



3v3 Tournament Rules

Updated 2.2.2022

ROSTERS: Format 3v3, maximum of 6 players/team. You have until your first game is played to fill your roster. No players can be added after the first game starts

GENDER: Coed. There are no goalkeepers in 3v3. No gender requirements

AGE: The age group of each team is determined by the birthdates of the oldest player on the roster. Players can play up but are never allowed to play down. The age group he/she will play in is determined by how old they are of January 1st, 2022. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the in-bounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar, or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result.

FIELD DIMENSIONS: 90' x 60'.

GAME DURATION: The games duration will be 20 minutes in length, no stoppage for halftime. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

OVERTIME: No overtime period until playoffs. **BALL:** Size 4. Preferred ball size for 2009's, 2008's, 2007's, 2006's = size 4 ball. 2005's and up = size 5 ball. (In the event that age divisions are combined, the teams should use the older division's ball size).

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color jersey. (Please make sure each team brings a light and a dark color jersey in the possibility that a team will need to change color jersey).

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.



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GOAL BOX: The goal box, is directly in front of the goal. 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; the player is an extension of the box. An **INFRACTION** occurs if a defender touches the ball in the goal box, a penalty kick 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. Habitual touches in the goal box **MAY** result with a Yellow Card given to offending party. 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. The goals are approximately 4 feet high by 8 feet wide.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head-to-head results between tied teams; 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

NO OFFSIDE IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYOFF OVERTIME: TEAMS WILL HAVE A "3 MINUTE GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period. **SCORING (IN POOL PLAY):** 3 points for a win; 1 point for a tie and 0 points for a loss.



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FORFEITS: A forfeit is scored as 5-0

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PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

RED CARD suspension = Rest of game PLUS next game. If it is a tournament setting the tournament director may eject a player for the rest of the tournament. Teams still play with 3 on the field.

YELLOW CARD: Yellow card results in player suspended for the remainder of the half; a sub can replace this player.

SECOND YELLOW CARD: A second yellow card to the same player results in player suspended for the remainder of the game, a sub can replace this player. The player responsible is suspended for the next game also.

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.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.