

## **Penn Legacy Safelite 3v3 Tournament July 28-29, 2018**

### **RULES:**

***Except as otherwise noted in these rules, the FIFA Laws will govern the play of all games in this tournament.***

**Division Guidelines:** Age divisions are determined by the age of the oldest player and are based on the 2017-2018 soccer year age groups.

Team Registration: Six is the maximum number of players on a team, three field players and three substitutes. A team must have a minimum of two field players. There are no goalkeepers in 3v3. Roster changes, substitutions and additions must be made before the beginning of the team's first game. Any team player determined by the tournament director to have falsified age will be dismissed from the tournament. **A PLAYER MAY ONLY PLAY ON ONE TEAM FOR THE DURATION OF THE TOURNAMENT.** Players **MAY BE ROSTERED** on more than one team but cannot PLAY for more than one team. Co-ed teams may enter; however, any team with at least one male player must play in the boys' competition.

Check in is MANDATORY at Junction Center Campus at least 60 minutes prior to start of first scheduled game. All coaches must have in their possession either a copy of a player card or copy of a birth certificate as proof of age for all players on the team roster at any time requested by a tournament official.

**Team Acceptance into Tournament:** We will accommodate as many teams as possible. Teams are accepted on a conditional basis when registered online. Acceptance is not guaranteed until the fee is received. All entries must be received by July 15<sup>th</sup>, 2018 at which time we will determine the level of participation and develop schedules. Late registrations may be accepted, at the discretion of the tournament director. The medical Waiver form must also be completed for each team/player.

**Refunds/Team Withdrawal:** In the event that a team is accepted into the tournament but then cannot be scheduled due to insufficient teams in the age group or a combined age group deemed appropriate by the Tournament Director, that team's full registration fee will be refunded. A team withdrawing from the tournament after acceptance shall forfeit the entry fee. Teams providing incorrect information or changing information on the entry form after acceptance may be subject to removal from the tournament and forfeiture of the entry fee.

If the tournament is cancelled due to weather, another act of God, Force Majeure or any other event beyond the control of the tournament before it commences, a refund of 25% of the team's entry fee will be given. Every effort will be made to schedule around inclement weather; however, once the tournament commences, there will be no refunds. In the event of a partial rainout, division winners will be determined based upon games completed; no refunds will be made for any uncompleted or unplayed games.

**Team Uniforms/Jerseys, Protective Casts, and Jewelry:** All players must wear shin guards, or will not be allowed to play. All players must wear jersey/shirt during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Players wearing protective casts must receive written approval from Tournament Director and/or Referee Assignor, and will be required to check in before each game with the on-field referee to be permitted to play. No

**Jewelry will not be allowed, including earrings of any type, rope necklaces and bracelets.** The only exception will be players wearing medical bracelets.

**Game Balls/Sizes:** Teams are responsible for providing game balls. Ball sizes are: U8 Size 3, U9-U12 Size 4, U13-U14 Size 5.

**Field Dimensions:** The playing field is 40 yards long by 30 yards wide.

**Goal Arc:** The goal arc is a 5 foot radius arc and is directly in front of the goal. There is no ball contact allowed within the arc; however, all players may pass through the arc as long as they do not touch the ball while in the arc. No player may stand within the goal arc. 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 in the goal arc, and is in extension of such. If a defender touches the ball in the arc a goal is awarded to the offensive team, If an offensive player touches the ball within the goal arc a goal kick is awarded to the defensive team, and a goal will not be counted if scored.

**Game Start and Duration:** The game shall consist of two 12 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. Teams shall report to assigned fields a minimum of 10 minutes prior to assigned start time. In the event that a team is not readily available at game start time, the game shall begin by starting the game clock and one (1) goal will be awarded to the opposing team for every minute that team is late. The team may report and the game will commence and finish based on the timekeeper's clock. In the event that any team is more than 5 minutes late for the start of their game the game will be forfeited (scored 3-0 and 0-3 for losing team). Teams are responsible for waiting until their eligibility for playoffs has been determined. There are no Time Outs in 3v3 soccer.

**Substitutions:** Substitutions may be made at any dead-ball situation regardless of possession. Teams must get the referees attention and players must enter and exit at mid-field. There are no substitutions on the fly.

**Goal Scoring:** A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

**Playoff Overtime:** Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in three minute overtime period the winner shall be decided by shoot-out. The ball will be placed at the center of midfield. A Coin flip will decide which team starts the penalty kick round. The three 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 with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same 3 players will rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining player, one of the two field players may kick twice.

**THERE ARE NO OFFSIDES IN 3V3 SOCCER**

**THERE IS NO SLIDE TACKLING IN 3v3 SOCCER**

**Five Yard Rule:** In all dead ball situations, including kickoffs, defending players must stand at least 5 yards away from the ball. If the defensive player's goal area is closer than 5 yards the ball shall be placed five yards from the goal area in line with the place of penalty. If a defensive player encroaches or does not allow five yards immediately at a free kick, the referee may award the team possessing the ball a goal.

**Kickoff:** Is an indirect kick and may be taken in any direction. A goal cannot be awarded from a kick-off.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of a throw-in.

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

**Goal Kicks:** May be taken from any point on the end line not in the goal arc area. All goal kicks are indirect.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the 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 dead-ball kick. If a goal is not scored the defense obtains possession with a goal kick.

**Pool Play/Division Standings:** All division standings shall be determined by the following point system:

Win	3 points
Tie	1 Point
Loss	0 Points

Points will be tallied to determine a winner in each division. In the event of a tie in division/pool play the group winner will be determined in the following order of applicability:

1. Winner in Head to Head Competition
2. Lowest Total Goals Scored Against
3. Most Goals Scored For (maximum of 5/game)
4. Difference between goals scored and goals allowed (max of 5/game)
5. Coin Flip

\*In the event of a tie in groups where all teams did not play each other, head-to-head competition does not apply as a tiebreaker. In such an event, tiebreaker determination will begin with #2.

**Awards:** Trophies will be awarded for First Place in Each Age Group. Medals for Finalists (Second Place) in each age group.

**Forfeits:** A game forfeited will be scored 3-0 for the winning team and 0-3 for the forfeiting team. Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament and registrations fees will not be refunded.

**Conduct:** Players, coaches, and spectators are expected to display 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. Any player receiving a red card is barred from that game and the next game. Any coach removed by a referee shall be barred from that game and the next game. The Tournament Director or an authorized tournament representative has the authority to terminate, change or cancel a game due to interference in the orderly flow of play because of actions of players, coaches or spectators. Referees may also terminate the game for improper behavior by a player, coach or spectator. Warnings, yellow and red cards are encouraged as a preliminary means of maintaining control. If a termination is necessary in the opinion of the officials, a full explanation will be made separately in the game report by the official, noting all details and cards that were issued. The score of the game at the time of termination will remain unless the referee specifically states that it was the obvious intent of the winning team to have the game terminated. Under these conditions the game will be recorded as a 0-0 game with no points granted for a tie. If the referee specifically states that it was the obvious intent of the losing team to have a game terminated, the score will be listed as 2-0 for the winning team at the time of termination. The decision as to the final score of the game for all terminated games will be made by the Tournament Director. The Tournament Director will make a report to each team's state association. If a team causes a game to be terminated, it may not, under any circumstances, be declared a division winner or semifinalist.

**Protests:** THERE ARE NO PROTESTS. All problems will be resolved by the referee or Tournament Director.

**SITUATIONS OR OCCURRENCES NOT ADDRESSED IN THESE RULES SHALL BE LEFT TO THE SOLE DISCRETION OF THE FIELD MARSHALS AND TOURNAMENT DIRECTOR**