



Field Dimensions: The playing field is 30 yards long by 20 yards wide for all ages. All goals will be pug goals.

No Offsides in 3v3 Soccer!

No Slide Tackling: Players must stay upright and 'on their feet' and may not make contact with an opposing player.

Goal Scoring: A goal may be scored from any part of the field. Goals may not be scored from an out of bounds kick in.

The Goal Box: The goal box is a 10' diameter arch directly in front of each goal. The goals are pug goals. There is no ball contact allowed within the goal box, however any player may pass through the goal box. If the ball comes to rest in 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 is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

Game 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. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie, expect in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no time-outs during 3v3 games.

Playoff Overtime: Shall consist of a sudden death 'golden goal' overtime period. Ball will be placed at center field. Two 10 yard spots on the field will be marked in line with center field on both team sides. One player from each team will stand on the spot marked on their side of the field. At the sound of the referee's whistle, both players will FACE OFF! against each other similar to a 50/50 ball. If the ball goes out of bounds, both teams are required to insert a new player on the field and a new FACE OFF! occurs. The first team to score is the winner and advances in the playoff.

Free Kicks: All restart free kicks will be via indirect kicks. All out of bounds restarts will be done via free kick on the line where the ball went out of bounds. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card (Please see Red card rule) 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 or coach 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. If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the tournament.

Coach/Player/Spectator Behavior: All players, coaches, and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, OR SPECTATORS WILL NOT BE TOLERATED. CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all matches with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY THAT WITH INTENT TO INJURY, WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Coaches are responsible for the actions of the team's players and spectators as well as their own actions. Players or coaches **DISMISSED FOR FIGHTING** will be banned from further tournament participation. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player in violation of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit. **THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF ANY TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES AND SPECTATORS CREATES AN ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS**

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 place of the penalty.

Goal Kicks: May be taken from any point on the end-line.

Number of Players: 5 is the maximum number of players on a team; three field players and 2 substitutes (A team must have a minimum of 2 field players). Players may only play on one team per division. There are no goalkeepers in 3v3. There will be separate teams for boys and girls.

Player Registration: All players must be registered on their team's roster form before the tournament begins (player must be on roster before the first game).

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

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

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 1-0 win for the team present.

Age of Participants: The age group of each team is determined by the birthdates of the oldest player on the roster and the age group he/she will be playing in after August 1st of the current year. Team age groups are U9-U13.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Concession Stand: A concession stand will be onsite including, drinks, hot dogs, hamburgers and snacks. All proceeds from the concession stand will be used to advance the Tuscarora Soccer Club.

****The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.**

****The Tournament Director will have the final authority on all event disputes and issues as well as interpretations of Tournament Rules****