



TOURNAMENT RULES

DIVISIONS: Teams will register in either the girls' or boys' division. NO CO-ED TEAMS ALLOWED. The event staff shall determine the need for additional breakdown in divisions based on the number of participating teams.

ELIGIBLE PLAYERS: The tournament is open to any player aged 14-18 (boys and girls). Players can be asked to verify their age with appropriate documentation at any point during the tournament. Any team or player determined by the Event director to have falsified age will be dismissed from the tournament and will not be eligible for a refund.

ELIGIBLE TEAMS: U16-U19 club teams, High School Girls & Boys Teams, and individually organized teams where players meet eligibility requirements.

NUMBER OF PLAYERS: Each team must contain a minimum roster of SIX players on a team with a maximum roster size of SEVEN players; three field players at one time. Players may only play on one team. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees' attention and enter and exit at the half-field mark only.

CHECK-IN: Check-In will take place at tournament HQ 1 hour before a team's first game. All players and 1 coach or adult team representative must be present at check-in and will receive their armbands. Failure to check in as a team will result in disqualification. Teams must bring tournament waiver, registration form, and medical release form for each player with them at check-in. Only 1 coach is allowed to register with each team. No team managers, assistant coaches, parents, or unauthorized spectators allowed on the field. Anyone on the field outside of rostered players and rostered coach will result in a forfeit of match and possible disqualification.

All players and coach must wear arm-bands for the entire duration of the tournament and said armband allows for re-entry into the tournament

No changes or substitutions to the roster are allowed after check-in to include both players and assigned coach. Any exception must be granted by the Tournament Director

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Each team is responsible for providing a game ball to the referee before the match.

UNIFORM: In order to minimize color conflicts on the field, the teams listed as home teams (first on the schedule) must use light color jerseys, and those listed as away must use dark color jerseys. In the case of the same color conflict, the home team may change or wear training pennies. Identical uniforms are not required but every player on the team must be wearing the same color shirt/jersey

FIELD DIMENSIONS: Length -30 yards, Width -20 yards

GOAL BOX: The goal box, twelve feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, and a *penalty kick* is awarded to the offensive team. If an offensive player touches



the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result in a Yellow Card given to the offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are approximately 4 feet high by 8 feet wide.

PRE-GAME: Visitors will kickoff - No coin toss. Each team will provide a game ball for the match.

GAME DURATION: The game shall consist of two 12-minute halves separated by two-minute halftime, OR the game ends when a team reaches a 10-goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner is decided by a shootout with the 3 players on the field at end of the golden goal period.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field. **SCORING (IN POOL PLAY):** 3 points for a win; 1 point for a tie and 0 points for a loss. **FORFEITS:** A forfeit is scored as 5-0.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head-to-head results between tied teams; 2) goal difference in pool play (*Max 5 goal differential per game will count*); 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

NO OFFSIDES IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER

HEADING: NO HEADING ALLOWED. When a player heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.

FIVE YARD RULE: 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.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in or dribbled in. The ball must be placed on the line and the kick must be taken within 4 seconds. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect, except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle on the offensive side of the midfield 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.

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. RED CARD suspension = Rest of game PLUS next game. The Tournament Director reserves the right to use his/her discretion and may eject players for the rest of the tournament. Teams still play with 3 on the field

POST-GAME: Teams may clap for their opponent/spectators at the end of the match.

FORFEITS: A forfeit shall be scored as 5-0.

SPORTSMANSHIP: Players, coaches, and spectators are expected to act in the nature of good sportsmanship at all times. **ABUSE OF REFERREES WILL NOT BE TOLERATED**. Any instance of such conduct will result in the responsible team forfeiting the match and the coach being removed from the tournament. The tournament Director reserves the right to disqualify the team.

Any player engaging in fighting, using profanity, or making degrading or derogatory remarks will be immediately removed from the tournament and his/her team will forfeit the game in which the grievance occurred.