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## **3v3 Tournament Rules**

All games shall be in accordance with the FIFA "Laws Of The Game", except as modified below:

### **FIELD OF PLAY**

- Fields are at least 25 yards wide by 35 yards long. A goal arc shall extend around the goal mouth and shall measure at least 3 yards in radius from the center of the goal.
- **THE GOAL ARC** - The goal arc is located directly in front of the goal. There is no ball contact allowed within the goal arc; players are permitted to pass through the goal arc. If any part of the player's body is in the goal arc, plane of the goal arc, or on the line they are considered to be in the goal arc. If the ball stops in the goal arc area, including on the line, a goal kick is awarded. If a **defensive player** touches the ball inside the goal arc, a **goal** is awarded to the opposing team. If an **offensive player** touches the ball within the goal arc a **goal kick** is awarded to the opposing team.

### **PLAYERS, SCORING, AND EQUIPMENT**

- Teams will consist of minimum of 3 players and maximum of 6 players, NO goalkeeper. A match may not start or continue if either team consists of fewer than 2 players. Changes may be made to the roster prior to the start of the first game and thereafter cannot be changed. Teams having an ineligible player will be required to FORFEIT that match.
- **PHOTO ID OR BIRTH CERTIFICATE REQUIRED FOR U-19, OVER-30, AND OTHER NON-OPEN DIVISIONS**
- In Co-ed matches, at least 1 FEMALE PLAYER must be on the field at all times. If a team does not have a female player, then that team must play short a player.
- GOALS MAY ONLY BE SCORED FROM THE OFFENSIVE HALF OF THE FIELD ONLY. A ball that enters the goal improperly will be restarted with a GOAL KICK from the side of the field that the ball crossed the goal line.
- Teams will wear uniforms of matching design and color, and should have numbers. In the event of a conflict in uniform color, the home team will be required to change.

**SUBSTITUTIONS**—Teams may have unlimited substitutions. Substitutions may be made at any stoppage of play with the permission of the referee.

**REFEREES**— Each preliminary game will have at least one referee. Semi-finals and final games may have additional referees. All decisions by the referee(s) are final.

### **DURATION OF MATCH**

- Games will be 24 minutes straight play (No Half Time or stoppages).
- Overtime:
  - There will be no Overtime periods in preliminary matches.
  - Quarterfinal, semi-final and final matches will have one 5 minute overtime period.
  - If the match is still tied, then a 5 minute "Golden Goal" overtime period will be played.
  - If the match is still tied, then the penalty kicks with only the players that were remaining on the field.
- The Tournament Director reserves the right to shorten game lengths.

### **START AND RESTART OF PLAY**

- Restarts from the sidelines shall be a kick-in from the point nearest where the ball crossed the sideline. A goal cannot be scored directly from kick-in.
- Goal kicks must be taken from anywhere inside the goal arc.
- Goals may be scored directly on corner kicks.
- All dead-ball kicks (kick-ins, free kicks, and kick-off) are indirect with the exception of corner and penalty kicks.

### **NO OFFSIDES**

### **FOULS & FREE KICKS**

- **NO SLIDING TACKLING WHAT SO EVER!!** An indirect kick shall be awarded from the point of the infraction.



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- An indirect free kick shall be awarded from the point closest to the infraction on the midfield line if a goal kick is kicked directly across midfield without the ball first touching a player or hitting the ground.

- Opposing players must be at least 5 yards from the ball for all free kicks and kick-ins.
- **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction, including slide tackling. The Penalty Kick is a direct kick taken from mid-field with all players behind the mid-field line. If a goal is not scored, the opposing team restarts with a goal kick. Penalty kicks are not considered live.
- **A player that is a cautioned MUST leave the field of play and may be substituted for.**
- A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play. If the player, not a substitute, was sent off, the team must complete the entire game a player short.
- **FIGHTING WILL ABSOLUTELY NOT BE TOLORATED. ANY PERSON SENT OFF FOR FIGHTING WILL NOT BE ALLOWED TO PLAY FOR THE REMAINDER OF THE TOURNAMENT AND SHALL BE REQUIRED TO LEAVE THE FIELD/COMPLEX. NO EXCEPTIONS!**
- **USING OFFENSIVE, OR INSULTING OR ABUSIVE LANGUAGE AND/OR GESTURES WILL NOT BE TOLERATED AND WILL RESULT IN DISCIPLINARY ACTION.**
- **The Tournament Director shall determine the length of suspension for a player that has been sent off. A player sent off during a match shall not be eligible to compete in future tournament matches UNLESS the player pays a \$25 fine to the Tournament Director.**

**INCLEMENT WEATHER**—Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled. Failure to play will result in the forfeit of the match. Only referees and/or Tournament Director may cancel or postpone a match. Should a match's progress be terminated due to weather conditions after a half has been completed the match will be considered official and the score at the time will stand.

## **DETERMINATION OF WINNERS**

- Group Play—In group play, there will be no overtime games. Standings in a group will be determined by: WIN = 3 pts      TIE = 1 pts      LOSS = 0 pts

- **TIEBREAKERS** (in the following order)

- Head to head competition
- Goal differential (Maximum 5)
- Least goals against
- Most goals scored (Maximum 5)
- Kicks from the penalty mark.

Note: If more there are more than 2 teams tied, the following order shall be used until the number of teams is reduced. Then, the procedure shall be repeated for the remaining teams.

**FORFEITS**—Games should start at the given time. In case a team does not have 2 players present, it should be allowed a maximum of 10 minutes grace period before awarding the game to the opponent. A forfeit will be scored with the winning team getting all points for the win and the maximum goal differential for that match.

**TERMINATED GAMES**—Any game terminated for other than inclement weather will not be replayed. The decision as to the score and whether the teams advance will be made by the Tournament Director.

**PROTEST**—No protests will be allowed, but concerns may be raised only by a TEAM MANAGER!

**THE TOURNAMENT DIRECTOR HAS THE FINAL AUTHORITY IN ALL ASPECTS OF THE TOURNAMENT. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT DIRECTOR. ALL DECISIONS MADE BY THE TOURNAMENT DIRECTOR ARE FINAL.**