



## Reds 3v3 Ultimate Challenge Rules

**PLAYER REGISTRATION:** All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must have a proof of age at check in.

**ROSTERS:** All rosters are final upon completion of the team's first game.

**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. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get the referee's attention and enter and exit at the half-field mark only.

**GENDER:** No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Co-ed division must have at least one female on the field at all times.

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls.

**FIELD DIMENSIONS:** Length-30 yards, Width-15 Yards

**GOAL BOX:** The goal box, 7 feet wide by 5 feet deep, 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. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to the offending party. 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 goals are approximately 4 feet high by 3 feet wide.

**GAME DURATION:** The game shall consist of two 12 minute halves separated by a one minute halftime, OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

**PLAYOFF OVERTIME:** TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at the end of golden goal period.

**GOAL SCORING:** A goal can ONLY be scored from the offensive half of the playing field.

**SCORING (IN POOL PLAY):** 3 points for a win; 1 point for a tie, and 0 points for a loss. Max goal differential per game applied to standings is +4 per game. FORFEITS: A forfeit is scored as 4-0.

**TIEBREAKERS:** In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

## **NO OFFSIDE IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER**

**FIVE YARD RULE:** In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

**KICK-INS:** The ball shall be kicked in to play from the sideline instead of thrown in.

**INDIRECT KICKS:** All re-starts (kick-ins, free kicks, kick-offs) are indirect, goals cannot be scored from in-direct. Goals can be scored from corner and penalty kicks restarts.

**GOAL KICKS:** May be taken from any point on the end line, and not in the goal box area.

**KICK OFF:** May be taken in any direction.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**PLAYER EJECTION (YELLOW/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. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject a player for the rest of the tournament. Teams still play with 3 on the field

**FORFEITS:** A forfeit shall be scored as 4-0.

**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.

**SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.**