

3v3 Tournament Rules

Games will be played with the official FIFA soccer rules. Any exceptions to the FIFA rules are listed below.

Roster

Every team must hand in a roster with all player names and their Date of Birth.

Max roster size is 6 players- three field players and three substitutes. Teams are allowed to roster less than six players if they choose (A team must have a minimum of 2 field players). In extenuating circumstances, more players may be allowed on a roster at the tournament director's discretion.

Players may only play on one team per division.

Game Duration

The games are 20 minutes straight. Home team will start with possession. Games during pool play that are tied after regulation play shall end in a tie. Games during the Playoffs/Championship Rounds that are tied after regulation play shall proceed to a 3 minute Gold Goal overtime. If the game is still tied at the end of the overtime, it shall proceed to 3 Penalty Kicks per team.

Substitution

Substitutions will be made on the fly.

Restarts

Kick Offs- May be kicked in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kick off is an indirect kick,

Kick Ins- The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and Indirect Kicks- All dead ball kicks (kick ins, kick offs, free kicks) are indirect with the exception of corner kicks, hand balls, and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

Goal Kicks- May be taken from any point of the end line. All Goal Kicks are indirect kicks.

Penalty Kicks- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). 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.

Five Yard Rule

In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Goal Scoring

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:

There are no Goalkeepers in 3v3 Soccer, we don't play with offside and NO slide tackling is allowed. If a player is sliding for the ball,

contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded.

This does NOT prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

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) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Field Dimensions

The playing field is approximately 20 yds x 30 yds for ages U12 and higher. U11 and younger age groups **may** play on a smaller field. The goals are approximately four feet high and 6 feet wide.

Goal Box

The goal box, approximately eight feet wide by five feet long, is directly in front of the goal. The goals are four feet high by six feet wide. Alterations may be made to the goal and/or goal box size at the discretion of the tournament director. 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. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

Play-off Penalty Kick's

If there's no winner after the official game time the game will go to a shoot-out. The Home team on the schedule will kick first. The three players from each team remaining on the field at the end of the game 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 has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must 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 must kick twice.

Scoring (In bracket play):

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 60 win for the team present.

Tie Breakers:

In pool play, ties between two teams in the standings will be broken by (1) head to head results between the tied teams (2) goal difference (3) goals against (4) goals for (5) 3 player shootout (6) Coin Toss. If three teams or more are tied in the standings, head to head will be thrown out and the following tie breakers will be used. (1) goal difference (2) goals against (3) goals for (4) 3 player shootout (5) Coin Toss. Each tiebreaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

*** The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules and situations not directly addressed by Tournament Rules ***