



2020-21 3v3 Soccer Tournament RULES

Check IN

Coaches must check in with the on site tournament director before the team's first game. A roster must be provided at this time and the coach must certify that all athletes and coaches have completed the electronic waiver.

Rosters

All rosters are frozen upon the start of the team's first game. Max roster size is 6. 3 field players at a time, no goalkeepers. Athletes may play on multiple teams if the teams are in different divisions and they qualify by age.

Equipment

All players must wear shin guards. Any player without shin guards will not be allowed to play. Sneakers, turf shoes, or rubber cleats (not metal) are allowed on our turf field surfaces for the tournament. Spooky Nook Sports will provide all game balls. U8-U12 will use size 4 and U13+ will use size 5 soccer balls. In the event that age divisions are combined, teams will use the older division's ball size.

Game Rules:

- **Game specifics:** Each team will play a minimum of four 25 minute games (no time outs). Pool games may end in a tie. Division formats for playoffs and determining a winner will vary based on the number of teams.
- **Starts:** Drop ball. The ball must hit the ground before being kicked.
- **Restarts:** All restarts are indirect. Opposing players must be 5 yards from the ball. Balls out of play are restarted by kick in.
- **Goals and Goal Box.** Goals can be scored only from the offensive half. A shot originating from the defensive half will be treated as an indirect free kick on the half way line. Goals cannot be scored directly off a kick in. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. If, to the discretion of the referee, a defender stops an attacker from a goal scoring opportunity where contact is made, a penalty kick is awarded. The penalty kick is an open shot from the penalty mark.
- **Substitutions:** Substitutions will be made on the fly. Players must exit along the midfield.
- No offsides and no slide tackling
- **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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.
- **Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in.
- **Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect.
- **Goal Kicks:** May be taken from any point on the end line, and not in the goal box arc.
- **Kick Off:** May be taken in any direction.

- **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. A PK is a direct kick taken from the penalty mark with all players behind the penalty mark. The defense obtains possession with a goal kick if a goal is not scored. Penalty kicks are not live balls.

Tiebreakers

Ties in standings between two or more teams will be broken by:

1. Head to Head
2. Goals against (Maximum goal difference of 10 is recorded)
3. Goals scored (Maximum goal difference of 10 is recorded)
4. Coin flip

Playoff Overtime

Pool games tied after regulation will remain a tie, no overtime will be played. Playoff games tied after regulation will play one golden goal 3-minute overtime period. After each minute, one player per team is removed. At 1v1, play continues until there is a winner. Players can dribble an out of bounds ball back into play only during 1v1.

Player/Coach Ejection (Red Card)

If a player or coach is given a red card causing an ejection from a game, the team may continue with the remaining players. If the ejected player was on the field, he or she may be replaced by a rostered player. All teams must have designated head coach and assistant coach names on their roster. If a coach is ejected, an assistant coach will be allowed to continue with the game. If there is no designated assistant coach named, a parent may NOT step in to coach. The game will be forfeited if cancelled due to a coach ejection and no replacement coach being present.

Forfeits

Failure to report ready to play within five minutes of scheduled kick off time will result in a forfeit, 3-0, with the opposing team awarded a win.

Awards

Champion medals will be given to the top team in each division after the last game of the day. Teams should report to the tournament desk to collect their medals. Medals are for athletes only.

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event. Coaches are responsible for the actions of the team's players, bench personnel, and spectators.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT DIRECTOR.