

### **TOURNAMENT EQUIPMENT:**

All players must wear shin guards. Any player without shin guards will not be allowed to play. Ball sizes are: U7 uses a size 3, U8 - U12 use a size 4, U13 – U17 use a size 5.

### **FIELD DIMENSIONS:**

The playing field is 40 yard long by 30 yard wide.

### **GOAL and GOAL ARC:**

The goal itself measures three feet high by six feet wide. The goal arc is a 10 foot diameter arc or a 10 x 6 box and is directly in front of the goal. There is no ball contact allowed within the goal arc/box, however any player may pass through the goal arc. No player may stand within, defend from, or be stationary within the arc/box. If the ball comes to rest in the goal arc, 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 in the goal arc and is an extension of such. If a defender touches the ball in goal arc, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal arc, a goal kick is awarded to the defensive team.

### **GAME START AND DURATION:**

The game shall consist of two 12 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. Teams shall report to assigned fields a minimum of 10 minutes prior to assigned start time. In the event that a team is not readily available at game start time, the game shall begin by starting the time clock and one (1) goal will be awarded to the opposing team for each minute that team is late. The team may report and the game will commence and finish based on timekeepers clock. In the event any team is more than 5 minutes late for the start of their game, that game will be forfeited. Teams are responsible for waiting until their eligibility for playoffs has been determined. There are no time outs in 3-v-3 soccer.

### **SUBSTITUTIONS:**

Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field. There are no substitutions on the fly.

### **GOAL SCORING:**

A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

### **PLAYOFF OVERTIME:**

Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three minute-overtime period, the winner shall be decided by shootout. The ball will be placed at the center of midfield. A coin flip will decide which team starts the penalty kick round. The three 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, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same 3 players will rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

### **POOL PLAY/DIVISION STANDINGS:**

All division standings shall be determined by the following point system:

(i) win=3 points, (ii) tie=1 points, (iii) loss=0 points. A game forfeited will be scored 3-0 for the winning team 0-3 for the losing team. Points will be tallied to determine a winner in each division. In the event of a tie in division/pool play, the group winner will be determined in the following order of applicability:

1. Winner in head-to-head competition.(2 way ties only 3 way ties will drop to tie-breaking criteria 2)
2. Lowest total goals scored against.
3. Most goals scored for (maximum of 5 per game).
4. The difference between goals scored minus goals allowed. (Maximum of 5 per game).
5. Coin Flip

THERE ARE NO OFFSIDES IN 3-V-3 SOCCER

NO SLIDE TACKLING IN 3-V-3 SOCCER

**FIVE YARD RULE:**

In all dead ball situations, including kickoffs, defending players must stand at least five yards away 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 area in line with the place of the penalty.

**KICK-INS:**

The ball shall be kicked into play from the sideline instead of throw in.

**INDIRECT KICKS:**

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner kicks and penalty kicks.

**GOAL KICKS:**

May be taken from any point on the end line, and not in the goal arc area or arch.

**KICK OFF:**

Is an indirect kick and may be taken in any direction. A goal can not be awarded from a kick off.

**PENALTY KICKS:**

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball kick. If a goal is not scored, the defense obtains possession with a goal kick.

**FORFEITS:**

Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament. Registration fee is nonrefundable.

**PROTESTS:**

THERE ARE NO PROTESTS. All problems will be resolved by the Field Marshall or Tournament Director.

**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. The Tournament committee has the authority to terminate, change, or cancel any game due to interference in the orderly flow of play because of actions of players, coaches, or spectators. Referees may also terminate the game for improper behavior by a player, coach, or spectator. Warnings, yellow and red cards are encouraged as a preliminary means of maintaining control. If a termination is necessary in the opinion of the officials, a full explanation will be made separately in the game report by each official, listing all the details and what cards were issued to who. The score of the game at the time of the termination will remain unless the referee specifically states it was the obvious intent of the winning team to have the game terminated. Under these conditions, the game will be recorded as a 0-0 game with no points granted for a tie. If the referee specifically states it was the obvious

intent of the losing team to have a game terminated, the score will be listed as 2-0 for the team winning at the time of the termination. The decision as to the final score of the game for all terminated games will be made by the Tournament Director. The Tournament Committee will make a report to each team's state association. If a team causes a game to be terminated, it may not, under any circumstances, be declared a group winner, semifinalist, or a wild card team. No award will be made to any team, which causes a game to be terminated.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE FIELD MARSHALL'S AND TOURNAMENT DIRECTOR