



3v3 Tournament Rules & Regulations

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the 3v3 Soccer Tournament.

GAME REGULATIONS

Players: Only three (3) may play on the field at once. Each team consists of NO MORE THAN 6 players. Registration will be limited to the first 20 teams per age division. Each team will be asked to pay 25 dollars for administrative fees.

Player Registration: All players are required to have current GFA player's cards. There will be 3 age divisions: U8, U10, & U12. There will be Boys and Girls divisions in each age group. Teams will be assigned to an age division based on the oldest player on their team. Players MAY play up, but may NOT play down in age groups. *Fall 2016 ONLY co-ed teams allowed in Boys divisions.

Game Durations: Games are 20 minutes each with a 2-minute half time (9 minute halves). All games are run on a universal whistle. Teams that do not begin at time of universal whistle simply lose that time—NO exceptions. Home team will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. The game clock does not stop for injuries. **MERCY RULE:** Game will end if either team is leading by 10 points.

Forfeit: A minimum of two (2) players must be present to start the game to avoid a forfeit. A team will also forfeit if they are not on the playing field within 5 minutes of kickoff whistle. The game will be recorded as a 3-0 win for the winning team.

Points System: Teams will receive three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. If teams within a group are tied the following will determine tie-breakers (in order):

- 1) Head-to-head competition
- 2) Goal differential (goals scored minus goals allowed)
- 3) Goals allowed
- 4) Goals Scored
- 5) Penalty kicks

Scorecards: Home team is responsible for bringing the game result to the scorekeepers using the game result sheet provided at the event. The away team

must sign the sheet to verify the result. If either coach has ANY discrepancy or complaint do NOT sign the scorecards. SIGNED scorecards will stand AS IS.

Playoffs: During the playoffs, overtime shall consist of a five-minute “golden goal” overtime period. The first team to score in overtime is the winner. If no team has scored in the five-minute overtime, the winner shall be decided by a shootout. The three (3) players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick. The higher scoring team wins after the first round of penalty kicks. If the score remains tied after the first round of penalty kicks, the same three (3) players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. Only players on the field are eligible to participate in the shootout. Penalty kicks will be taken from midfield.

Fields: Fields will be *approximately* 20 meters wide by 30 meters long for U8 & U10 and *approximately* 25 meters wide by 35 meters wide for U12. Small goals will be used for EVERY age division.

Goal Box: The goal box is a half circle extending around the goal with each end point approximately 2.5 meters from goal posts on the end line. There is NO ball contact allowed in the goal box; however, players may pass through the goal box and the ball may be passed through to a player on the other side. If the ball comes to rest in the goal box (dead ball) it is a goal kick. If an offensive player touches the ball in the goal box, it is a goal kick and NO goal is awarded if the offensive player kicked the ball in the goal.

Defending in Goal Box: If a defensive player touches the ball in his/her goal box it results in a penalty kick. If a team is intentionally defending from within their own box—3 or more times—they will be issued a warning from the tournament director. If the team continues to break this rule the match will immediately end via forfeit by the offending team.

Kick Off: The kick off may be taken in any direction; it is an indirect kick.

Kick-Ins: The ball shall be kicked into play from the sidelines instead of thrown-in. There are no throw-ins.

Direct and Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, kick offs) are indirect with the exception of corner/penalty kicks/slide tackles, which are direct kicks. Slide tackling will result in a direct kick from the spot of the foul.

Goal Kicks: Goal kicks may be taken from any point of the end line—they are indirect kicks.

Corner Kicks: A corner kick is a direct free kick. A goal can be scored directly from a corner kick.

No Referees: The team coaches will be the referees and are reminded the games are about fun/learning for the players. Protests are STRONGLY discouraged. This is a friendly tournament. *Exception: U12 semi-finals and finals will have referees. Tournament director and staff will observe U8/U10 semi-finals and finals to make sure rules are adhered to.

Penalty Kicks: Shall be awarded if, in the coach's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Goal Scoring: A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. Goals cannot be scored from the defensive half of the field. Ball must be completely on the offensive half of the field before goal can be scored. If a player in the defensive half kicks the ball across the midline and it is touched by another player and goes in the goal, a goal WILL be awarded.

Five Yard Rule: In all dead-ball situations defending players must stand at least five (5) yards away from the ball. If the defensive player's goal is closer than five (5) yards, the ball shall be played five (5) yards from the goal, in line with the place of the penalty.

Substitution: Substitution is on the fly (at any time).

Goal Keepers: There are no goalkeepers.

Offside: The offside rule is not in effect.

Slide Tackling: Slide tackling is not allowed under any circumstance. Playing the ball while on the ground is not permitted with other players within striking distance. This is considered "dangerous play" and will result in a direct free kick from the spot of the foul (following 5 yard rule).

Hand Ball Clarification: Deliberate handling of the ball that denies a team an obvious goal-scoring opportunity may result in a penalty kick (at the discretion of the coaches). All other handballs will result in an indirect kick from the spot of the foul.

Uniforms: All players must wear jerseys. If both teams are wearing the same colors, the home team must ask GFA for pennies.

Equipment: Each player MUST wear shin guards and proper soccer cleats or turf shoes. Every COACH MUST wear cleats or turf shoes, NO EXCEPTIONS.

THE TOURNAMENT DIRECTOR WILL HAVE FINAL AUTHORITY ON ALL EVENT DISPUTES AND ISSUES AS WELL AS INTERPRETATIONS OF TOURNAMENT RULES!