

# CSA 3v3 SOCCER RINK CHAMPIONSHIP – RULES

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## TEAM REGISTRATION:

Teams must register and pay all team fees to participate in the event. Teams are responsible for registering according to their correct age group, gender and playing level. Failure to properly register may result in disqualification from the event with no refund of fees.

### Team Documentation and Check-in:

The head coach or representative of each team must present the Team Roster and Release form to the field marshal least 30 minutes prior to the first game. All players must be listed on their team's Roster/Release form at check-in. Players cannot be added after the first game.

The tournament representatives have the right to request proof of age from any player. The coach must have in his possession during the event one of the following documents for each player: copy of birth certificate, certified player card, government ID card or passport. Any team or player determined by the event director to have falsified age will be dismissed from the tournament.

### Age Determination

The player's playing age is determined by the following guidelines. Teams that span more than one age group must register based on the birth year of the oldest player on the roster.

Age Division	Birth Year
Under 12	Born in 2005
Under 11	Born in 2006
Under 10	Born in 2007

### Team Gender:

Girls may participate on co-ed teams. Boys are not permitted on girls' teams.

### Number of Players:

SIX is the maximum number of players on a team; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. One Coach is permitted on the sideline with each team.

### Coaches:

Only one coach is permitted on the sidelines during games.  
Coach is responsible for turning in the match report to the field marshal.

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## RULES

FIFA Rules apply except as modified herein.

**Field of Play:** Games will be played in EUHERE Soccer Rinks. Length 49 feet, width 36 feet, wall board height 1.6 feet.

**Ball Size:** All teams will use a size 4 ball.

### Number of Players:

- Maximum on Roster: Six (6) players
- Minimum players on field: Two (2) players
- Maximum players on field to play: Three (3) players
- No Goalkeeper
- Unlimited Substitutions at game stoppage. Players must get referees attention and enter and exit at the half-field mark only. The substitute shall not enter the field of play until the player he/she is replacing has left.

### Players' Equipment:

- Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).
- Orthopedic casts are not permitted; however, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee, the ultimate authority is the referee.
- Teams are to wear jerseys of matching design with numbers on the back of the jerseys. No two (2) players may have identical uniform numbers while the players are playing on the field at the same time.
- In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee or wear pinnies. In case of a jersey color conflict with both teams, the referee shall change into a non-conflicting color.
- No jewelry will be allowed.

### The Referee:

One certified referee will be used. The referee will remain outside the rink.

### The Duration of the Match:

- The game shall consist of one 25-minute period with a running clock, OR the game shall end when a team reaches 12 goals scored regardless of the goal difference with the opposing team.
- Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only semi-final and championship games shall play into overtime.
- Championship games and games that require a winner for advancement will proceed directly to a 3-minute Golden Goal period, followed by penalty kicks.
- The Golden Goal period, if necessary to determine advancement or championship, will consist of one (1) three-minute overtime period with a coin-toss to determine

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kickoff/direction. The first team to score in the Golden Goal period is the winner of the match.

- If no team has scored by the end of the Golden Goal period, 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 finishes with 2 players on the field, one of the two field players must kick twice.
- Shootout kicks will be taken from a point approximately 16 feet from the goal as designated by the referee (3/4 of the length of the field.)
- The game clock is running. (if the ball goes out of the ball the clock will continue to run.)

## **Start and Restart of Play:**

- A goal may not be scored directly from a kick-off.
- A Kickoff from the center mark starts play at the beginning of the game and after every goal.
- A player who starts play may not touch the ball a second time until it touches another player.
- The Home Team takes the initial Kickoff. The Visiting Team chooses their starting defensive end. For overtime there will be a coin toss to determine who takes the Kickoff/direction.
- The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

## **Ball In and Out of Play:**

- The ball is considered out of play when it leaves the boundary of the soccer rink.
- The referee will point to where the ball was kicked out and will award a kick-in to the opposing team of the player who last touched the ball prior to it leaving the field of play.
- The ball shall be kicked into play from inside the rink at the mark set by the referee.

**Goal Scoring:** A goal may be scored from anywhere on the field.

**Offsides:** No Offsides.

## **Fouls and Misconduct:**

- No slide tackles.
- Players may slide to stop a ball as long as contact with another player is not initiated.

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- Penalty: 1st warning and Indirect Kick for opponent from point of the foul. Repeat by same player may result in a caution.
- Denial of an obvious goal scoring opportunity (in the opinion of the referee) by a defender will result in a free kick for the shooting team from closest CSA board logo.
- Player ejection (Red Card) – Referees have the right to eject a player from the game for continued disobedience or as a result of an incident that warrants a player being sent off. Player may be replaced with an eligible roster player. Teams will still play with 3 players on the field. Player ejected shall be suspended for the remainder of the game PLUS a MINIMUM of 1 additional game up to the duration of the event, at the discretion of the tournament director.

## Free Kicks:

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect. In all dead ball situations, defending players must stand five yards away from the ball.

**Protests:** No protests.

## DIVISIONS, BRACKETING AND ADVANCEMENT

- Teams are guaranteed 4 games.
- The Tournament reserves the right to merge age groups or divisions if necessary to facilitate bracketing.
- A minimum of one time slot for rest purposes will be maintained between games.
- In group play, ties will stand. 3 points for a win; 1 point for a tie and 0 points for a loss. *FORFEITS:* A forfeit is scored as 3-0.

**Determining Group Winners/Tiebreakers:** Following pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal differential in pool play up to 12 goals per game; 3) fewest goals against in pool play; 4) goals scored 5) Kicks from

## 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.

## WEATHER RELATED ISSUES:

The Tournament Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Every effort possible will be made to play the games. Where possible, and if game/pool/division winners are discernable, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernable. **Team entry fees are non-refundable.**