



3 v 3 Tournament Rules

First annual 3v3 tournament for all 2023/2024 season FSC United players

Player Registration: All FSC players must be currently registered with Flagstaff Soccer Club for the 2023/2024 season which can easily be done at our club website Flagstaffsoccerclub.com. Any team or player determined by FSC officials to not be eligible or have falsified age or skill level will be dismissed from the tournament. All rosters are finalized and approved by FSC officials before the team's first game.

Number of Players: Four is the maximum number of players on each team unless approved by FSC officials for any additional players. Player may only play on one team per division. There are NO goalkeepers in the 3 v 3 tournament. Teams once all players are registered with FSC the team can then have one team member or parent register their team with FSC officials.

Gender: No males will be allowed to participate in any female divisions. Females can participate in male divisions.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Home teams that are list first are responsible for providing game ball. Ball sizes are U6-U8 Size #3, U9-U11 size #4 and size #5 for U12+. In the event if any age divisions are combined, the teams should use the older division's game ball size.

Goal: No goal keepers or goal guarding will be allowed for any of the 3 v 3 games. FSC officials around the fields can determine and notify player(s) and teams if they witness any of these occurrences during play. A goal can also be disallowed by FSC officials if witnessed infractions occurred during games. All restarts will be with an indirect goal kick from any point on the end line.

Game Duration: The game shall consist of two 10-minute halves separated by a two-minute halftime break. Games tied at the end of regulation go to 3-minute overtime immediately following a tied game.

Overtime: If any game is tied at the end of regulation play, then teams will have a 3 minute "Golden Goal" Overtime period. This means first to score wins and the game is over. If after the 3-minute time has expired and the game is still tied, then teams will decide the winner with a Juggle Off. Juggle Off means 1 player from each team will begin juggling at the same start time vs opposing teams 1 player and whichever teams player keeps juggling the ball longest before it hits the ground wins the game. Winning team representative must proceed to the main FSC tournament area to report the score.

Goal Scoring: A goal may be scored from a touch on the offensive half on the playing field. Cannot score a goal from any team's defensive half that goes directly into goal. All goals and game scores will be agreed upon, on the traditional players and team honor code. Any disputes if witnessed by an FSC

official can be settled by the FSC official(s). If no resolution is agreed upon then no goal will be counted. The restart will be an indirect goal kick taken from any point on the end line.

Scoring Results: All final game results must be reported and recorded by one team representative immediately following the game at the FSC main tournament area.

Tiebreakers: In pool play any tiebreakers needing to be made will be done by FSC officials. Will use following guidelines in order. 1) Total wins 2) Head-to-Head result 3) Total team goals for 4) Total team goals against and 5) Juggle Off to break the tie.

Substitutes: May occur at any dead ball situation. Player(s) must enter the field at the half-field mark when dead ball situation first occurs to enter.

Heading: (No heading applies to all players 10 years old or younger). When a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense as a dead ball situation. If offense occurs by the defensive team closer than 5 yards to the team's goal, then the "Five Yard Rule" will apply.

Five Yard Rule: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal is closer than five yards, the ball is to be placed five yards from the goal area in line with the place of the penalty. No penalty kicks shall be awarded. All dead ball situations will only be restarted with an indirect kick (IFK).

Indirect Kicks: All dead ball kicks will be indirect kicks including corner kicks. No direct kicks allowed.

Kick Ins: The ball shall be kicked in to play from the sideline (No throw ins) and kicked in from the endline lines for goal kicks. Corners will all be IFK only.

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

Kickoff: May be taken in any direction. Goals cannot be scored directly from a kickoff. Restart would be a goal kick.

No Offsides in 3 v 3 soccer

No Slide Tackling in 3 v 3 soccer

Player/Bench Personnel Ejection: FSC officials have the right to dismiss player OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. Any suspensions = rest of the game PLUS possible suspension for next game. FSC officials may dismiss player or bench personnel for rest of the tournament depending on the severity of the ejection or suspension. (Teams will still play with 3 on the field)

Sportsmanship: Players, team assistants and spectators are expected to always act in the nature of good sportsmanship. Abuse of any kind including to FSC officials will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

ALL SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE FSC OFFICIALS.