



CGYS x PTFC Camps 3v3 Tournament

Overview:

The tournament will take place on the Hood River High School Turf Field. We will host several different brackets to accommodate all players from 3rd to 8th grade. This one-day tournament will start with group play and end in a single elimination bracket for each age group, each team is guaranteed to play at least four games. Registration can be found on PTFCcamps.com.

There is a **minimum** of 4 players per team.

**Teams should register based upon the birth year of their oldest player. Please register players based on the grade level they will be entering in Fall 2025. No more than 7 players to a team.*

Divisions:

Boys Youth Division \$30 per player

Registering as a Boys Youth Team you are guaranteed the following:

- Four guaranteed 20-minute matches with more to occur if you progress through the bracket.
- There will be 3 brackets in the Boys Youth Division
 - 3rd and 4th grade
 - 5th and 6th grade
 - 7th and 8th grade

Girls Youth Division \$30 per player

Registering as a Girls Youth Team you are guaranteed the following:

- Four guaranteed 20-minute matches with more to occur if you progress through the bracket.
- There will be 3 brackets in the Girls Youth Division
 - 3rd and 4th grade
 - 5th and 6th grade
 - 7th and 8th grade

Tentative Tournament Schedule

Saturday, August 16th

Games will range from 9am-12:30pm depending on your bracket.

FAQ's

Can my children play together on the same team?



- Yes, but the team will need to be placed in the age bracket of the oldest kid on your team. Meaning, if your 13-year-old son wants to be on a team with his 10-year-old brother, the team would be playing in the 8th grade bracket.

Can I leave my kid?

- We require that each youth participant be always supervised by an adult. Whether that is a guardian or their coach, youth participants must always remain with an adult. We will not have an official check-out process, but coaches will be required to check-in their team each day to receive that day's schedule and bracket placement.

What should I wear?

- All players to a team must wear a shirt or jersey of matching colors. If two teams playing have the same colors, a coin will be flipped to determine which team will wear pinnies.
- Uniforms must provide full torso coverage and refrain from any possible profane design. If a uniform is deemed inappropriate by the discretion of the tournament officials and staff, the team will be asked to change. Refusal to change from an inappropriate uniform may result in disqualification from the tournament.

For any questions that remain unanswered, please reach out to us by email at PTFCcamps@timbers.com

Tournament Rules

Player Registration: All players must be registered on their teams' registration form before the tournament begins. There is a minimum of 4 players per team and a maximum of 7. Any team or player determined by the event director to have falsified will be dismissed from the tournament. All rosters are frozen at check-in. Please register players based on the grade level they will be entering in Fall 2025.

Players and Substitutions: Three field players will play at one time per team. Teams playing more than 7 players during the tournament will be disqualified. Players may only play on one team. There are no goalkeepers in 3v3 soccer. Substitutes may occur during any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when the dead ball situation first occurs to be called on.

Equipment: All players in the tournament must wear shin guards. Any player without shin guards will not be allowed to play. All teams must bring a light and a dark colored shirt.

The Goal Box: The goal box, six feet wide by four feet long, is directly in front of the goal. 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. Once the ball has



broken the plane of the goal box, if the ball is touched by the defensive team, a "penalty" shot will be awarded to the opposing team (a penalty kick is taken from the kick-off spot at the half line). If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The entire ball must be over the entire line of the goal box for this to be a violation. The plane of the goal box extends upward.

Goal and Field Measurements: The goals will be 4 feet wide and 2.5 feet tall. The fields will be 16 yards wide and 20 yards long.

Game Duration: The game will consist of two 10-minute halves separated by a two-minute halftime.

Group Play Game Scoring: 3 points for a win; 1 point for a tie and 0 points for a loss. **Forfeits:** A forfeit is scored as 5-0 .

Group Play Tiebreaker: In group play, ties between two or more teams will be broken by; 1) head-to-head results between tied teams (2 teams only); 2) goal difference in group play; 3) goals scored; 4) fewest goals against; 5) Coin toss.

Overtime: There will be no ties in bracket play - Teams will play golden goal until a winner is decided.

Goal Scoring: A goal may be scored from a touch on the offensive half on the playing field only.

Timewasting: Blatant time wasting will be met with a warning. After one team receives three warnings the other team will receive an indirect kick from the spot of the infraction. In the case of time wasting on a goal kick the other team will receive a corner. Yellow cards may also be issued.

NO OFFSIDE and NO SLIDE TACKLING

A slide tackle will result in an indirect free kick and a warning. If a single player receives two warnings, they will be forced to sub out. If no sub is available, the team must play down a player for 30 seconds.

Kick-ins: The ball will be kicked in to play from the sideline instead of thrown in.

Indirect Kicks: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks. In all dead ball situations, defending players must stand five yards away from the ball. If the



defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

Goal Kicks: May be taken from any point on the edge of the goal box area.

Kickoff: Must be kicked backward. First kick off will be determined by a coin flip. The team who wins the coin toss can either choose if they want the ball first or which direction they want to attack in the first half. The remaining choice is left to the team who loses the coin toss. The team who wins the coin toss can also choose if they wear light or dark shirts.

Penalty Kicks: Shall be awarded if, in the referee's opinion, an obvious scoring opportunity was nullified by the infraction. It is a direct kick taken from the midfield (kickoff) line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Cautions and Suspensions: Referees have the right to dismiss players or bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. Referees can also send players on a break and force them to sub out of the game if deemed necessary. Red card suspension = suspended for the rest of game BUT NOT the next game. Tournament Director may dismiss player or bench personnel for rest of tournament. (In the case of a red card, teams still play with 3 on the field)

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

Forfeits: A forfeit occurs if one team has less than two available players before or during a game. A forfeit will be scored as 5-0.

SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.