



## Winter Classic 3v3 Official Rules

January 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup>, 2009

FIFA rules apply if not modified within

**Players:** ALL PLAYERS MUST CARRY PROOF OF AGE (Valid Player Pass, Birth Certificate, or driver's license). Teams will be placed into divisions based upon age and gender (where possible). Any team or player determined by the Tournament Director to have falsified age 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 youth teams and into the division of the youngest player on adult teams. The tournament staff will make very effort to place teams into divisions with similar players (where possible).

**Roster Changes:** Roster changes must be made before a team's first game has begun. A coach may make changes, but, must complete the Player Change form and have all the appropriate paperwork. The person making the change must meet the following criteria: - Player has the appropriate travel papers – Player has proof of age – Player has birth certificate or driver's license that qualifies the player for the correct age division.

**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). Players may only play on one (1) team per tournament. 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 at midfield.

**Team Uniforms:** All players must wear jerseys/shirts/practice vests during play and each team must bring both a light and dark colored jersey/shirt/practice vest. Numbers are not required on the jersey/shirt/practice vest. If both teams are wearing the same color, a coin toss will determine which team must change. Players wearing protective casts and splints must have protective padding approved by the referee. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Although uniforms are not required for this tournament, it will be helpful if teams can wear the same color shirts/shorts/socks. The shirts/shorts/socks only need to match in color, not

necessarily in style.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. The Madison Indoor facility is equipped with SportsTurf, and players may play in their regular outdoor cleats. Teams are responsible for providing game balls. Listed below are the ball sizes for each age group: U6/U8 – Size 3 U10/U12 – Size 4 U14 and above – Size 5

**Field Dimensions:** The playing field is approximately 30 x 20 yards for all age groups. This is a bit smaller than the typical 3v3 field dimension, but necessary due to space constraints at the indoor facility. The side wall is considered out of bounds. However, the ball may be placed away from the wall for a kick in.

**Goal Box:** The goal box, eight 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 four 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 be ahead by 10 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie, except in the championship game. No timeouts in 3v3. Teams are responsible for waiting until championship game teams are determined.

**Teams not present at game time will forfeit!**

We don't mean to be harsh, but there is great importance being placed on starting and ending on time. Please make sure your team is stretched out and ready to play at least five minutes prior to your scheduled game time.

**Scoring:** Goals can only be scored from the offensive side of the field.

**Ranking Point System:** Ranking in each division is based on a point system as follows: Win = 3 points Loss = 0 points Tie = 1 point

Teams in the same division with the same number of points will have their standings determined by the following criteria that will be applied in the order listed:

1. Head to Head (2 way ties only)
2. Goal Differential (maximum 6 per game)
3. Goals for
4. Goal against
5. Shutouts
6. Penalty Kicks

**Championship Game Overtime:** Shall consist of a 3 minute ‘golden goal’ overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided by a shootout. 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 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) 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.

**Forfeits:** Any team forfeiting two consecutive games in pool play will be removed from the tournament. If a team is not present at the scheduled game time, a 6-0 win will be recorded for the present team. Please make sure your team is stretched out and ready to play at least five minutes prior to your scheduled game time.

**Offsides:** There is no offsides in 3 v 3 soccer.

**Slide Tackling:** Players can slide for a ball if there is no contact or intent to contact. For example: a player can slide for a ball that is going out of bounds, if no other players are around.

**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 penalty.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. Kick-ins are considered in play when the ball is touched with a foot and moves. The ball must be completely still prior to the kick.

**Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kickoffs) are indirect with the exception of corner kicks and penalty kicks. The ball must be completely still prior to the kick.

**Goal Kicks:** May be taken from any point on the end line. The ball must be completely still prior to the kick.

**Kickoff:** Is an indirect kick and may be taken in ANY direction. The ball must be completely still prior to the 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). It is direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a ‘dead-ball’ kick. If a goal is scored, the defense obtains possession with a goal kick.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity will result in the following: a penalty kick will be awarded and the player committing the foul will be shown a red card and sent off.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will automatically be suspended for the remainder of the game and for their next game (NO EXCEPTIONS). Any player accumulating three yellow cards during the tournament will automatically be suspended from the tournament. Delay of game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, eg: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

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 off. The team may then continue with their remaining 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 that are red carded need to leave the immediate playing area, including the fan and team areas.

Protests: With the exception of a misapplication of the tournament rules, NO PROTESTS WILL BE ACCEPTED OR CONSIDERED. A check for \$100 must accompany any protest.

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. FIGHTING WILL NOT BE TOLERATED !!! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of referees, coaches, players, parents, or tournament officials, verbal or otherwise, will NOT be tolerated. The field referee and Tournament Director will have the authority to eject any offending party. Any indication of such behavior by a player, coach, or parent will result in immediate removal from the tournament site.

Game Scheduling: All teams are guaranteed three games. There will be awards for first and second place in each division. The tournament will take place on Friday, January 2<sup>nd</sup>, Saturday, January 3<sup>rd</sup>,<sup>h</sup> and Sunday, January 4<sup>th</sup>. Game schedules are dependent upon the number of teams in the tournament, but we plan to begin play on Friday<sup>h</sup> at 5:00 pm with non-travel teams. We plan to begin Saturday's and Sunday's games at 8:00 am.

Tournament Director: In the event of a misapplication of the official tournament rules, the Tournament Director reserves the right to overturn a referee decision. Disputes will not be accepted.

**Situations or occurrences that these rules do not address shall be left to the sole discretion of the Tournament Director.**