

# TOURNAMENT RULES

**Teams:** Teams will be placed into divisions based upon age, gender, playing experience, and request listed on application. Teams that span more than one age group will be placed into the division of the oldest player on the team. The tournament administration will make every effort to place teams into divisions with similar players.

**Acceptance Disclaimer:** Teams will accept that the tournament committee will generate divisions with a goal to include all teams and will and can only do it's best with respect to generation of fair and equitable divisions. Since there is no past history of "3v3" teams there is an inherent risk in "division" formation and competitive level. Teams entering understand and accept this, and enter on the pretense that the opportunity TO PLAY is always an opportunity for FUN.

**Facility/Tournament Headquarters:** The all-bermuda grass facility at **Case Community RiverCity Parks (2500 S Rivercity Parks Road, Sand Springs, OK 74063)** will serve as tournament headquarters and the site of all games.

**Tournament Format:** Each will be guaranteed a minimum of 3 games. Teams will participate in "pool" play to determine seeding, followed by an "elimination play-off" round to achieve a champion.

**Awards:** Finalist Medals will be presented to all players reaching the finals.

**Referees:** All referees will be assigned and monitored by a Certified USSF Referee Assignor. Referees will NOT necessarily be certified, and many will be "in training" to become "club referees". Participants are expected to respect that these referees are "in training".

**Application:** To be considered a team must submit a completed application form and registration fee prior to the deadline. An online credit card payment, or a check or money order, listing team name and age division for each team's entry fee and tournament application **must be postmarked or credit card processed by the posted deadline.**

If a team is accepted to the tournament and fails to attend, its entry fee is forfeited (portions may be refunded if a replacement team is found).

**Team Check-In and Credentials:**

1. All teams must provide the following:

- a. **Team Roster** (list of participating players & jersey #s – see website for roster format)
- b. **Proof of Age for each player** (see list below of acceptable “proof of age” documents)
  - i. Player Passcard (USYSA or US Club)
  - ii. Birth Certificate Copy
  - iii. Drivers License Copy
  - iv. Name appearing on a certified Roster
- c. **Tournament Liability/Release Waiver Form**
  - i. Signed by each player’s parent or legal guardian

**d. Team Verification/Attestation Form (provided at check-in)**

i. Signed by Team Rep/Coach/Captain

1. This form will verify all players listed on roster are those that will participate and that their ages are in accordance with tournament rules for their division

**Tournament Communication:** Team Leaders are expected to be attending to email communication from the tournament from within 60 days of the start of the event, and following posts via the tournament website and/or social media.

**Field Dimensions:** The playing field is approximately 40 yards long by 30 yards wide for ages U10 and higher. U6 and U8 age groups play on a 30 x 20 yard field. The goals are four feet high by six feet wide.

**No Offsides in 3v3 Soccer!**

**No Slide Tackling:** Players must stay upright and "on their feet" and may not make contact with an opposing player.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Can not be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

**The Goal Box:** The goal box, approximately eight-ten feet wide by five-eight feet long, is directly in front of the goal.

## **No player may touch the ball inside the goal box.**

Any player may pass through the goal box.

### **Box Rule:**

- If a defending player **touches** ball in box it is a **penalty kick** taken from the
- If a defending player "**blocks**" a shot on goal while in the box, then it is a **goal**.
- If an attacking player touches ball in box it is a goalkick (taken from endline).

**Game Duration:** The game shall consist of two 10 minute halves separated by a one minute halftime period. Games tied after regulation play shall end in a tie, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.

**Playoff Overtime/Penalty Shootout:** Shall consist of a 3minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3 minute overtime, the winner shall be decided by a 3-round penalty kick shootout (of the 3 players remaining on the field at the end of overtime). Penalties are uncontested, spot kicks (ball must be placed anywhere along halfline of field). If after 6 rounds the penalty shootout remains tied, the referee will apply "levels of difficulty" to the each subsequent round. The same "level of difficulty" must be applied to both teams within a given round. For example, if after 6 rounds the score is still tied, the referee may move the spot back 10 yards for the next shooter. This "level of difficulty" would be applied for both teams.

**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). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "deadball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

**Hand Ball Clarification:** Handling of the ball that denies, or might deny, the opposing team a goal or an obvious goalscoring opportunity will result in a penalty kick being awarded.

**Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule)

**Player Ejection (Red Card):** Referees 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 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 that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

**Coach/Parent Ejection:** Referees have the right to eject a coach or parent from the 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.

**5-Yard Restart Rule:** In all restart 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 place of the foul.

**Kickins:** 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 with a foot and moves one full rotation.

**Indirect Kicks:** All deadball kicks (kickins, free kicks, kickoffs) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** May be taken from any point on the endline.

**Kick Off:** May be taken in any direction. The kick-off is INDIRECT.

**Number of Players:** Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). 5 Players are recommended for 3v3 Soccer. *\*\* Exceptions to this rule of roster max sizes may be applied at the youth level in the spirit of "participation" and at the approval of the tournament committee. There are no goalkeepers in "3v3".* Coed teams playing in a "coed division" must have a minimum of one female player on the field at all times; this only applies to adult teams. Teams that have only one female will forfeit their remaining games if the female participant is no longer able to compete (unless the opponent grants an exception).

**Player Registration:** All players must be registered on their team's roster form before the tournament begins (player must be on roster before the first game).

**Substitutions:** Substitutions may be made at any dead ball situation, regardless of possession at the referee's discretion. Teams must get the referee's attention and players are to enter and exit at midfield. NOTE: Referees may deny substitutions if he

believes they are deliberate in delaying time or affecting momentum and flow of the match.

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

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

**Scoring (In bracket play):** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 60 win for the team present.

**TieBreakers:** If two or more teams are tied in points after their preliminary rounds are complete, the following tiebreaking procedures will be used to determine championship recognition and final placement in divisions:

- A. Head to head competition
- B. Goal Differential (limited to 5 goals)
- C. Fewest Goals Allowed (no limit per game)
- D. Most Goals Scored (no limit per game)
- E. Penalty Kicks, round of 3, then sudden-victory rounds if needed *(if the opponents for penalty kick tiebreakers are not present the tournament competition committee will determine if an alternative tiebreaker method can be applied, suitable methods include coin flips).*

These procedures will be applied, in order, until ties are broken.

For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker.

**Protests & Rule Abidance:** Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. Age challenges are not permitted. Once teams have checked in the check-in process at the field will qualify all players as eligible. IF the tournament committee determines a team has used an un rostered, or un registered, or player of the wrong age, the team will forfeit all played and future un played games, be dismissed from the tournament, and reported to US Club Soccer and other sanctioning bodies.

**Age of Participants:** The age group of each team is determined by the birthdates of the oldest player on the roster and the age group he/she most recently competed in (Spring season).

**Coed Rules:** A coed team may be made up of any combination of male and female players. However, during play, there must be at least one female player on the field at all times.

**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.

**Uniforms:** 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, the AWAY TEAM MUST CHANGE.

The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.

***The Tournament Director and Tournament Competition Committee will have final authority on all event disputes and issues as well as interpretations of Tournament Rules or any situations that these rules do not address.***