

Wings of Soccer

3 v 3 Rules

RULES OF PLAY

1. The players

PLAYERS REGISTRATION: All players must be registered on their team's 3v3 roster. Roster changes, substitutions and additions, must be made before the start of your teams first game

NUMBER OF PLAYERS: Six is the maximum number of players on a team. Number of players on the field is three. There are no goalkeepers.

PLAYER SUBSTITUTIONS: Substitution may occur at any dead ball situation, but players must get referee attention and enter and exit at half field mark only.

PLAYER UNIFORM: All players on a team must wear same color jerseys. Each player should bring a light & dark colored jersey. All players must wear shinguards.

PLAYER EJECTION: 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 must continue the game with only three players on the field. The tournament director will decide suspension from additional games.

2. The Field of Play

FIELD DIMENSIONS: The field is 30 yards wide and 40 yards long. Goals are 4' by 6' . Goal box is 10' by 6'. Balls will be provided and are age specific per Youth Soccer rules.

PENALTY BOX: Arc Rule: There is no ball contact allowed within the goal box. If a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If and offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team

GOAL SCORING: A goal can only be scored from the offensive half of the field.

RESTARTS: All restarts are indirect kicks (including kickoff to start each half)

FIVE YARD RULE: In all dead ball situations, restarts, including game start and halftime start, defending players must stand at least five yards away from the ball.

KICK-INS: The ball shall be kicked into play from the sideline instead of thrown in. The defending player must be at least five yards from the ball on all kick-ins.

THROW INS: There are no throw-ins. All out of bound balls will be taken as kick-ins.

GOAL KICKS: May be taken form anywhere on the defensive goal line.

PENALTY KICKS: The penalty kick will be taken from midfield in front of an open goal.

3. The Tournament

COMPETITION FORMAT: Teams will play a minimum of two games. Format and number of games may be different for each bracket depending on number of teams.

GAME DURATION: The game consists of two 12-minutes halves separated by a two-minute half-time period. In case of a tie each team gets 3 penalty kicks. If still tied the game ends in a tie.

POINTS FORMAT: Games will be scored according to the following: 3 points for a win, 1 point for a tie and 0 for a loss. Tie breakers will be posted at the tournament.

THERE ARE NO OFFSIDES IN 3V3 SOCCER AND NO SLIDE TACKLING.

NO PROTEST ALLOWED

FAIR PLAY: Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referee will not be tolerated. Abuse of opponents will result in red card. Any instance of such conduct will disqualify the responsible team from the event.

FIFA RULES APPLY TO ANY RULES NOT ADDRESSED IN THIS DOCUMENT. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

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Points and Tiebreakers

First guideline is the preliminary **POINT SYSTEM**. Three points are given for a win, one point for a tie, and no points awarded for a loss. The team with the most points is the winner

Tiebreaker

1. Head to head between tied teams
 - Example: If 2 teams are tied then whomever defeated the other team during tournament play is the winner. If 3 teams are tied and two of the team's defeated the 3rd team then that team is eliminated and head to head between the two remaining teams will still be determined.
2. Goal differential between tied teams with a 3 goal max.
 - Example: Goal differential is determined by the number of goals scored minus the goals allowed with a 3 goal max per game played.
3. Goal differential between tied teams with a 5 goal max.
 - Determined the same as tie breaker #2 except with the 5 goal max per game played.
4. Total goals scored during tournament play
5. Total goals allowed during tournament play
6. Shootout
 - Example: Each team will get 3 shooters each. Team with most goals wins. If still tied, players that did not shoot will shoot in sudden death pk's until there is a winner.