

# LOUDOUN SOCCER 3V3 CHARITY CUP

## TOURNAMENT RULES

### 100 GENERAL RULES

#### 101 Team Eligibility

- 101.1 This event is open to any team formed to participate in this event. As this event is not VYSA Sanctioned, teams may be made up of players from different teams, clubs, and playing levels.
- 101.2 The Loudoun Soccer Event Committee reserves the right to reject any team application. No team is deemed accepted into the event until written notification has been sent from the Event Director. *(Emails confirming that an application has been submitted are not considered notification of acceptance.)*

#### 102 Rosters and Player Eligibility

- 102.1 Coaches must ensure that their teams have proper documentation of players and coaches for this event. Documentation must be available for inspection at any time by referees and event officials.
- 102.2 All players must have a birthdate in the year of their age group classification, or in a later group (i.e., "play up"). A player may only participate with one team throughout the event.
- 102.3 Teams are required to complete a Loudoun Soccer 3v3 Roster/Medical Waiver using the Roster form posted on the tournament website.
- 102.4 Failure to provide proper documentation may result in that individual being considered ineligible to participate in the event until cleared by an Event Official. Teams found to have used ineligible players or coaches in previously completed matches may be excluded from the event, and the results of those games will be counted as forfeit.

#### 103 Check-in

- 103.1 All teams must complete the check-in process below:
  - A: Check in for all teams will take place at Loudoun Soccer Club 60 minutes prior to the team's first game. Teams must provide the following documentation at check in:
    - 1: Four (4) copies of the completed and signed Loudoun Soccer 3v3 Roster (form found on the website).

### 200 STRUCTURE AND SCHEDULES

#### 201 Brackets and Schedule

- 201.1 The event shall determine the number of teams in each bracket based on the number of teams in each age group and division.
- 201.2 All teams will be scheduled a minimum of three games on the day of the event. Games will be scheduled as early as 8:00 AM and as late as 5:00 PM.
- 201.3 All divisions will have a Championship game (bracket permitting).

#### 202 Determination of Division Placement

- 202.1 Three points will be earned for a win, one point for a draw and zero points for a loss. Forfeits will be recorded as a 6-0 win, with three points awarded to the opposing team.
- 202.2 Where standings are tied on points, the following tie breakers will be used to advance the standings:
  - A: Head-to-head competition. (Except where more than two teams are tied, in which case head-to-head competition will not be applied until two teams are remaining.)
  - B: Goal Differential (Maximum of 6 goals per game)
  - C: Fewest goals allowed. (No Limits)
  - D: Most goals scored. (Maximum of 6 goals per game)
  - E: Kicks from the Mark

- 202.3 If more than two (2) teams are tied, the tiebreakers above will be applied until a team is eliminated or selected over one of the tied teams. After finishing the current tiebreaker criteria letter, the remaining teams will then restart the sequence until the tie is broken.
- 202.4 In the event three teams are still tied after the fourth tiebreaker, the teams that applied to the event second and third will take kicks from the mark to establish a winner. The winner will advance to a second kicks from the mark event against the team that applied to the event first.
- 202.5 In the event four teams are still tied after the fourth tiebreaker, the teams that applied to the event first and second will take kicks from the mark to establish a winner. The teams that applied third and fourth will take kicks from the mark to establish a winner. The two winners will then take kicks from the mark to establish the winner of the tiebreaker.

## **203 Division Advancement**

- 203.1 Division with FOUR teams
- A: Each team will play three (3) preliminary round matches.
- B: At the conclusion of all preliminary round matches, the top 2 teams will play a championship match.
- 203.2 Division with FIVE teams
- A: Each team will play four (4) preliminary round matches.
- B: At the conclusion of all preliminary round matches, a Champion and a Finalist will be determined based on points.
- 203.3 Division with SIX teams (two brackets of three teams)
- A: All Teams will play two (2) preliminary round matches.
- B: At the conclusion of all preliminary round matches, teams will be ranked by points and the top two teams in each bracket will play a Semifinal match. The third place teams in each bracket will play a consolation match.
- C: Semifinal winners will play in a Championship match.
- 203.4 Division with EIGHT teams (two brackets of four teams)
- A: Each team will play three (3) preliminary round matches.
- B: At the conclusion of all preliminary round matches, the top team in each bracket will play a championship match.

## **300 PLAYING RULES**

### **301 Laws**

- 301.1 This event's games will be played in accordance with FIFA Laws of the Game observed by USSF and USYS with the adjustments outlined in this document. In the event of any rules dispute during the event, the USYSA/VYSA rules of the game will be the rules of record during the event.

### **302 Age Format**

- 302.1 Age groups will play as follows:

AGE	ELIGIBILITY (Born on or after the year)	FORMAT	MAXIMUM ROSTER SIZE	BALL SIZE	HALFTIME	GAME LENGTH	REFEREES
8U – 12U	2016 – 2012	3 v 3	6	4	2 minutes	2x12 mins	1
13U – 15U	2011 – 2009	3 v 3	6	5	2 minutes	2x12 mins	1

- 302.2 The roster presented to the Referee at the beginning of the match shall indicate the players who will play in that match; no roster changes will be allowed after the match has started.
- 302.3 The official clock will not stop for any reason except in the judgment of the referee.

### **303 Minimum Number of Players**

- 303.1 Teams may begin play with a minimum of two players and at no time may be the number of players on the field drop below two players per team.
- 303.2 The addition of late arriving players who are on the official roster, will take place with the permission of the Referee and at regular legal substitution periods. The opposing team may always play at full strength.

### **304 Uniforms and Equipment**

- 304.1 In the event of a uniform color conflict, the team designated as the home team will change jerseys.
- 304.2 Teams will be permitted to wear a COLOR-MATCHING set of NUMBERED PINNIES in lieu of jerseys. Players must wear the same number for the entirety of the tournament; duplicate numbers within a team are prohibited.
- 304.3 Players wearing casts are permitted to play with the approval of the match Referee. Casts should be covered with bubble wrap or foam wrap.
- 304.4 The Referee is the sole judge of allowed player equipment as prescribed by FIFA Laws of the Game

### **305 Substitutions**

- 305.1 There is no limit on player substitutions.
- 305.2 Substitutions may be made “on the fly” at mid-field. The substitute must wait until the player is at the midfield line and touch line before entering the field. Player must tag the substitute at the midfield/touch line intersection.

### **306 Technical and Spectator Areas**

- 306.1 Teams will occupy one side of the field, with each team between the end lines and center lines. Referees will have the authority to determine team location during the match.
- 306.2 All spectators will occupy the opposite side of the field, opposite their team, between the end line and center lines.
- 306.3 Artificial noise maker devices, pets, recreational vehicles, and use of tobacco products are prohibited at game sites.

### **307 Conduct**

- 307.1 Coaches are responsible for their own behavior, and for the conduct of the players, team staff, and spectators of their respective team. Coaches who are unable to control their sideline’s conduct may be cautioned and/or ejected.
- 307.2 Any player ejected from a match will not be allowed to participate in his team’s immediate next match. The ejected player may not be replaced in the match from which he/she was ejected.
- 307.3 Ejection for fighting by players and coaches may result in the player or coach being forbidden to participate in any remaining event matches upon review of the situation by the Event Committee. Any coach ejected for a match will not be allowed to coach his/her team in its immediate next match. If a coach is ejected from the game, an adult team representative, 21 or over, must occupy the team sideline for the remainder of the match).
- 307.4 Ejected coaches and spectators must not be within “sight or sound” of the playing field. Players ejected may remain on the bench or be released into the care of a guardian or risk management approved personnel. A player released from the bench area must not be within “sight or sound “of the playing field.

### **308 Overtime**

- 308.1 For all group and consolation matches, ties will stand at the end of regular play.
- 308.2 For semi-final and championship matches, in the event of a tie at the end of regulation play, teams will be given a five-minute rest and then immediately proceed with one five-minute overtime period (not sudden death). If the score is still tied at the end of the overtime period, the winner of the match will be determined using FIFA Kicks from the Mark. Prior to the shootout, the referee will ensure each team has the same number of eligible players in the center circle. If one team has finished the game with fewer players than the other, the other team must reduce the number of players eligible to participate in the shootout so that both teams have the same number of players.

### **309 Weather**

- 309.1 Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Event Director may cancel or postpone a match. Referees may suspend a match. In the case of severe weather, at his/her discretion, the Event Director may cancel any and all games. In the case of severe weather that occurs after the beginning of play, the Event Director may reduce the length of the match or may abandon the game. Should a match be terminated due to weather conditions after 15 minutes of play, the match will be

considered official and the score at the time will stand. If a match is terminated prior to 15 minutes of play every attempt will be made to complete the match. If necessary, other means, determined by the Event Committee, may be used to determine a winner. Referees and field managers will not begin or continue matches where a lightning storm is occurring. No refunds will be given in the event of cancellation.

### **310 Forfeited and Terminated Matches**

- 310.1 A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled kick off time. Teams should be at the field 30 minutes prior to the scheduled commencement of a match to aid in the timely start of play. (A forfeit will be scored according to Rule 202.1.)
- 310.2 Any game shortened due to injury or weather will be continued or made up at the sole discretion of the Event Director.
- 310.3 Neither the Event Committee, Loudoun Soccer Club nor the Event Sponsors are responsible for any expenses incurred by any team in the event the event is cancelled in whole or part or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made.

## **400 FORMAT SPECIFIC RULES OF PLAY**

### **401 3v3**

- 401.1 Kick Off: May be kicked in any direction. You cannot score directly from a kickoff (ball must be 100% over the midline to be considered on the offensive half of the field). The kickoff is an indirect kick.
- 401.2 Kick-Ins: The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. (This is an indirect kick; a goal cannot be scored from this kick.)
- 401.3 Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect except for corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.
- 401.4 Goal Kicks: May be taken from any point of the end line.
- 401.5 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.
- 401.6 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 players five yards from the goal box in line with the direction of play prior to the penalty.
- 401.7 Slide Tackles: Slide Tackles to attempt to strip ball from an attacker are not allowed at any age. Indirect kick at the spot of the foul.
- 401.8 Offside: No offside will be called.
- 401.9 Goal Arc: The goal arc is a three-yard radius around each of the goal posts located directly in front of the goals. There is no ball contact allowed within the goal arc, however, all players may pass through the goal arc. If the ball comes to a rest on the goal arc, a goal kick is awarded regardless of who last touched the ball. Any part of the ball or player's body on the line or inside the plane of the arc is considered in the goal arc 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 arc extends upward.
- 410.10 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 midline (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.

## **500 EVENT MANAGEMENT**

### **501 Authority**

- 501.1 Decisions made by the Event Committee and the Event Director are final. All referee decisions are final and binding. There are no protests.