

## 3v3 Rules - version 10/2025

### RULES OF THE GAME \* FIFA rules apply if not modified within \*

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to the ASA Tournament Director or designee.

Teams will be placed into divisions based upon age (birth year), gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players parents and spectators.

Number of Players: Six is the maximum number of players on a team: three field players and three substitutes. (A team must have a minimum of 2 field players). Players may only play on one team per division. There are no goalkeepers in 3v3. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster.

Falsifying Ages: A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events. This act of poor sportsmanship will not be tolerated by the ASA.

**Skill Level:** Teams are placed in divisions based on their players' competitive experience, the division selected during registration, or a combination of both factors. Divisions may be combined when necessary to ensure adequate participation and competitive balance. Final placement depends on the number of teams registered, registration preferences, and overall division composition.

**Proof of Age:** All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

**Age of Participants:** The age group of each team is determined by the birthdate of the oldest player on the roster (see registration form for age group breakdown).

**Coed Rules:** A coed team is made up of both male and female players. During play, at least one female player must be on the field at all times. If a coed team participates in a Male Division, or if a tournament director blends gender groups to balance numbers, the standard coed rules do not apply.

**Uniforms/Protective Casts:** All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. The Tournament Director, Athletic trainer and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Here are the following sizes for each group: U6-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

**Field Dimensions:** The playing field is 40 yards long by 30 yards wide for ages U8 and higher. U7 and younger age groups play on 30 x 20 yard field. The goals are 4 feet high and 6 feet wide.

**The Goal Box:** The goal box is 8 feet wide by 6 foot long located directly in front of the goal. The goals are 4 feet high by 6 feet wide. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or players body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to

the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**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) 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.

**Game Duration:** The game shall consist of two 10-minute halves separated by a two minute halftime period OR the first team to reach a 10 goal differential, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop in 3v3 games. 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.

**Forfeits:** Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the ASA Tournament Director before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game, if deemed necessary.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

**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 .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**Playoff Overtime:** Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period 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.

No Offside in 3v3 Soccer!

No slide Tackling: If a player is sliding, no contact is 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).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

If a player(s) are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event (i.e., they must leave the park completely or remain in the parking lot).

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and remain in the parking lot before play will

continue. If a coach or parent refuses to exit the park facility to the parking lot, the game will be forfeited in favor of the opposing team.

Kick Off: May be taken 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).

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

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.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

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.

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 6-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Head Quarters Tent immediately following the game!

Forfeits: Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

Tie-Breakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). For teams tied in record

where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between two or more teams will be broken by

- (1) head to head results between the tied teams
- (2) goal difference in head to head games
- (3) goals against in head to head games
- (4) goal difference in pool play games
- (5) goals against in pool play games
- (6) shootout.

Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director or Head Referee within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting. Videotape is not acceptable as a form of protest or decision review.

Weather Related Issues: The Tournament Staff reserve the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.

SEVERE WEATHER PROCEDURES: In the event of lightning, tornado warnings, or other severe weather conditions, an air horn will sound or an announcement will be made to signal that all players, coaches, and spectators must leave the park area immediately and seek shelter in vehicles or other safe locations. If an air horn is not resounded within 45 minutes, coaches should review their emails, social media, and check all official channels of communication, or visit the ASA website for updates and restart procedures. Provided your safety is not at risk, if you are unsure whether your game will be played as scheduled or rescheduled, contact a tournament official before leaving the facility.

For inclement weather cancellations, a maximum 50% refund will be issued prior to the start of games. If a team plays at least one game, and the event is later canceled due to weather, no refunds will be provided.

The Tournament Director has final authority on all disputes and interpretations of Tournament Rules.