



**FIELD DIMENSIONS:** Width: 25-30 yards, Length: 35- 40 yards

**GOAL BOX:** The goal area is directly in front of the goal, clearly identified with markers. No player may touch the ball within the goal area, however any player may move through the goal area. Any part of the ball or player's body on the line is considered in the goal area; the player is an extension of the area. A VIOLATION occurs if a defender touches the ball in the goal area, a *penalty attempt* is awarded to the offensive team. If an offensive player touches the ball within the goal area, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal area, regardless of which team touched it last, a goal kick is awarded to the defensive team.

**GAME DURATION:** The game shall consist of two 10 minute halves separated by a two minute halftime, OR the game ends when a team reaches a 10 goal lead. Each half ends when time has expired (a shot that has not crossed the goal line before time expires will not count). Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

**PLAYOFF OVERTIME:** *TEAMS WILL HAVE A 5 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period. Kicks in the shootout should be taken from the kick-off spot at the half line.

**GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field. Shots from the defensive end that are not touched by any player in the offensive end will not count.

**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 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored. If teams are still tied after all tiebreakers the system will automatically break the tie by system generated coin flip.

**NO OFFSIDES IN 3V3 SOCCER AND NO SLIDE TACKLING OR HEADING IN THE 3V3 SUMMER SHOWDOWN**



**HEADING:** When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. A ball that inadvertently touches a player's head during game play and does not cause injury or stoppage may play on.

**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.

**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 (15ft. line) 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/BENCH PERSONNEL EJECTION (YELLOW/RED CARD):** Referees have the right to dismiss a player OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may dismiss player or bench personnel for rest of tournament. (Teams still play with 3 on the field)

A team official guilty of misconduct will be shown a YC (caution) or RC (sending off)\*; if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

**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.

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

**PLAYING AREA:** Coaches and Players ONLY are permitted on the Turf/Playing area. All spectators must remain off of the turf. Teams are not permitted to enter the playing area until the time of their scheduled game(s). Warmups may be done in open grass areas if space exists.

***SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.***