

3V3 TOURNAMENT RULES

RULES OF THE GAME * FIFA rules apply if not modified within *

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 tournament. Any questions concerning these rules should be directed to OSSC 3v3 Event Staff. Teams will be placed into divisions based upon age and gender. Teams that span more than one age group will be placed into the division of the oldest player on the team (except for O-30 teams). Certain divisions may be combined based on the number of applying teams.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents.

Number of Players: Five is the maximum number of players on a team: three field players and two substitutes. Six is the maximum number of players for co-ed teams only. **There are no goalkeepers in 3v3.** Each team must have two players on the field at all times. Players may only play on one team per division.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster. Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament.

Proof of Age: All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times). This may be accomplished with the player's current team pass.

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster.

Coed Rules: A coed team consists of a combination of male and female players and may have a maximum of 6 players on a team. There must be a minimum of one player of each gender on the field at all times. Coed teams are allowed to play in Male Divisions.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jerseys/shirts or pinney. If both teams are wearing the same color, a coin flip will determine which team must change. The Tournament Director and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed without sufficient padding and approval from Tournament Director. **Footwear: NO OUTDOOR CLEATS ALLOWED, ONLY INDOOR STYLE SOCCER OR ATHLETIC SHOES PERMITTED.**

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Here are the following soccer ball sizes for each group: U9 -U11 = Size 4; JR HIGH & UP = Size 5.

Field Dimensions: The playing field will run the width of the large field using POP-UP goals. The small field may be used for any division, however, only entire divisions will be played on the small field (not split up between the large and small fields). When used, normal indoor rules will apply to play on the small field except that POP-UP goals will be used. Shots on the small field which enter the full size goal (a missed shot on the POP-UP goal) will result in a goal kick for the opposing team.

The Goal Box/Arch: The goal arch will be located directly in front of the goal. **There is no ball contact allowed within the goal arch, however, all players may pass through the goal arch as long as they do not touch the ball while in the arch.** If the ball comes to a rest in the goal arch, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the arch is considered in the goal arch. If a defensive player touches the ball after it has entered the plane, a penalty kick will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal arch extends upward.

Goal Defending Restriction: Defensive players must be at least in the center circle or beyond midfield while his/her team controls the ball in the opponents half of the field. If the referee believes a team is guilty of intentionally placing a player in front of their goal while his/her team is on the attack, play will be stopped, the team warned, and a free kick provided to the other team. Three warnings given to a team in a game will result in a penalty kick.

Goal Scoring: A goal may only be scored from a touch within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Game Duration: The game shall be 12 minutes in length. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Game duration can be modified (extended or reduced) by Tournament Director. Teams will play a minimum of 3 games.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. **All forfeits must be approved by the Tournament Director before the game is considered an official forfeit.** The Tournament Director has the option to replay a forfeited game if deemed necessary.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. **Substitutions should not be made on the fly!**

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Offsides: There are no offsides in 3v3 Soccer!

No Slide Tackling: There is no slide tackling allowed at any time.

Hand Ball: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Three Yard Rule: In all dead-ball situations, defending players must stand at least three yards away from the ball. If the defensive player's goal is closer than three yards, the ball shall be played three yards from the goal arch in line with the direction of play prior to the penalty.

Goal Kicks: May be taken from any point of the end line, but not on the arch.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line at an open goal (no GK) 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.

Standings/Point System: Win = 6 points, 1 bonus point for shut out. Team earns 1 point for each goal up to a maximum of 3, max. 10 points. A losing team will also receive points for each goal scored up to 3, max. 3 points. A tie only results in points for number of goals. Seven points are awarded for a forfeit win. **Referees will provide the winning coach a scorecard, which must be turned into the Head Quarters at the front desk immediately following the game!**

Tie-Breakers: Ties will be broken in order by (1) head to head results between the tied teams (2) goal difference in games (max. of 3 per game) (3) goals against in games (no max.)(4) Shoot out. For teams that are tied in record, if one team forfeited a game, they will automatically lose the tie breaker (unless otherwise decided by a tournament official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during the tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of the opposing team (regardless of the score at the time of the incident).

***If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Protests: There are no protests as this is a friendly tournament. **Referee calls are final.**

**** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****

Now go out and have some fun!