TOURNAMENT RULES

\*FIFA rules apply if not modified within. The following rules have been designed to ensure fair play for all participants.

**GAME REGULATIONS**

Players: Only three (3) players from each team are on the field at once.

Game Duration: Games should be 20 minutes each with a 2-minute halftime. A coin toss 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.

Forfeit: A minimum of two (2) players must be present to start the game to avoid a forfeit. The game will be recorded as a 3-0 win for the winning team. Any team not ready to play 5 minutes after scheduled game time will forfeit.

Points System: Teams 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, these tiebreakers (in order) will be followed:

• Head-to-head competition

• Goal differential (goals scored minus goals

allowed)

• Goals allowed

• Goals scored

• Penalty kicks

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.

Fields: Fields should be approximately 20-30 yards wide by 30-40 yards long. Using these dimensions, four (4) 3v3 Fields should fit on one regulation-size soccer field.

**SOCCER RULES**

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

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.

Penalty Kicks: Shall be awarded if, in the referee’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 also cannot be scored from a team's defensive half; the ball must be completely over the mid-line.

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. There will be no goalbox. If the referee sees a player obstructing the goal, a warning will be given. If the player continues to play goal keeper, the referee may remove them from the game.

Offside: The offside rule is not in effect.

Slide Tackling: No Slide tackling. Infractions will result in an automatic yellow card.

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)

Conduct: A yellow/red card system will be used to control unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving two yellow cards during one game, or a red card will be ejected and must sit out their team’s next game.

Protests of Rules: Referee calls are final. Referee judgment calls are NOT grounds for a protest. Play protests may result in a yellow or red card.