

Field

Fields

- The playing field will be on fields approximately 35 yards x 25 yards.

Goals

- The goals will be approximately 6 feet x 4 feet.

Goal Box

- There will be a goal box or crease painted in front of each goal. Ball contact by a player is NOT allowed within the goal box. A ball may pass thru a goal box as long as it does not come in contact with either team while it travels through. A player may pass thru the goal box as well, as long as no ball contact is made while in the box. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. This plane of the box extends upwards.
 - If the ball comes to rest within the goal box, a goal kick is awarded regardless of who last touched the ball.
 - Attacking team
 - If the attacking team touches a ball after it has entered the goal box, a goal kick is awarded to the defensive team.
 - Defending team
 - If the defending team touches a ball after it has entered the goal box, a goal is awarded.

Game Play

Equipment

- All players must wear shin guards.
- Teams are responsible for providing game balls. U8 – size 3, U9 - U12 size 4, U13 and up size 5.

Game Duration

- The game will consist of two 12 minute halves separated by a 2 minute halftime; or the first team to reach 12 goals, whichever comes first.
- A coin toss will determine direction and possession at the start of the game.
- Games tied after regulation play shall end in a tie, except the playoffs.
- There are no timeouts and the game clock does not stop.
- The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

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 midline (kickoffs). If a player in their defensive half of the field kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes into the goal, a goal will be awarded. If the ball is kicked from the defensive half and is not touched before it rests in the goal, a goal kick is awarded.

Mercy Rule

- Any time during a game that one team has scored 12 more goals than the other team that game is deemed completed.

Delay of Game

- Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time. Example: A player kicking the ball long distances from the field to waste time.

Substitutions

- Substitutions may be made during all dead ball situations regardless of possession. Teams must gain the referee's attention and upon referee's recognition players must enter and leave at the sideline.

Offsides

- No offsides in 3v3 soccer!

Slide tackling

- A player may slide but no player contact is allowed. If a player slides and player contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where player contact is not initiated.

Hand Ball Clarification

- Deliberate handling of the ball that denies a team an obvious goal-scoring opportunity will result in the following: A penalty kick (at the discretion of the referee) and possibly a yellow or red card may be given to the player committing the hand ball.

Kick off

- Kick offs can be taken in any direction. You cannot score directly from a kickoff as the ball must be 100% over the mid line.

Kick-Ins

- There are no throw-ins. The ball shall be kicked in from the sideline. Kick-ins must make one full rotation before the ball will be considered in play. All kick-ins are indirect off of the sideline.

Five Yard Rule

- In all dead ball situations, the defending players must be at least 5 yards away from the ball. If the ball infraction happens within 5 yards of the defenders goal, the ball shall be placed 5 yards from the goal box.

Direct/Indirect Kicks

- All dead ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball is considered in play.

Goal Kicks

- Goal kicks can be taken from any point of the end line.

Penalty Kicks

- PKs will be awarded, if in the referee's opinion, a goal scoring opportunity is nullified by an infraction. The infraction does not automatically result in a red card. PKs will be

taken from the center of the mid-line with all players from both teams behind the mid-line. If a goal is not scored, the defense obtains possession with a goal kick.

Playoff Overtime

- Shall consist of a 3 minute 'golden goal' overtime period with a coin toss to decide kick-off and direction.
- The first team to score in overtime is the winner.
- If no team has scored within the 3 minute overtime, the winner shall be decided in a shootout.
 - The kicking order will be determined by a coin toss. The 3 players from each team remaining on the field at the end of the overtime will be the only players allowed to kick for their team.
 - The first round is complete after the first 3 players from each team take their kicks. The team with the most goals at this point will be declared the winner. If there is no winner after the first round, the same three players will rotate in a sudden death penalty kick format until one team scores unanswered.
 - If a red card has been given to a team and they are playing with only 2 players, a remaining member of their team (not the red carded player) may be placed on the field for penalty kicks. If the team does not have another member that can stand in, one player may kick twice.

Team Scoring (in bracket play)

- The winning team must bring the score card from their game to the scoring table after the game.
- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- A forfeited game is scored at 6 – 0 for the team present.
- 1 point for a shutout

Forfeits

- Any team forfeiting two games during pool play will be removed from the tournament.
- Any team forfeiting a playoff game will be removed from the tournament.

Tie-Breakers

- If a team forfeits a game they will automatically be considered the lower seed (unless otherwise decided by a tournament official).
- Ties between three or more teams
 - Head to head results between the tied teams
 - Goal difference in head to head games
 - Goals against in head to head games
 - Goal difference in pool play games
 - Goals against in pool play games
 - Shootout
- Ties between two teams
 - Goal difference in pool play games
 - Goals against pool play games
 - Shoot out

Weather related issues

- We reserve the right to modify, reschedule or cancel the tournament due to inclement weather. The tournament director reserves the right to shorten game lengths. All effort will be made to continue play and finish the tournament.

*** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ***

*** All rules not stated above will stem from the laws designated by FIFA ***

