



3v3 rules

REGISTRATION: Teams must be registered and PIF prior to scheduling. This must be done by 9am the Friday before the tournament. All players must be registered on their teams' registration form before the first game begins.

ROSTERS: Rosters lock on the buzzer to start the first game. Maximum number of players is 6. Players may only be on one roster per division but may play on a team in another division.

PLAYERS: field is 3v3 with no goalkeeper. In Coed divisions, at least one female must be on the field at all times.

EQUIPMENT: All players must wear shin guards. No outdoor cleats are allowed on the field, athletic shoes are fine. Home team supplies the ball. U11/12 size 4, U13 and above size 5. Bring a dark shirt and a light shirt.

FIELD: U11 to U15 will play half field, U15 and above full field.

GOAL BOX: no player is allowed to touch the ball within the designated goal box. A ball that stops dead no matter who touched it last is a goal kick. If a *defender* touches the ball inside the goal box, a penalty kick is awarded to the offensive team. If an *offensive* player touches the ball inside the penalty box, the defense is awarded a goal kick.

GAME DURATION: The game shall consist of a single 20-minute period with a continuous running clock. The game will start when the field referee signals and must start before the clock reaches 10 minutes. If one team delays the start of the game, the opposing team will be awarded a forfeit at 10 minutes. Any delay of game allows for only the remainder of the time on the clock to be played. There is no warm up period, teams must be ready to take the field as soon as the previous match is concluded. No tie breakers in pool play. There are no time outs.

HOME TEAM: The home team is the first team listed on the schedule and will have possession on the initial kick off, the visiting team will decide direction of play. The home team will change in the event of conflicting colors.

SUBSTITUTIONS: substitutions may be made on the fly but entering player may not step on the field until the leaving player is off. Subs may also be made on any dead ball.

GOAL SCORING: A goal may only be scored off a touch by a player (either offensive or defensive) in the offensive half of the field. The ball cannot be touching the midline such as on a kickoff or any other indirect kick. For instance, ball kicked by a defensive player from their half of the field that crosses the midline fully and then hits any other player either offensive or defensive and goes into the goal is considered a legal goal. Goals may not be scored off a touch in the goal box.

DIRECT/INDIRECT KICKS: The only direct kicks from a dead ball are corner kicks and penalty kicks. All other dead ball situations are considered indirect kicks. Penalty kicks may be awarded if in the referee's opinion a goal scoring opportunity was denied by the infraction.

OFFSIDES/SLIDE TACKLING: There are no offsides. There will be **no** slide tackles.

FIVE YARD RULE: defensive players must stand at least five yards from the ball in dead ball situations. If the defensive players goal box is less than five yards away, the ball will be placed five yards from the goal line. Ball placement is at the referee's discretion.

GOAL KICKS: goal kicks will be taken from the end line but not from within the goal box.

DISPUTES: The referee's decision is final.

SPORTSMANSHIP: Tournaments are for fun. All players are expected to behave with courtesy to other teams and the referees. Abuse of referees and staff will not be tolerated and will be grounds for forfeiture. The arena retains the right to ask any unruly coach, player, or spectator from the facility.

RED CARDS: If an ejected player was on the field at the time the card is issued, the team must play short for the balance of the game. Ejected players/coaches must leave the facility until the game is over. Suspension for any games following is at the discretion of the referee and arena staff. Any delay or refusal to leave the area will result in a forfeiture in favor of the opposing team (regardless of the score). Red cards issued for fighting will result in ejection for the entire tournament.

POINTS AND PLAYOFFS: The top two teams will advance to the championship round. Divisions with 6 or fewer teams may not have a semi-final round. Points and tiebreakers are as follows:

1. Most points: 3 for a win, 2 for a tie, 0 for a loss.
2. Tiebreaker:
 - A) Goal differential
 - B) Fewest goals against
 - C) Most goals scored
 - D) Result of game between the tied teams
 - E) 3 player shoot out. If still tied, continue through the rest of the roster
3. Playoff overtime is a "golden goal" 3 minute period, coin toss determine kickoff, 1st goal scored wins.
4. After Golden Goal, a 3 player shootout will occur if score is still tied. The three players who were on the field at the end of the overtime period will start. If a tie remains, then teams will alternate through the remaining players in a sudden death shootout, continuing alternating through the roster until one team scores and the other doesn't. if a red card was received and a team finished a player down, then they may choose an alternate from the bench.

All other FIFA and/or facility rules will apply.