

2008 Warriors Classic 3v3 Soccer Tournament Rules

FIFA (standard soccer) rules apply except as modified below.

Field dimensions: 35 yd. long X 25 yd. wide for U8 – U10, and 40 yd. long X 30 yd. wide for U12 – U14 with mid-line and minimum 8' radius goal arc.

Ball size: Age appropriate, U8-U12, size 4; U14, size 5.

Number of players: Five (5) is the maximum number per team; three (3) field players at one time. No Goalkeepers. A minimum of two (2) field players must be present to play. Player eligibility is determined by age as of July 31, 2008. Players may not play on more than one team in the same division. Co-ed teams can be formed in all age groups and in all cases will compete in the "boys" division, with no requirement on the number of female players on the field.

Player/Team Registration: All teams must check in at the registration table at least one hour before the start of their first game. Every effort must be made to check in as a full team, as opposed to individual players checking in one at a time. All players must show proof of birth date at this time (e.g. copy of birth certificate, player pass, passport, etc). Any player determined by the event director to have falsified age will be dismissed from the tournament. All games played with an ineligible player shall be forfeited.

Game duration: All games will be 20 minutes in duration with no halftime. There will be a running clock with no time-outs. Teams must report to the field marshal/referee 10 minutes before scheduled start of game. Any team not present will forfeit game. Games tied after regulation play shall end in a tie, except in playoffs (see "Playoff Overtime").

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated. The Field Referee, Field Marshall or Tournament Director will have the authority to eject any offending party. Any indication of such behavior by a player, coach or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun!

Coaching: Adult supervision required. Each team must have at least one designated "coach" on their roster, and may list up to two adults. However, only players may coach during games, **NO OTHER COACHING IS ALLOWED.**

Tournament Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. No metal cleats allowed. Tournament officials are responsible for providing game balls.

Substitutions: Substitutions may be made at any dead-ball situation, at the referee's discretion, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field.

Start-of-game: To be determined by coin toss, called by home team to determine initial possession.

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Kick-off: The kick-off is an indirect kick and may be taken in any direction

No Slide Tackling: No slide tackling is allowed. Players must remain upright and “on their feet” when going into a tackle. This does not prevent players from sliding to stop or intercept a ball, but NO contact can be made with an opposing player. (i.e. A player can slide for a ball that is going out of bounds, if no other players are around).

Goal scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Cannot be touching the mid-line). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

Penalty Kicks: A penalty kick 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). It is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense is awarded a goal kick.

The Goal Arc: The goal box is a painted area directly in front of the goal marked by an 8' arc. There is no ball contact allowed within the goal arc, however, any player may pass through the goal arc. If the ball comes to rest in 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 an extension of such. If a defender touches the ball in the goal 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.

Offside rule: There is no offside rule in 3v3 soccer.

Kick-ins: The ball shall be kicked into play from the sideline instead of thrown in. Kick-ins are considered in play when the ball is touched with a foot and moves.

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

5-yard Rule: In all dead ball situations, including kickoffs, 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 arc in line with the place of penalty.

Goal Kicks: GK may be taken from any point on the end line.

Cautioned Players (YELLOW CARD): Players that receive two yellow cards in one game will automatically be suspended for their next game (no exceptions). Any player accumulating three yellow cards during the tournament will automatically be suspended for their next game (no exceptions).

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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). Players that are red carded need to leave the immediate playing area, including the fan and team areas.

Playoff Overtime: Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kickoff/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 by a shootout. 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 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) may 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 may kick twice. A coin toss will determine which team will shoot first to begin the rotation.

Scoring (in bracket play): Games will be scored according to the following - (3) points for a win; (1) point for a tie; (0) point for a loss. Teams with the greatest number of points at the end of (3) qualifying games will advance to semi-final or final matches.

Tie breakers: Ties between teams will be broken by

- Head-to-head results between the tied teams;
- Overall goal differential;
- Goals for, in head-to-head games;
- Playoff team shootout.

Team Uniforms: All players must wear same color 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 must change to avoid conflicts. Players wearing protective casts and splints will not be able to participate. Braces with exposed metal 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.

Forfeits: If a team is not present 10 minutes after the scheduled game time, a 3-0 win will be recorded for the winning team.

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

Tournament Director: Referee's decision is final on judgment calls. However, in the event of a misapplication of the official 3-v-3 Rules, the tournament director reserves the right to overturn a referee decision. The Tournament Director has final authority regarding all event disputes and issues. **SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**