

## 3v3 TOURNAMENT RULES - 2024

1. It is the coaches' responsibility to make sure their teams understand the rules.
2. Bracket will be COED except if there are enough teams to allow for a Girls Only division.
3. Age Brackets will be as follows:
  - a. U9 Birth year 2015 or younger
  - b. U10 Birth year 2014 or younger
  - c. U11 Birth year 2013 or younger
  - d. U12 Birth Year 2012 or younger
  - e. U13 Birth Year 2011 or younger
  - f. U14 Birth Year 2010 or younger
  - g. High School Bracket 2009 and older
4. Teams will be bracketed together as follows unless enough teams allow to divide teams further:
  - a. U9/ U10 Coed
  - b. U11/ U12 Coed
  - c. U13/U14 Coed
  - d. High School
  - e. Adult

**\*\*Note:** This is subject to change based on number of teams registered and birth year of players.
5. A coin flip will be conducted before each game with the winner deciding which goal to defend and the other team kicking off. Direction of play and team taking kick-off will change at the start of the second half.
6. Players can score from anywhere including kick-offs, corner kicks, goal kicks and direct kicks. Goals **cannot** be scored on indirect kicks or from "throw-ins" unless first touched by a second player.
7. Players are allowed to run through the crease. A ball/player is considered to be 'in the crease' if any part of the ball or player touches or is within the crease boundary. If there is no contact with the ball in the crease the outcome of the shot is not affected.  
If an offensive player falls or slides into the crease after the ball is in the net – the goal is allowed  
  
If an offensive player touches the ball in the crease-goal kick is awarded to defending team  
  
If a defensive player is outside of the crease but touches the ball in the crease – goal  
If a defensive player is in the crease and touches the ball not in the crease – goal  
If a defensive player is in the crease and does NOT touch the ball and the shot misses – no goal
8. **NO** slide tackling is allowed.
9. There is **NO** playing of balls off of the walls or net – they are out of bounds. Boundaries are as designated by the lines or cones.
10. No free kicks will be taken closer than 5 yards from the crease. Any wall must be 3 yards from the ball. The ball cannot be "blasted" into a wall.
11. Substitutions are on the fly. An oncoming substitute cannot play the ball until his teammate is off the court. Penalty is an indirect kick from the point of violation.
12. All out of bounds will restart with a goal kick, corner kick or indirect kick from the sideline. There are no throwins.
13. Clock stops only for injury, obvious delay or if a goal is scored in the last minute of the half/game.
14. It is legal to kick the ball backwards on the kickoff. Wait for the whistle.
15. If the ball stops in the crease there will be a goal kick for the defensive team.
16. Games will start on time. You can start with two players. If a team is late and forfeits its first game they will be allowed to play their remaining games, but for scoring purposes they forfeit them. All opposing teams will be scored as a 3-0 win for the forfeited

game.

17. Shoes that are used for game play must be carried into the building so that they are dry. Tennis shoes / gym shoes are required. No cleats.
18. Shin guards are mandatory.
19. Games are 25 min in length; 12 minute halves with a 1 minute half time.
20. We ask that players leave immediately following the completion of their games.
21. Scoring: 6 pts for win, 3 pts for tie, 1 pt for shutout, 1 pt for each goal scored (max 3).
22. **TIEBREAKERS:** after qualifying play, ties in standings between two teams will be broken by: 1) head to head results between tied teams; 2) goal differential; 3) least goals allowed; 4) goals scored; 5 )most shutouts. Ties between 3 or more teams will be broken by: 1) goal differential; 2) least goals allowed; 3) goals scored; 4) most shutouts.
23. **Playoff Overtime:** Shall consist of a sudden death overtime period. Maximum length 3 minutes, with a coin toss to decide kick off direction. The first team to score in overtime is the winner. If no team scores there will be a second overtime period conducted in the same manner with two players, then if a 3<sup>rd</sup> overtime period is necessary with 1 player.
24. At a five goal differential the trailing side has the option of adding a 4<sup>th</sup> player until the differential is reduced to 4 goals. If a team is trailing by 10 goals before the end of play the game will end early.
25. FIFA/USSF rules will apply where not specifically addressed above. Referee decisions are FINAL.
26. A Futsal ball will be used for all games.
27. Refunds will be provided in full in tournament is canceled due to Covid or low registration