



(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

**PLAYER REGISTRATION:** All players must be registered on their teams' roster 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.

**TEAM REGISTRATION:** Team coach / representative must check in 30 minutes prior to their **first game** to be eligible for the tournament. Only players and coaches listed on the official roster are permitted on the team side of the field. All coaches must wear a **Bench Pass** to be eligible to be on the team side, which will be given at the time of check-in.

**ROSTERS:** All rosters are final prior to the team's first game. All rosters will be signed at check in by the coach or manager of the team.

**NUMBER OF PLAYERS:** SIX is the maximum number of players (7 players for National tournament event) on a team plus ONE alternate in case of injury or subs ; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at "on the fly", however an indirect free kick will occur should it be deemed too many players on the field or the exiting or entering player somehow affected the play. Once an alternate player enters a match, the player they replaced is no longer eligible for the remainder of the tournament.

**START OF GAME:** The Home Team will start with the ball in the first half, the Away Team will start the second half.

**GENDER:** No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Preferred Ball Size for 2015's, 2014's, 2013's, 2012's, 2011's = #4; 2010's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

**OUTDOOR TOURNAMENT FIELD DIMENSIONS:** Length -40 yards, Width-30 yards

**INDOOR TOURNAMENT FIELD DIMENSIONS:** Length 90', Width 45'



**GOAL BOX:** The goal box, ten feet wide by eight 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 **goal 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 6 feet wide. In order for a goal to be scored, the ball must fully cross the goal line prior to the offensive player entering the goal box.

**GAME DURATION:** The game shall consist of two 12 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.

**PLAYOFF OVERTIME:** TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period. The Home Team will have first kick in the event of a shootout.

**GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field. In order for a goal to be scored, the ball must fully cross the goal line prior to the offensive player entering the goal box.

**GOAL SCORING INDOOR TOURNAMENT:** A goal may be scored from offensive or defensive half of the field. In order to be scored, the ball must fully cross the goal line prior to the offensive player entering the goal box.

**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. The game will end if the scoreline differential is more than 10 goals, at any time during the match.

**TIEBREAKERS:** In pool play, ties between two or more teams will be broken by; 1) goal difference in pool play; 2) head to head results between tied teams; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

**NO OFFSIDE IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER.** If a player is sliding for the ball, contact with any player(s) from the other team is **NOT 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, so long as no contact is made with an opposing player.

**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.



**INDOOR THREE YARD RULE:** In all dead ball situations, defending players just stand three yards from the ball. If the defensive player's goal area is closer than three yards, the ball is placed three 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. Players have 4 seconds to play the ball back in after setting it on the line.

**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.

**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 EJECTION (YELLOW/RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams still play with 3 on the field

**FORFEITS:** A forfeit shall be scored as 5-0.

**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.

**SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.**