*\*\*If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*

**Coach/Parent Ejection:** Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom 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 will be forfeited in favor of the opposing team.

**Kick Off:** May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

**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 and moves one full rotation.

**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 direction of play prior to the penalty.

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

**Goal Kicks:** May be taken from any point on the end line.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Scoring (In bracket Play):** 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 6-0 (5-0) win for the team that is present.

**Forfeits:** Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

**Tie-Breakers:** For teams that are tied in points: if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). For teams tied in points where one team received a forfeit, games against the team forfeiting are not counted when determining the tiebreaker. In pool play, ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between two teams will be broken by (1) goal difference in pool play games (2) goals against pool play games (3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

**Protests:** Protests are strongly discouraged as this is a friendly tournament. **Referee judgment calls are not grounds for a protest.** A team wishing to protest must do so to the Referee Supervisor or Tournament Director before the end of the game in question. The formal protest must be made from the head coach of the team protesting. **Videotape is not acceptable as a form of protest or decision review.** Protests are not accepted after the game is completed.

***\*\* The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. \*\****