



# 3v3



# Indoor Soccer Tournament Rules

FIFA RULES APPLY IF NOT MODIFIED WITHIN

## I. PLAYER REGISTRATION AND EQUIPMENT

- 1. Player Registration:** All players must be registered on their teams' registration/waiver form. Parents and the coach must sign the waiver form. The form must be turned in to the tournament management before the first game at check-in. Coed teams may enter the MLK 3v3 Boys Tournament.
- 2. Rosters:** All rosters are final upon the start of the team's first game.
- 3. Number of Players:** SIX is the maximum number of players on a team; three field players at one time. Players may only play on one team per division, but may play on a team in a higher division if desired. There are no goalkeepers in 3v3 soccer.
- 4. Equipment:** All players must wear shin guards covered by socks. Any player without shin guards will not be allowed to play. Jewelry that presents a hazard to the player or an opponent must be removed as directed by and at the sole discretion of the Referee. Teams are responsible for providing game balls. Game ball sizes:
  - U-9 through U-12: Size 4
  - U-13 through U-14: Size 5
- 5. Goal Box:** The goal box, ten feet wide by six feet long, 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. If a defender touches the ball inside or while in contact with the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box or while in contact with the goal box, a goal kick is awarded to the defensive team. 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 plane of the goal box extends upward to the ceiling.

## II. GAME PLAY RULES

- 1. Game Duration:** The game shall consist of a single 20-minute period with a continuous running clock. The game will start when the field Referee signals and must start before the clock reaches 16 minutes. If one team delays the start of the game, the opposing team shall be awarded a forfeit when the clock reaches 16 minutes. There will not be a warm-up period. Teams must be ready to play at the conclusion of the previous match. Games tied after regulation play shall end in a tie, except Playoff Games. There are no timeouts and the Game Clock does not stop.

2. **Home Team:** The home team will be the first team listed on the schedule and will have possession of the initial kickoff. The visiting team will select the direction of play. The home team shall change jersey colors in the event of a conflict.
3. **Substitutions:** Substitutes may occur on the fly at any time but must *enter and exit* within three yards of the half-field mark. The player entering must not step onto the field until the player leaving has left the field of play. During play stoppages (after a goal, goal kick, kick-in from sideline), substitutions are permitted only after a coach requests and is granted the substitution by the Referee. Too many players on the field shall result in a penalty kick being awarded to the other team.
4. **Goal Scoring:** A goal may be scored from a touch (offensive or defensive) on the offensive half of the playing 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 to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.
5. **Kickoff:** Kickoff may be taken in any direction. You cannot score directly from a kickoff (ball must be 100 percent over the mid-line to be considered on the offensive half of the field). This is an indirect kick.
6. **Kick-ins:** The ball shall be kicked into play from the sideline instead of throw 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.
7. **Direct and Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kickoffs) are indirect with the exception to corner and penalty kicks. Indirect kicks must only change position before the ball will be considered in play.
8. **No Offsides/No Slide Tackling:** There are no offsides. If a player is sliding, no contact with player(s) from the other team 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. Slide tackling to gain possession warrants a Red Card. **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 (at the discretion of the Referee)
  - (2) a Yellow or Red Card given to the player committing the hand ball (at the discretion of Referee)
9. **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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty. It is the Referee's discretion where the ball will be placed.

10. **Goal Kicks:** May be taken from any point on the end line, and not in the goal box area. This is an indirect kick.
11. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It is a direct kick taken from the center of the mid-line with all players behind the mid-line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
12. **Protests:** No formal protests will be accepted. *Referee judgment calls are not grounds for protest.*

### III. SPORTSMANSHIP

1. **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. Plain Township has the authority to remove any unruly coaches, players or fans from the facility.
2. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a Red Card (see Red Card rule). Any player accumulating three yellow cards during a tournament will be suspended for their next game (no exceptions).
3. **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 the player 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 may be suspended for their next game. Players or coaches that are Red Carded must leave the immediate playing area, including the fan and team areas. 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).

*\*\*If player(s) is (are) issued Red Card(s) for fighting, player(s) will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*

### IV. SCORING AND PLAYOFFS

1. **Championship Games:** The top two teams in each division will advance to a Championship Game, if scheduled, and the division is not playing a round robin. The two teams will be determined by the teams having the most points according to the scoring rules and then by the tiebreakers.
2. **Scoring Rules (in pool play):**
  - a) **Points:** Games will be scored according to the following:
    - 3 points for a win
    - 1 point for a tie
    - 0 points for a loss

- b) **Tiebreakers:** In preliminary round play, if one team forfeited a game, they will automatically be considered losing all tiebreakers. Other ties will be broken according to the following:
- head to head results between tied games
  - fewest goals against
  - goal difference
  - goals for
  - playoff team shootout with three players selected by the team and in accordance with the Playoff Overtime Shootout rules provided in the rules

**3. Forfeits:** A forfeit shall be scored as 5-0.

**4. Playoff Overtime:**

- a) **Golden Goal:** Playoff overtimes shall consist of one 3-minute “golden goal” overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner.
- b) **Shootout:** 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. Visiting team shall call the flip and winner shall pick to shoot first or second. 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. These three players will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of three players shooting per team). 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 three players will alternate in the same order in a sudden death penalty kick format until one team scores and the other doesn't. If one team has received a Red Card during the game and finishes with two 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 player, one of the two field players must kick twice.