

AYSO Area D 3v3 KICK or TREAT

**** IFAB Laws apply if not modified within****

****** The following rules have been designed to ensure fair play for all participants. All players/team parents are expected to understand these rules prior to their participation in the tournament. Any questions of these rules should be directed to event staff. ******

NO Offside, Slide Tackling, Penalty Kicks, Goalkeepers, Throw ins, Timeouts, or Heading in 3v3 soccer...

COACHING: This tournament was designed and started with only the players in mind. Therefore, the **ONLY** coaching to be done is amongst the players themselves. **PLEASE Parents and Team Contacts are to CHEER ONLY.**

SCHEDULE CHANGE: It is the responsibility of the Team Contact/Parent to check schedule for any changes after each game (you will not be notified).

NUMBER OF PLAYERS: The maximum number of players on a team is 4. (3 field players 1 substitute). Players may only play on 1 team. *Note.. In spirit of allowing as many kids to play as possible 5 players may be allowed with tournament directors approval.

SUBSTITUTIONS: Substitutions may be made during dead ball situations, regardless of possession. From the center line and with the referees approval.

UNIFORMS: All players must wear similar jerseys/shirts during play. Pinnies are available if needed. With the exception of medic alert jewelry.. **NO** jewelry of any kind will be allowed. Shin guards are **REQUIRED.**

THE GOAL BOX: The goal box is located directly in front of the goal. There is **NO** ball contact allowed within the goal box. However, players may pass through the goal box as long as they don't touch the ball. If the ball comes to a rest within the box, a goal kick is awarded regardless of who touched it last. Any part of the ball or players body on the line or inside the box is considered in the goal box. If a defensive player touches the ball inside the box, a goal is awarded. If an offensive player touches the ball inside the box, a goal kick is awarded.

GOAL SCORING: A goal may only be scored from a touch (offensive or defensive) when the ball is completely on the teams offensive half of the field and cannot be touching the mid line (ex: kickoff). If the ball is kicked from the defensive half of the field and touches another player (offensive or defensive) and goes in the goal, a goal is awarded. If the ball is kicked from the defensive half and doesn't touch another player and goes in the goal, a goal kick is awarded.

KICK OFF: May be taken in any direction. You cannot score directly from a kick off.

KICK INS: The ball is in play when kicked from (on or behind) the touchline and makes 1 full rotation.

10 FOOT RULE: In all dead ball situations defending players must be 10ft from the ball. If defenders goal box is closer than 10ft, the ball gets moved back in direction of play prior to foul.

FREE KICKS: All dead ball kicks (kick ins, kick offs, free kicks) are indirect free kicks. With the exception of corner kicks.

GOAL KICKS: May be taken from any point (on or behind) the goal line. Not from the goal box.

GAME DURATION: The game will consist of 2- 9 minute halves with a 1 minute break. A coin toss will determine direction/possession before start of game. Teams will switch directions for second half and the team that did not kick off in the first half will kick off in the second half. All regular games may end in a tie. Playoff games will have a tie breaker.

PLAYOFF OVERTIME: Shall consist of a 2 minute "Golden Goal" overtime period. With a coin toss to decide kick off/direction. The first team to score is the winner. If still tied after the 2 minutes, the winner will be decided by a shoot out. With a coin toss to decide team kicking order. The first round will consist of each player kicking once. The team with the most goals is the winner. If still tied after first round shoot out, teams will alternate in same order in sudden death kicks from the mark (center field) shoot out until first team scores unanswered.

SCORING (In Bracket Play): Games will be scored accordingly: 3 points for a win; 1 point for a tie; 0 points for a loss.

TIE BREAKERS: If 2 teams are tied, head to head results between the 2 tied teams. If more than 2 teams: (1) Fewest goals against in pool play games. (2) Goals scored in pool play games. (3) Shoot out.

PROTESTS: Protests are strongly discouraged as this is a friendly tournament. Referee judgement calls are not grounds for protest

***** The Tournament Director will have final say on all disputes and interpretations of tournament rules*****