

Tournament Rules

3v3 Casket Cup - Batesville Soccer Club

1.) Player Registration:

Four is the maximum number of players on a team. Three field players at one time. Players may only play on one team per tournament. There are no roster changes allowed after the team's first game. Any team that is determined to have falsified a player's information will be immediately dismissed from the tournament and all scheduled games are scored as forfeit (see section 22). Players may play up in age, but are not allowed to play down.

2.) Boy/Girl/CoEd Divisions:

If a division is labeled "girls" there cannot be any male players rostered on the team. If a division is labeled "boys" at least one player must be male. If a team is labeled "coed" then you have to have at least one male and one female player. "Co-ed" **divisions** can be up of boys, girls and co-ed teams. During co-ed games, a female must be on the field at all times, this only applies if the division is all co-ed teams. A Trapped Player, defined as a player that is U15 (turned 14 prior to 7-31 of the current year) but is in 8th grade and would be playing U14 Rec for BSC is allowed to play in the U14 Division of the BSC 3v3 Tourney. ****Note: Based on the number & type of teams registered for each division the board reserves the right to combine divisions.***

3.) Number of Players:

The minimum number of players per team is three, the maximum is four.

4.) Game Time:

Teams should be at their field 10 minutes prior to game time.

5.) Substitutes:

Substitutes can come in at any dead ball. Referee permission not needed.

6.) Field Dimensions:

Length 40 yards, Width 30 yards.

7.) Goal Box:

The goal box is 10 feet wide by 6 feet long. Players are not allow to touch the ball while the player or ball is in the goal box. If the ball or player is in the goal box and a defensive player plays the ball, it is a goal for the opposing team. If an offensive player or ball is in the goal box and plays the ball, it is a free kick for the defensive team from the goal line. A ball that has stopped rolling in the goal box is a free kick for the defensive team from the goal line.

8.) Goal Scoring:

A goal can only be scored from the offensive half of the field. A goal cannot be scored directly from a kick-in, from out-of-bounds, or directly from the kick off. A goal may be scored directly from a corner kick.

9.) Uniforms:

All players must wear jerseys/shirts during the game. Shin guards are **mandatory** (no exceptions). Soccer cleats are optional. If there is a conflict in uniform color, the club shall provide pinnies to the home team.

10.) Game Duration:

The game consist of two 12 minute halves with a 1 minute break at the half. No timeouts are allowed.

11.) Penalty Kicks:

A direct foul will result in a penalty kick from mid-field.

12.) Kick-ins:

Balls will be kicked in and not thrown-in during out-of-bounds situations. Goal kicks will be taken from the goal line.

13.) Kick Off:

The kick off is an indirect kick and can travel in any direction.

14.) Referees:

Absolutely no abuse of the referee will be tolerated. This includes coaches, fans, parents, and players.

15.) Slide Tackling:

Slide tackling is **NOT** permitted.

16.) Offsides:

Offsides is not called in 3v3 soccer.

17.) Coaching:

Minimal coaching please.

18.) Player Ejection (Yellow/Red Card):

Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The tournament director will decide if suspension from additional games will be required.

19.) Five Yard Rule:

In all dead ball situations, defending players must stand at least five yards from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal box in line with the place of the infraction.

20.) Ball Size:

U8 and below play with Size 3 ball. U9 to U12 play with a Size 4 ball. U13 and above play with a Size 5 ball.

21.) Captains:

The captain of the winning team **MUST** take the referee socrecard to the registration tent. Scores will be posted from these cards.

22.) Point Determination:

- a. 3 points for a **WIN**
- b. 1 point for a **TIE**
- c. 1 point for a **SHUTOUT**
- d. 5 point goal differential maximum per game; **FORFEIT** scored as 5-0

23.) TIEBREAKERS:

In 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; 3) fewest goals allowed; 4) shoot-out (see overtime section).

24.) Overtime:

Overtime will only be played in playoff and championship games. Overtime will consist of two sudden death 3 minute periods. The first team to score in the overtime is the winner. If the score remains tied after the overtime, the winner will be determined by a shoot-out. Minimum of three players will alternate kicks from mid-field with the opposing team (3 kicks per team). If, after the shoot-out, the score is still tied, the two teams will alternate sudden death penalty kicks.