

WINTER 3v3 SHOOTOUT RULES

PLAYER REGISTRATION: All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age, ie: player pass, driver's license or birth certificate.

ROSTERS: All rosters are frozen at check-in.

PLAYERS AND SUBSTITUTIONS: SIX is the maximum number of players on a team; three field players at one time. Teams playing more than 6 players during the course of an event will be disqualified. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when dead ball situation first occurs to be called on.

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. Preferred Ball Size for U8= #3; U9-U12= #4; U13 and up= #5.

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

GOAL BOX: The goal box, approximately 14 feet wide by 7 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, 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 with a Yellow Card given to 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 4 feet wide.

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. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

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 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 3V3 SOCCER

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.

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.