

 **2020 WATER CITIES SOCCER**

 **3 V 3 TOURNAMENT RULES**

**Player Registration**: This tournament is for boys and girls teams birth years 2012-2004. All players must be registered on their teams’ registration form before the tournament begins. Any team or player determined by the event director to have falsified age will be dismissed from the tournament. **Each team will play 3 games guaranteed + a possible final!**

**Brackets**: Teams will be divided into groups of 3-5 (as registration permits). Each team will play one game against each other team within its bracket group. Each team is assigned 3 games in the initial pool groups (as registration permits)

 \*Tournament Director reserves all rights to move a division up to another age group to form a complete group\*

**Team Withdrawal**: A team withdrawing from the tournament after its acceptance shall forfeit the entry fee.

**Division Guidelines**: All age brackets will be based on the Birth Year requirements for the 2019/20 season! Coed is allowed. If there is one male on the team roster, the team is listed as a male team. U10 is open which means they can be all male, all female or combined. If enough teams register for each gender we will separate into boys and girls bracket. For U11-U14, if one male on roster, it will be in a boys bracket.

The Following Age Divisions will be offered (this is subject to the number of registered teams at each level);

 \*Open U10 (will separate by gender if enough teams)**Year born: 2010-2011**

 \*Boys U11, U12, U13, U14 **Years born: 2009-2006**

 \*Girls U11,U12, U13, U14 **Years born: 2009-2006**

**REMEMBER: The Tournament Director reserves the right to move divisions up an age group to form a complete group.**

**Number of players per team:** Teams can roster a maximum of 5 players. 3 field players and 2 substitutes. Teams are allowed to roster less than 5 players if they choose. Players may only play on one team per age group. There are no goalkeepers in 3 v 3. The home team will be the first team listed on the schedule.

**Roster**: Every team must hand in a roster with all player names and date of birth. No changes or substitutions are permitted. Rosters are final at the start of a team’s first game.

**Substitutions**: Substitutions can only occur on a dead ball situation regardless of who has possession. Players must get the referee’s attention to be called in. ABSOLUTELY NO SUBSTITUTIONS ON THE FLY!

**Team Uniforms and Equipment**: All players must wear jerseys/shirts with the same color. All players must wear shin guards, or will not be allowed to play. No jewelry is allowed. Players wearing protective casts must be padded.

**Game Balls/Sizes**: Water Cities will be providing a size 4 futsal ball.

**Game Duration**: All games will consist of two 15 minute halves with a 2 minute halftime period. There are no timeouts in 3 v 3 play. Games tied after regulation will end in a tie. The referee has the official time on the court. No warm-ups are allowed on courts.

**Forfeits:** All teams are given 5 minutes from scheduled game time before the referee issues a forfeit.

**Delay of Game**: The referee has the official time on the court and holds all rights to take necessary action if he/she feels that a team is delaying the game.

**Field Dimensions:** Playing field is 40 yards long by 30 yards wide for U11 and higher. U8-U10 may play on a smaller field.

**Goals/Goal Box:** Goals are approximately 4 feet high by 6 feet wide. The goal box is directly in front of the goal and is approximately 6 feet wide by 6 feet long.

**The Goal Box**: There is no ball contact allowed within the goal box; however any player may run through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player’s body on the line is considered within the goal box and is an extension of the goal box. If a defender touches the ball in the goal box it will count as a goal for the attacking team. It is under the referee’s discretion to allow the goal.

**Goal Scoring**: A goal may only be scored from a touch (offensive or defensive) within a team’s offensive half of the field. The ball must be completely on the offensive half of the field for a goal to be scored--it cannot be touching the mid-line. A goal cannot be scored directly from a kick off. Penalty kicks are taken from the midfield line.

**Kick-offs**: May be kicked in any direction. You cannot score directly from a kick off. The kick off is an indirect kick.

**Kick-ins**: The ball will 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 in-direct kicks**: All dead ball kicks (kick ins, kick offs, free kicks) are indirect with the exception of corner kicks, hand balls, and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within 5 yards of the opposing goal box, the ball will be moved back to 5 yards from the box. It is the referee’s discretion where the ball will be placed.

**Goal Kicks**: Maybe be taken from any point of the end line. All Goal Kicks are indirect kicks.

**Penalty Kicks**: Will 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 dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player’s goal is closer than 5 yards, the ball shall be played 5 yards from the goal box in line with the direction of play prior to the penalty.

**Offside Rule**: There is no offside in 3 v 3.

**Slide Tackling Rule**: No slide tackling is allowed under any circumstances. The penalty for a slide tackle is an indirect kick.

**Player Warning (Yellow Card)**: Referees have the right to warn a play for any normal yellow card offense. The player will be required to sit out the remainder of the half of the game. If the team has only 3 players at the time of the warning, the player will still have to sit out the remainder of the half and their team will play one player short.

**Player Warning (Red Card)**: Referees have the right to eject a player, coach, or parent from the game for disobedience or as a result of an incident that warrants sending off. The team may continue with their remaining 2, 3, or 4 players; however, if the player receiving the red card was on the field of play then the team must complete the remainder of the game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions).

**Scoring in Pool Play**: Teams will be awarded 3 points for a win, 1 points for a tie, and 0 points for a loss. Each team is awarded 1 point for each goal scored, maximum up to 3 goals. Teams will be awarded 1 point for a shutout including games that end 0-0. A maximum of 6 points are available for each game. If a team forfeits, the opposing team is awarded a win and will be recorded as a 1-0 victory.

**Tiebreakers**: 1. Goals Against

 2. Goals Scored

 3. Shootout

**Protests:** No protests will be permitted.

**Tournament Director Rights**: In the event of a misapplication of the official 3 v 3 rules, the Tournament Director reserves the right to overturn a referee's decision. The event director has final authority regarding all event disputes and issues.

**Sportsmanship**: Players, coaches and spectators are expected to act in the nature of good sportsmanship at **all** times. There will be no abuse of referees or tournament officials tolerated, verbal or otherwise. Any instance of such behavior by a player, coach or parent will result in immediate removal from the tournament grounds. We are all here to play soccer and have fun. Please keep all comments and cheering positive.

**Awards**: First place awards will be presented immediately after for all age groups.

**Weather Policy/Refund Policy**: The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather or unplayable fields:

 \*Delay play for a period of time

 \*Reschedule games or the tournament

 \*Relocate and/or reschedule a game

 \*Reduce the scheduled duration of a game

 \*Change division structure

 \*Cancel any or all games

\*\*\*If the tournament is cancelled due to weather, there will be a maximum refund of one-half of team participation fee.

\*\*\*Once the participation fee has been received, no refunds will be issued, with the exception of Tournament cancellation due to weather.

\*\*\*Under no circumstances will the Tournament Committee, Water Cities Soccer Club, and official sponsors be responsible for expenses incurred by any team or individual if the Tournament is canceled in whole or in part.

\*\*\*In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled game time, the score shall stand if at least one-half of the match has been completed. In the case of matches halted prior to the completion of a least one half, the Tournament Director reserves the right to declare the match final, and will count the core at the time the match was halted.

\*\*\*No warm ups in school, concession area or hallways.

**\*\*\*In the event that we do not have enough registrations to fill brackets, we have the right to cancel the tournament. If this happens, a full refund will be given.**