

Rapids Area Soccer Inc 3v3 TOURNAMENT RULES - 2020

1. It is the coaches' responsibility to make sure their teams understand the rules.
2. A coin flip will be conducted before each game with the winner deciding which goal to defend and the other team kicking off. Direction of play and team taking kick-off will change at the start of the second half.
3. Players can score from anywhere on the court: kick-offs, corner kicks, goal kicks and direct kicks. **THERE ARE NO 2 POINT GOALS.** Goals **cannot** be scored on indirect kicks from "throw-ins" unless first touched by a second player.
4. Players are allowed to run through the crease. A ball/player is considered to be 'in the crease' if any part of the ball or player touches or is within the crease boundary. *If there is no contact with the ball in the crease the outcome of the shot is not affected.*
 - If an offensive player falls or slides into the crease after the ball is in the net – the goal is allowed
 - If an offensive player touches the ball in the crease-goal kick
 - If a defensive player is outside of the crease but touches the ball in the crease – goal
 - If a defensive player is in the crease and touches the ball not in the crease – goal
 - If a defensive player is in the crease and does NOT touch the ball and the shot misses – no goal
5. **NO** slide tackling is allowed. There is **NO** playing of balls off of the walls/nets or dividers – they are out of bounds.
6. No free kicks will be taken closer than 5 yards from the crease. Any wall must be 3 yards from the ball. The ball cannot be "blasted" into a wall.
7. Substitutions are on the fly. An oncoming substitute cannot play the ball until his teammate is off the court. Penalty is an indirect kick from the point of violation.
8. All out of bounds will restart with a goal kick, corner kick or indirect kick from the sideline.
9. Clock stops only for injury, obvious delay or if a goal is scored in the last minute of the half/game.
10. It is legal to kick the ball backwards on the kickoff. Wait for the whistle.
11. **If the ball stops in the crease there will be a drop ball at half court.**
12. There is a height restriction – any ball kicked higher than the Ref's head will be an indirect kick going the other way.
13. **Games will start on time. You can start with two players. If a team is late and forfeits its first game they will be allowed to play their remaining games, but for scoring purposes they forfeit them. All opposing teams will be scored as a 3-0 win for the forfeited game.**
14. Shoes that are used for game play must be carried into the building so that they are dry.
15. Shin guards are mandatory.
16. **Games are 25 min in length; 12 minute halves with a 1 minute half time.**
17. Players must stay in commons/cafeteria area when not playing. There is to be no warming-up or kicking of balls outside of the gyms. **ALL** soccer balls must be hand carried when not in the gym.
18. Scoring: 6 pts for win, 3 pts for tie, 1 pt for shutout, 1 pt for each goal scored (max 3).
19. **TIEBREAKERS:** after qualifying play ties in standings between two teams will be broken by: 1) head to head results between tied teams; 2) goal differential; 3) least goals allowed; 4) goals scored; 5) most shut outs. Ties between 3 or more teams will be broken by: 1) goal differential; 2) least goals allowed; 3) goals scored; 4) most shut outs.
20. **Playoff Overtime:** Shall consist of a sudden death overtime period. Maximum length 3 minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team scores there will be a second overtime period conducted in the same manner with two players, then if a 3rd overtime period is necessary with 1 player.
21. At a five goal differential the trailing side has the option of adding a 4th player until the differential is reduced to 4 goals. If a team is trailing by 10 goals before the end of play the game will end early.
22. FIFA/USSF rules will apply where not specifically addressed above. Referee decisions are FINAL.