

RULES DURING PLAY:

Game Duration

- The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach a 12 goal difference, whichever comes first.
 - High School will play two 15-minute halves separated by a 5-minute halftime or the first team to reach a 12 goal difference.
- The Referee will determine possession and direction before the start of the game.
- Games that are tied after regulation play shall end in a tie,
- There are no timeouts and the Game Clock does not stop in 3v3 games.
- In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team).
- The Referee has the official time on the field.

Substitution

- Substitutions may be made during any dead-ball situation, regardless of possession. Teams should gain the referee's attention and players must enter and exit at mid-field when prompted by the referee.
- Substitutions may NOT be made on the fly.

Sidelines:

- Only rostered players and a MAXIMUM of 2 coaches may be on the sidelines during the game
- All other spectators should remain at the designated spectator viewing areas in the perimeters of the field.
- No additional player equipment aside from a game ball and a water bottle should be brought onto the field of play, this includes extra balls and player bags.
- Water ONLY is permitted onto the turf fields. No Gatorade or other sports drinks.

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:

KICK OFF

- Kick Offs may be 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).
- The kick off is an indirect kick.

KICK-INS

- The ball shall be kicked into play from the sideline, rather than thrown in.
- The ball is considered in play when the ball is touched by a player other than the one that kicked the ball in. The ball must change position for it to be considered in play.
- This is an indirect kick, and a goal cannot be scored from this kick.

DIRECT & INDIRECT KICKS

- All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.
- Indirect kicks must only change position before the ball will be considered in play.
- If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box.
- It is the referee's discretion where the ball will be placed.

GOAL KICKS

- May be taken from any point on the end line.
- All Goal Kicks are indirect kicks.

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 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.

Five Yard Rule

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

Goal Scoring:

- A goal may only be scored from a touch (offensive or defensive) 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) in their offensive half, 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.
- A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification

- There are no Goalkeepers in 3v3 Soccer.
- No Off-sides in 3v3 Soccer!
- 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.

- Hand Ball Clarification: 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).

Protests of Rules:

Protests are strongly discouraged, as they are frequently based on emotions or referee judgment calls. Referee judgment calls are NOT grounds for a protest. Videotape is not acceptable as a form of protest or decision review. Only Incorrect Interpretation of the Rules (IIR) or Mis-Application of the Rules (MAR) are grounds for a protest (see above for Roster Protests). The Process for protesting an IIR or MAR should be as follows: 1) The Head Coach should notify the Referee that an IIR or MAR has occurred, and request an official ruling; 2) If available, a Referee Supervisor, or designated Event Director should confirm the Interpretation / Application; 3) If #2 is not an option, and the referee does not believe an IIR or MAR has occurred and continues the game in progress, The Head Coach must verbally announce that they are playing the remainder of the game "Under Protest," and must request the Referee to document the time of the game clock and the rule in question on the Game Scorecard; 4) The Head Coach of a team wishing to protest must complete the Protest Form to headquarters within 15 minutes of the end of the game in question. 5) A Tournament Official Staff Member will review the situation, and if an IIR or MAR seems to have occurred, a committee formed by the Tournament Director, Referee Supervisor/Assignor, the Referee-if available (the official tournament official who will be the main source of official documentation and official information for the situation), and/or any Assistant Tournament Directors will determine the most appropriate solution for the situation. An overruling of the final score and / or final game result, or replay of the game will not necessarily occur. A protest filed from a team without following the process listed above may be discarded.

Goal Box, Plane of the Goal / Net Interference, Player Uniforms, Game Balls, etc.

The Goal Box

- There are no goalkeepers in 3v3.
- The goal box is approximately ten feet wide by six foot long located directly in front of the goal.
- There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box.
- If the ball comes to a rest in the goal box, or on the goal box line, 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 box is considered in the goal box and an extension of such.
- If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team.

- If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored.
- The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal / Net Interference

- If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

Player Uniforms, Jerseys, Protective Casts & Jewelry

- All players must wear shin guards.
- All players must wear jerseys/shirts during play
- If both teams are wearing the same color, a coin flip in pool play will determine which team must change. Pennies/training bibs will be available if the team does not have a second jersey/shirt to change into.
- Players wearing protective casts must receive written approval by the Tournament Director and/or Referee Assignor, and will be required to check in prior to each game with the onfield referee to be permitted to play.
- If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The Tournament Director, and/or Referee Assignor re-approve the wearing of the protective cast.
- No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Game Balls / Sizes

- Teams are responsible for providing game balls. Any disputations over ball size must be settled prior to the start of the game. Ball Size 3 = U8; Ball Size 4 = U9-U12; Ball Size 5 = U13 & up.

Field Size

- 30x40 yards
- Goal Box 10ft wide by 8ft deep
- Center Circle- 15ft radius

OTHER: Delay of Game, Forfeits, Overtime

Delay of Game: 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. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally

wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, 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.

POINTS

- Teams are awarded points. 3 for a win. 1 for a tie. 0 for a loss.
- A forfeited game is scored as a 6-0 win for the team that is present.
- Referees will provide the winning coach a scorecard, which must be turned into the Headquarters immediately following the game.
 - For games where the score-card is not turned in to the Headquarters, a verbally communicated score will be accepted until the score-card can be produced.
- First Place medals will be awarded to the team with the most points after pool play for their division is over.
- Pool Play Games shall end in a tie, if the game is tied at the end of regulation.
- If two teams are tied in points after pool play then the following will decide the winner.
 - Head to Head score (Team A beat Team B – then team A wins First Place)
 - Goal Differential (number of goals scored divided by goals conceded)
 - Most goals scored

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

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections

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

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 a tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee's have the right to issue a Red Card and 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. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the Tournament Director's discretion). 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 may be forfeited in favor of opposing team (regardless of the score at the time of the incident).

**If player(s) is (are) issued red card(s) for fighting, player(s) may be ejected from the tournament and is (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 may be forfeited in favor of the opposing team. If necessary, the coach/parent may be asked to leave the facility.