

West Hills Soccer/BSC Portland
Summer Fun Kick-Off!
3v3 Soccer Tournament Rules

Edited 5/1/2011 and will be the official rules for this event.

FIFA rules apply if not modified within.

The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the 3v3 Soccer Event. Any questions concerning these rules should be directed to the Tournament Director.

TEAMS MUST REGISTER: Teams should register into divisions based upon playing age during the 2010-2011 season. Any team or player determined by the Tournament Director to have falsified age could be dismissed from the tournament. Teams that span more than one age group must register in the division of the oldest player on the team. In the situation where teams place themselves in the wrong division, West Hills Soccer and BSC Portland will attempt to rectify the error, but cannot guarantee proper placement. It is each team's responsibility to register in the proper division; failure to properly register may result in disqualification from the tournament.

OFFICIAL TEAM ROSTER: Each team must provide proof of OYSA registration for all players, coaches and managers (including DOB for players) and a completed Release form to the West Hills Soccer and BSC Portland 3v3 Event Staff during Team Check-In, or PRIOR TO THEIR FIRST GAME, or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.

NUMBER OF PLAYERS PER TEAM: Six is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they choose; games may proceed with a minimum of two field players and one coach or manager. Players may only play on one team per division.

PLAYER UNIFORMS/JERSEYS, PROTECTIVE CASTS AND JEWELRY: All players must wear shin guards, or will not be allowed to play. 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, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Players wearing protective casts must receive written approval by the Tournament Director.

No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Teams are responsible for providing game balls. The ball size for each group are as

follows: U6-U8 = Size 3; U9-U11 = Size 4.

MASTER SCOREBOARD: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule.

FIELD DIMENSIONS: The playing field is 40 yards long by 30 yards wide for ages U9 and higher. U6, U7 and U8 age groups play on 30 x 20 yard field. The goals are approximately 2.5 feet high and 4 feet wide (small Pugg goals).

ROUND ROBIN POINTS AND CHAMPIONSHIP BRACKET SEEDING: This is a 10-point tournament. In round robin play, a team receives 6 points for a win, 3 points for a tie, 1 point for a shutout and one point for each goal (maximum 3 points). 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 Master Scoreboard immediately following the game. For games where the scorecard is not turned in to the Master Scoreboard, a verbally communicated score will be accepted until the scorecard can be produced. Championship Bracket seeding for each will be determined by Win/Loss record after round robin play.

When two teams from one pool are tied in record following round robin play, the team that won the game in Head to Head competition will be the higher seed. 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). When three or more teams from one pool are tied in record following round robin games ties between three or more teams will be broken by the following:

- (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

DELAY OF GAME: 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. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

FORFEITS: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, 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. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting two games during pool play may be removed from the tournament.

PLAYOFF OVERTIME: Round robin games may end in a tie. Only Playoff Games shall play into overtime. Playoff overtime shall consist of one 3-minute "golden goal"

overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.

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. 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). 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.

RULES DURING PLAY: A coin toss will determine possession and direction before the start of the game. **Game Duration:** The game shall consist of two 10-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games during Pool Play that are tied after regulation play shall end in a tie; games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs / Championship Rounds listed below). There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to the next game in succession. The Referee has the official time on the field.

There are no Goalkeepers in Kick It 3v3 Soccer

No Off-side in 3v3 Soccer

No Slide Tackling in 3v3 soccer

SUBSTITUTION: Substitutions may be made on the fly. Teams need not gain the referee's attention; players must enter and exit at mid-field. The field player must be over the touch-line before the substitute may enter the game.

KICK OFF: May be kicked 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). The kick off is an indirect kick.

KICK-INS: The ball shall be kicked into play from the sideline, rather than thrown 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.

DIRECT & INDIRECT KICKS: All dead-ball kicks (kick-ins, kick-offs, free kicks) are

indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

GOAL KICKS: May be taken from any point of the end line. All Goal Kicks are indirect kicks.

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

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.

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) in their offensive half, 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. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

THE GOAL BOX: There are no goalkeepers in 3v3. The goal box is approximately eight feet wide by five foot deep located directly in front of the goal. 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 in the goal box, or on the goal box line, 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 goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely.

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 the referee).

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.

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): Referee's have the right to eject a player or coach from the game for persistent dissent or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, the player receiving the red card must sit out the rest of that game and the next. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the Tournament Director's discretion). 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 the 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 is (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 persistent dissent 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. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Weather Related Issues: The West Hills Soccer and BSC Portland 3v3 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.

*** The Tournament Director(s) have the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver or lack of enforcement. These are the official rules of competition and they supersede any other summary or description of the rules, written or verbal. The 3v3 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ***