

# TOURNAMENT RULES

\*FIFA rules apply if not modified within. The following rules have been designed to ensure fair play for all participants.

## GAME REGULATIONS

**PLAYER REGISTRATION:** All players must be registered on their team's roster/Waiver. Roster changes, substitutions and additions, must be made before the start of a team's first game. Any team determined by the tournament director(s) to have falsified any player's age is subject to be dismissed from the tournament. Proof of age is required at the tournament director's discretion. No player will be allowed to participate without a signed waiver.

**Players:** Only three (3) players from each team are on the field at once. Each team may have 6 total players (3 field, 3 substitutes). Any team who is found to have fielded an ineligible player may be dismissed from the tournament; this decision is the tournament directors only.

**Game Duration:** Games should be 20 minutes each with a 2-minute halftime. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. The game clock does not stop for injuries.

**Forfeit:** A minimum of two (2) players must be present to start the game to avoid a forfeit. The game will be recorded as a 3-0 win for the winning team. Any team not ready to play 5 minutes after scheduled game time will forfeit.

**Points System:** Teams receive three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. If teams within a group are tied, these tiebreakers (in order) will be followed:

- Head-to-head competition
- Goal differential (goals scored minus goals allowed)
- Goals allowed
- Goals scored
- Penalty kicks

**Playoffs:** During the playoffs, overtime shall consist of a five-minute “golden goal” overtime period. The first team to score in overtime is the winner. If no team has scored in the five-minute overtime, the winner shall be decided by a shootout. The three (3) players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick. The higher scoring team wins after the first round of penalty kicks. If the score remains tied after the first round of penalty kicks, the same three (3) players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. Only players on the field are eligible to participate in the shootout.

**Fields:** Fields should be approximately 20-30 yards wide by 30-40 yards long. Using these dimensions, four (4) 3v3 Fields should fit on one regulation-size soccer field.

**Ball Size:** Home team is required to provide the game balls. Ensure that they are properly inflated. U8 age groups will use a size 3 ball. U9-U12 will use a size 4 ball. U13 and above will use a size 5 ball.

## **SOCCKER RULES**

**Kick-Off:** The kick-off may be taken in any direction; it is an indirect kick.

**Kick-Ins:** The ball shall be kicked into play from the sidelines, instead of thrown in. There are no throw-ins.

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

**Goal Kicks:** Goal kicks may be taken from any point of the end line; they are indirect kicks.

**Corner Kicks:** A corner kick is a direct free kick. A goal can be scored directly from a corner kick.

**Penalty Kicks:** Shall be awarded if, in the referee’s opinion, a scoring opportunity was nullified by an infraction. 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.

**Goal Scoring:** A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. Goals also cannot be scored from a team's defensive half; the ball must be completely over the mid-line.

**Five-Yard Rule:** In all dead-ball situations, defending players must stand at least five (5) yards away from the ball. If the defensive player's goal is closer than five (5) yards, the ball shall be played five (5) yards from the goal, in line with the place of the penalty.

**Substitution:** Substitutions may be made at any dead ball situation.

**Penalty Box / Goal Keepers:** There are no goalkeepers. There will be a goal box (3 yd arc) surrounding the goal. There is no ball contact allowed within the penalty box. Any player may run through the penalty box but may not stand inside the penalty box. If this occurs a warning will be given and if it continues a yellow/red card and a potential objection shall follow. If the ball comes to rest in the Penalty box or on the penalty box line, 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 inside the penalty box. If a defender touches the ball in the penalty box, a penalty kick is awarded to the offensive team from midfield. If an offensive player touches the ball within the penalty box, a goal kick is awarded to the defensive team.

**Offside:** The offside rule is not in effect. There is no offsides in 3v3 soccer.

**Slide Tackling:** No Slide tackling. Infractions will result in an automatic yellow card.

**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)

**Conduct:** A yellow/red card system will be used to control unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving two yellow cards during one game, or a red card will be ejected and must sit out their team's next game.

**Protests of Rules:** Referee calls are final. Referee judgment calls are NOT grounds for a protest. Play protests may result in a yellow or red card.