

WAYA 3v3 Soccer Tournament Rules

Game Duration: (2) 10-minute halves; 2-minute halftime; OR first team to reach 12 goals.

Substitutions: Either team may sub during any dead-ball situation, regardless of possession. Teams MUST gain the referee's attention and players must enter and exit at mid-field when prompted by the referee.

Game Balls: 1st/2nd grade division will use a size 3. 3rd/4th grade division will use a size 4.

Uniforms/Protective Wear: All players must wear shin guards and cleats. WAYA will provide pennies for "jerseys" but we do encourage teams to come up with their own uniform. Have fun with it! No jewelry of any kind. If you are wearing earrings, they must be covered up with tape or taken out.

Field Dimensions: 1st/2nd Grade – 80ftx60ft, 3rd/4th Grade – 120ftx70ft

Goalies and Goal Box: No goalies. The goal box is 6ftx10ft. There is no ball contact within the goal box or its plane, however, any player may pass through the goal box as long as they do not touch the ball while in the area. If the ball comes to rest in the goal box or on the line, a goal kick is awarded regardless of which team touched the ball last. Any part of the ball or player's body on the line or inside the plane of the area is considered in the goal box. If a defensive player is in the goal box and the ball touches any part of them, a free kick is awarded to the offensive team. If an offensive player touches the ball after it has entered the penalty area and scores, the goal does not count. Instead, a goal kick will be awarded to the defensive team.

Kick-off: Indirect kick and may be played in any direction. You cannot score directly from a kick off.

Kick-ins: The ball will be kicked into play from the sidelines rather than thrown in. This is an indirect kick and a goal cannot be scored from this kick.

Two Yard Rule: In all dead-ball situations, defending players must stand at least 2 yards from the ball until kicked in.

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 (3rd/4th only).

Slide Tackling/Headers/Hand Balls/Off Sides: There is no off sides in 3v3 soccer. Headers will not be permitted. Slide tackling will not be permitted. If a player slides and contact is made with another player, a free kick is awarded. Players are allowed to slide to stop/intercept a ball where contact is not initiated during the slide. Hand balls will result in a direct kick.

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

Penalty Kicks: 3rd/4th grade division only. Penalty kicks are direct kicks taken from the center of the mid-line with all players behind the mid-line. Penalty kicks are dead-ball infractions. Defense obtains possession with a goal kick if a goal is not scored.

Overtime: There will be no extra time in pool play. If the game is tied during bracket play, a coin will be flipped for first possession during a 5-minute "golden goal" period. The first to score will win. If the game remains in a tie after the golden goal period, teams will compete in a shootout. A coin flip will

determine shooting order. The 3 players on the field after the golden goal period must be the kickers in the shootout. There are no substitutions. The team with the most goals after three kickers wins. If it remains tied, the teams will continue with sudden death and the first team to score a goal unanswered, wins.

Goal Scoring: A goal may ONLY be scored from a touch (offensive or defensive) within the teams' offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example: Kickoff). If a player kicks a ball from their defensive half across midline and it hits a player from either team and goes into the goal, a goal will be awarded. Own goals (dribble through own penalty area, bad pass, etc) in the defensive half will stand.