

EASTSIDE TIMBERS THREE FOR ALL 3V3 RULES

FIFA RULES APPLY IF NOT MODIFIED WITHIN

PLAYER REGISTRATION: All players must be registered with OYSA and show a valid OYSA player card at registration check in. All players must be registered on their respective team's 3v3 roster. Roster changes, substitutions and additions, must be made before the start of a team's first game. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

NUMBER OF PLAYERS: Six is the maximum number of players on a team; three field players and three 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.

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. There are no substitutions on the fly.

TEAM UNIFORMS: All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color a coin flip in pool play will determine the team to change uniforms. In the playoffs the higher seed will have the option. Numbers on the jerseys are not required.

TOURNAMENT 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.

BALL SIZES: U6-U8 size 3. U9-U12 size 4. U13 & older size 5.

FIELD DIMENSIONS: The playing field is 40 yards long by 30 yards wide for ages U9 and older. U6, U7 & U8 age groups play on a 30 yard by 20 yard field.

GOAL BOX: The goal box, ten feet wide by six feet long, is directly in front of the goal. 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. If a defender touches the ball in the goal box, a goal 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. The goals are 3.5 feet high by six feet wide.

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. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director will be forfeited at game time if they are not present. There are no timeouts in 3v3 soccer.

GOAL SCORING: A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

SCORING (IN POOL PLAY): Games will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss.

TIEBREAKERS: For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by: 1) head to head results between 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.

Ties between two tied teams in record whom have tied each other will be broken by 1) goal difference in pool play games 2) goals against in pool play games 3) shootout.

WHO WILL REIGN AS
THE CROWNED ROYALTY
OF 3V3?



PLAYOFF OVERTIME: Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three minute-overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. 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 rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished 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.

THERE ARE NO OFFSIDES IN 3v3 SOCCER

NO SLIDE TACKLING IN 3v3 SOCCER

FIVE 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 area in line with the place of the penalty.

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

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

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

KICK OFF: Is an indirect kick and 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 (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field 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 obtains possession with a goal kick.

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 or three players, however if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The tournament director will decide suspension from additional games.

FORFEITS: Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

PROTESTS: Formal protests must be submitted in writing within 30 minutes following the completion of the game to the tournament director. A \$50 fee for all formal protests will be charged to the submitting party. If the tournament committee rules in favor of the submitting party, the \$50 fee shall be returned. Referee judgment calls are NOT grounds for protest. Videotape is not an acceptable form of protest and will not be reviewed.

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 OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR