

3v3 Soccer Tournament Rules

edited 4/9/13 and will be the official rules for this event

FIFA rules apply if not modified within.

The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the 3v3 Soccer Event. Any questions concerning these rules should be directed to the Field Marshall or Tournament Director.

Master Scoreboard/Schedule Changes:

It is the responsibility of the team (coach, team contact/manager, or team captain) to check the Master Scoreboard Schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule.

Team Registration:

Teams must register; registration will be open from April 2 – June 5 at <http://oysa-2013bscsummerfun.sportsaffinity.com/tour/index.asp?sessionguid>

Teams should register into divisions based upon playing age during the 2011-2012 seasons. Any team or player determined by the Tournament Director to have falsified age could be dismissed from the tournament. Teams that span more than one age group must register in the division of the oldest player on the team. In the situation where teams place themselves in the wrong division, West Hills Soccer and BSC Portland will attempt to rectify the error, but cannot guarantee proper placement. It is each team's responsibility to register in the proper division; failure to properly register may result in disqualification from the tournament. A full registration refund is available for teams that send a written request (e-mail will suffice) to westhillsregistrar@gmail.com by the June 8th closing date.

Official Team Roster:

Each team must complete an Official Team Roster Form and Waiver, and submit the form to the West Hills Soccer and BSC Portland 3v3 Event Staff during Team Check-In, or ONE HOUR PRIOR TO THEIR FIRST GAME, or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.

Proof of Age:

Tournament officials have the right to demand Proof of Age for any player included on the roster. Coaches/team managers are required to carry Proof of Age for their players with them at all times during the event. The West Hills Soccer and BSC Portland 3v3 Tournament Director / Event Director may dismiss any team from the event – and potentially future events - any player(s) or coach(es) determined by the Tournament Staff to have falsified age or identity.

Number of Players per team:

Six is the maximum (and recommended) number of players on each team's roster: three field players and three substitutes; teams are allowed less than six players if they choose. Players may only play on one team per division.

Championship Bracket Round Seeding:

Championship Bracket seeding for each will be determined by Win/Loss record. This tournament will utilize a 10-point system: Win = 6 points. Tie = 3 points. Each goal up to three = 1 point. Shutout = 1 point. 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 Tent immediately following the game. For games where the scorecard is not turned in to the Headquarters Tent, a verbally communicated score will be accepted until the scorecard can be produced.

Seeding Tie-Breakers:

When two teams from one pool are tied in record following Pool Play games, the team that won the game in Head to Head competition will be the higher seed. For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). When three or more teams from one pool are tied in record following Pool Play games, ties between the three or more teams will be broken by the following:

- (1) head to head results between the tied teams
- (2) goal difference in head to head games
- (3) goals against in head to head games
- (4) goal difference in pool play games
- (5) goals against in pool play games
- (6) shootout

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/Coach/Parent Ejection (Red Card):

Referees have the right to eject a player or coach or parent from a game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining players; however, the player/coach/parent receiving the red card must sit out the rest of that game and the next. If a team is found to be playing the next game with a player/coach 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/coaches/parents that are red carded must leave the immediate playing area, including the fan and team areas. If the player/coach/parent 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 a player is issued a

red card for fighting, the player will be ejected from the tournament and is subject to removal from the facility for the duration of the event.

Game Duration:

The game shall consist of two 10-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie; games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs/Championship Rounds listed below). 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 has the official time on the field.

Substitution:

Substitutions may be made on the fly, regardless of possession. Teams need not gain the referee's attention; players must enter and exit at mid-field. The field player must be over the touch-line before the substitute may enter the game.

Kick Off:

May be kicked 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 and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and 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 of 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."

There are no Goalkeepers in 3v3 Soccer

No Offside in 3v3 Soccer

No Slide Tackling in 3v3 soccer

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).

Field Dimensions/Goals:

The playing field is 40 yards long by 30 yards wide for all ages. The goals are approximately 2.5 feet high and 4 feet wide (small Pugg goals).

The Goal Box:

There are no goalkeepers in 3v3. The goal box is approximately eight feet wide by five foot deep 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.

Plane of the Goal/Net Interference:

A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. 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). 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, or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. 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 on-field 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, Athletic trainer, and/or Referee Assignor re-approve the wearing of the protective cast in writing. 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:

"Home" teams are responsible for providing game balls. The ball size for each group are as follows: U6-U8 = Size 3; U9-U12 = Size 4.

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.

Forfeits:

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit. The Soccer Tournament Director must approve all forfeits before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting three games during pool play may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament.

Playoff Overtime:

Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Playoff Games shall play into overtime. Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team

to score in overtime is the winner.

Shootout:

If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide the team's kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

** There will be no appeals on referee rulings.

The 3v3 Tournament Director will have final say on all disputes and interpretations of
Tournament Rules.**

Safety/Weather Related Issues:

The West Hills Soccer and BSC Portland 3v3 Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather or other safety concerns. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.