

# River City Soccer Club Winter Fest 3v3 Tournament Rules

Updated January 14, 2010

**Player/Team Registration:** All players must be registered on their respective team's 3v3 registration form before the tournament begins. Any team or player determined by the Tournament Commissioner to have falsified age will be dismissed from the tournament. **ALL PARTICIPANTS MUST PROVIDE PROOF OF AGE (PLAYER PASS, DRIVER'S LICENSE or BIRTH CERTIFICATE).** All rosters are final at the start of the team's first game and no players can be added or replaced on the rosters after the game begins.

**Team Eligibility:** Any team or group may enter our 3v3 tournament. They do not necessarily need to be from the same club team.

**Playing Division - No player may be older than the max age per group as August 1, 2010. No player may be older than 19 years old.**

**There will be a boy's division and a girl's division for each age group. The tournament committee may merge age or gender groups if there are less than 4 teams in any division. The maximum age for any player is 19 years old.**

U8	U12	High School Gold
U10	U14	High School Silver

## **RULES OF THE GAME**

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to River City Winter Fest 3v3 Tournament Commissioner.

**Schedule Changes:** It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents, and spectators.

**Number of Players:** The maximum numbers of players on the U8, U10, U12, and U14 teams may not exceed six: three field players and three substitutes. The maximum number of players on the two high school age groups may not exceed five: three field players and two substitutes. All teams must have a minimum of 2 field players at all times. Players may only play on one team. There are no goalkeepers in 3v3.

**Player Registration:** All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials will require proof of age for any player included on the roster at check-in prior to the first scheduled game. A photo copy of a driver's license, state player pass or a birth certificate will be accepted. Any player not participating in his/her team's first game will not be allowed to play in his/her team's next game until he/she has checked in prior at the registration table or with the Field Marshall. Failure to do so will result in his/her team's forfeiture of that game.

**Falsifying Ages:** Any team, player, or coach determined by the Tournament Commissioner to have falsified their age or identity will be dismissed from the tournament and any potential future events. This act of unsportsmanlike conduct will not be tolerated by RCSC.

**Age of Participants:** The age group of each team is determined by the date of birth of the oldest player on the roster.

**Uniforms/Protective Casts:** All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the home team will be responsible for changing their uniforms. In playoffs, the higher seed will have the option. If a team only has 1 color jersey, pennies shall be provided by the Tournament Risk Manager. Also, tournament t-shirts will be on sale throughout the tournament. The Tournament Director and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Here are the following sizes for each group: U8 = Size 3; U10-U12 = Size 4; and U13 & up = Size 5.

**Field Dimensions:** The playing field is 35 yards long by 25 yards wide. The goals are four feet high and ten feet wide. The goal box is 6 feet deep and 12 feet wide. These dimensions are based on field and equipment availability and are subject to change.

**The Goal Box:** The goal box is ten feet wide by six feet long located directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on 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 or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period. 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. There are no timeouts and the Game Clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

**Forfeits:** Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the Tournament Director before the game is considered an official forfeit.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field. Substitutions shall not be made on the fly!

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**Playoff Overtime:** Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kick-off and direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team) from the center of midfield line. The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

**No Offsides** in 3v3 Soccer! **No Slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**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 (2) A yellow card will be given to the player committing the hand ball violation. If a player receives a second deliberate hand ball violation within a game he/she will receive a red card. An automatic red card will be awarded if a deliberate hand ball violation occurs within an overtime period.

**Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card (please see red card rule below). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

**Player Ejection (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 off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident). Players that are red carded must leave the immediate playing area, including the fan and team areas.

**\*\*If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.**

**Coach/Parent Ejection:** Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue and will be directed to the Tournament Commissioner who will establish if any additional actions are required. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

**Kick-Off:** May be taken in any direction. You cannot score directly from a kick-off (ball must be 100% over the mid-line to be considered on the offensive half of the field). Kick-offs must make one full rotation before the ball will be considered in play.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation. Kick-Ins must make one full rotation before the ball will be considered in play.

**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 is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball will be considered in play.

**Goal Kicks:** May be taken from any point of the end line. Goal Kicks must make one full rotation before they will be considered in play.

**Penalty Kicks:** Shall 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-field line with all players (on both teams) behind the mid-field line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Scoring (In bracket Play):** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Referee's Tent immediately following the game!

**Forfeits:** Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

**Tie-Breakers:** For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between two teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between three or more teams in record whom have tied each other will be broken by (1) goal difference in pool play games (2) goals against pool play

games (3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

**Protests:** No protests will be allowed. All disputes will be resolved immediately by the Tournament Commissioner. These decisions will be final.

**Weather Related Issues:** The Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. All effort will be made to continue play and finish the tournament.

**\*\* The Tournament Commissioner will have final say on all disputes and interpretations of tournament rules.**