

# OLYMPIA ATHLETICS & EVENTS CENTRE—3v3 RULES & REGULATIONS

## RULES OF THE GAME

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to the tournament director. Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team. Teams are responsible for signing up in the appropriate division.

**Master Scoreboard / Schedule Changes:** It is the responsibility of the coach or team captain to check the Master Scoreboard schedule for any changes after each tournament game, which can be found online at our tournament website.

**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.

**Number of Players:** Six (6) 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). There are no goalkeepers in 3v3.

**Player Registration:** All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster. Players are required to carry proof of age with them at all times during the event. All teams must complete their ONLINE roster and ONLINE waiver forms by the deadline set.

**Falsifying Ages:** A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament; and potentially future events. This act of sportsmanship will not be tolerated.

**Proof of Age:** All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

**Age of Participants:** The age group of each team is determined by the birth date of the oldest player on the roster.

**Uniforms/Protective Casts:** 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, the away team, listed on the schedule must change. The Tournament Director and/or referee assignor must approve players wearing protective casts. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The Tournament Director, and/or referee assignor re-approve the wearing of the protective cast. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play.

**Field Dimensions:** The playing field is 50 feet wide by 65 feet long for all ages. The goals are four feet high and eight feet wide.

**The Goal Box:** The goal box is located directly in front of the goal. The goals are four feet high by eight feet wide. 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 on 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 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 plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**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) 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.

**Game Duration:** The game shall consist of two 15-minute halves separated by a one minute halftime period. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 3v3 games. 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. In the event that a field is behind schedule, the referee may shorten or limit warm-up time prior to game.

**Forfeits:** Teams are given five minutes 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.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession or made on the fly. Players exiting the playing surface must be completely off, prior to a new player entering the playing surface.

**Playoff Overtime & PK's:** Shall consist of a 2-minute "golden goal" overtime period 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 2-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. **ALL PK KICKS WILL BE TAKEN FROM INSIDE HIS/HER OWN GOAL BOX AREA!**

**Off-sides:** No Off-Side in 3v3 Soccer!

# PANATHINAIKOS ATHLETIC CLUB—3v3 RULES & REGULATIONS

**Slide Tackling:** No Slide Tackling! If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**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).

**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, coach or spectator from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players, coaches and spectators 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 opposing team (regardless of the score at the time of the incident). **Teams will lose (-1) point per game for every player red card issued in the standings, if RED CARDS happen in the final/championship game, then each red card issue will result in GOALS being taken away, for each RED CARD in a team's final game, they will lose (-1) goal per occurrence.**

*Note: If players are red carded for fighting, they will be ejected from the tournament and 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 continual disobedience 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. **Teams will lose (-1) point per game for every coach/spectator SEND OFF issued in the standings, if SEND OFFS happen in the final/championship game, then each SEND OFF issued will result in GOALS being taken away, for each SEND OFF in a team's final game, they will lose (-1) goal per occurrence.**

**Kick Off:** May be taken 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). This is an indirect kick.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, you cannot score from a kick-in.

**10-Foot Rule:** In all dead-ball situations, defending players must stand at least ten feet away from the ball. If the defensive player's goal is closer than 10 feet, the ball shall be played 10 feet from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** May be taken from any point of the end line. This is an indirect kick.

**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.

## Scoring Format:

(6) points will be awarded for a win

(1) point will be awarded for a tie

(0) points will be awarded for a loss

## ADDITIONAL AWARDED POINTS

(1) point will be awarded for a shutout

(1) point will be awarded for each goal scored up to (3) total goals per game <<< this is for all goals scored, regardless if you WIN / LOSE the game.

## MAX POINTS PER GAME = 10

**Note:** A total difference of (10) goals will be shown on the standings, if your team wins 12-0, it will be recorded as 10-0. If your team wins 20-6, the game will be recorded 16-6, etc.

**In the event of a tie in total point standings, the following sequences will be used:**

- Head to head competition between the teams that are tied (if a team received a RED CARD or SEND OFF; players, coaches or spectators, they will automatically lose the head to head tie-breaker)
- Best goal difference for all games
- Fewest goals allowed
- Most goals scored
- Most shutouts recorded
- SHOOTOUT!

THANK YOU FOR PLAYING!

