

3v3 TOURNAMENT RULES

** FIFA rules apply if not modified within ** The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to APL Tournaments Staff.

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard Schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule. When a change does occur, APL Tournaments will attempt to notify teams, and will strive to not change any game times or locations before the first game; but teams are responsible for checking for updates to the Master Scoreboard after each game.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Number of Players: Six is the maximum number of players on each team's roster: 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.

Official Team Roster Form, Player Registration & Proof of Age Requirements: Each team must complete the Official Team Roster Form and submit the form to the APL Tournaments Staff PRIOR TO THEIR FIRST GAME. All players must be listed on the Official Team Roster prior to the team's 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 and turn in the Official Team Roster Form and Waiver to APL Tournaments Staff prior to their first game or they may be disqualified from playing in the tournament.

Falsifying Ages or Skill Level: The APL Tournaments Tournament Director / Event Director may dismiss any team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level from the tournament; and potentially future events. This act of non-sportsmanship will not be tolerated by APL Tournaments.

RULES DURING PLAY:

Game Duration: The game shall be 18-minutes in length OR the first team to reach 12 goals (with a 5 goal difference), whichever comes first. Team listed first will begin the game with the kickoff. 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. There is no warm up time prior to the game.

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, and a goal cannot be scored from this kick.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box the ball will be moved back to five yards from the box. It is the referee discretion where the ball will be placed.

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.

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. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

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

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field.

Substitutions should not be made on the fly!

Off-sides / Slide Tackling / Hand Ball Clarification: No Off-sides in 3v3 Soccer! No Slide Tackling: If a player is sliding, no contact with player(s) from the other team 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).

Protests of Rules: Protests are strongly discouraged as this is a friendly tournament. **Referee judgment calls are not grounds for a protest.** A team wishing to protest must do so to the Tournament Director before the end of the game in question. The formal protest requires a \$50 protest fee, and must be made from the head coach of the team protesting.

Videotape is not acceptable as a form of protest or decision review. Protests are not accepted after the game in question. When choosing to protest, remember that the referee of the field is the tournament official, and must admit that an incorrect interpretation of the rules occurred. **Referee judgment calls are not grounds for a protest.**

EQUIPMENT: Uniforms, Balls, Field Dimensions, Goal Box, etc.

Game Balls / Sizes: APL Tournaments is responsible for providing game balls. Here are the following sizes for each group: U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for ages U9 and higher. The goals are approximately four feet high and 6 feet wide.

The Goal Box: There are no goalkeepers in 3v3. The goal box is approximately ten feet wide by six foot long 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 in or on the goal box line, 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 infinitely.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear shin guards, or will not be allowed to play. 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 home team must change. Players wearing protective casts must receive approval by the APL Tournaments Tournament Director and/or Referee Assignor, and will be required to check in prior to each game with the on-field referee to be permitted to play. 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, Athletic trainer, and/or Referee Assignor re-approve the wearing of the protective cast in writing. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

OTHER: Delay of Game, Forfeits, Overtime:

Delay of Game: 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. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Forfeits: Team not on the field at game time will be issued a forfeit. **All forfeits must be approved by the APL Tournaments Tournament Director before the game is considered an official forfeit.** The APL Tournaments Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting a game will not be allowed to advance to the playoffs.

Playoff Overtime: Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Playoff Games shall play into overtime.

- Golden Goal Overtime Period. Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.
- Shootout. If no team has scored in the 3-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.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

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

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 or coach 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 or coaches 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).

**** If player(s) is (are) issued red card(s) for fighting, player(s) 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.

BRACKETING: Rankings, Seeding, and Tie Breakers:

DETERMINING WINNERS: Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) point for each Tie

Zero (0) points for each Loss

Seeding Tie-Breakers

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Goal differential, maximum of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
4. Most total wins.
5. Most shut outs.
6. If a tie still exists after steps 1 through 5, Penalty Kicks will be taken prior to the Semi-Finals.

NO RULES WILL BE REVISITED

Divisions

SIXTEEN TEAM DIVISION will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winners of Group A and B will play Semi-Final Game 1, and the winner of Group C and D will play Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

TWELVE TEAM DIVISION will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winners of Group A and B will play Semi-Final Game 1, and the winner of Group C and Wildcard will play Semi-Final Game 2. The Wildcard Team will be the second place team with the most points or tie-breakers. If the Wildcard Team comes from Group C, then the Group A winner will play Winner of Group C, and the Winner of Group B will play the Wildcard. The Semi-Final winners will meet for the Championship.

EIGHT TEAM DIVISION will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Group A will play the winner of Group B for the Championship.

SIX TEAM DIVISION will consist of two (2) Brackets of three (3) teams. Each team will play the others within its Bracket for a total of two (2) preliminary games. The first place team from Group A will play the second place team from Group B in Semi-Final 1. The first place team from Group B will play the second place team from the Group A in Semi-Final 2. The third place teams from Groups A and B will play a consolation. The Semi-Final winners will meet for the Championship.

FOUR TEAM DIVISION will consist of one (1) Bracket of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The first and second place teams will meet for the Championship.

Weather Related Issues: The APL Tournaments Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

**** The APL Tournaments Director will have final say on all disputes and interpretations of Tournament Rules. ****