

2016 FRONTIER DAYS 3v3 SOCCER TOURNAMENT - RULES

FIFA (standard soccer) rules apply except as modified below.

CARDS - CAUTIONED PLAYERS (YELLOW CARD):

Players that receive two yellow cards in one game will automatically be suspended for their next game (no exceptions). Any player accumulating three yellow cards during the tournament will automatically be suspended for their next game (no exceptions).

CARDS - PLAYER EJECTION (RED CARD):

Referees have the right to eject a player from the game for continued disobedience or as a result of an incident that warrants sending off. The team may 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 short one player. 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.

COACHING:

Only players may coach each other during games. **No other coaching is allowed.** Adult supervision of substitutions is only allowed for Kindergarten, Division I House League and U8 Level Travel for these age groups one adult may sit on the player sideline and help substitute players.

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. (i.e. if a player intentionally kicks the ball long distances away from the playing field in order to waste time).

EQUIPMENT:

All players must wear shin guards; any player without shin guards will not be allowed to play. No metal cleats allowed. Tournament officials are responsible to provide game ball.

FIELD DIMENSIONS:

The playing field is approximately 40 yards long by 30 yards wide.

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.

FORFEITS:

If one team is not present 5 minutes after the start time of a scheduled game, a 6-0 win will be recorded for the winning team.

GAME DURATION:

The game shall consist of two 10-minute halves separated by a two minute halftime period. The home team, listed first on the schedule, will kickoff and defend the North goal to start the game. The teams shall switch goals at halftime and the visiting team will kickoff. Games tied after regulation play shall end in a tie, except in the playoffs. There is a running clock with no timeouts.

GOAL BOX:

The goal box is a painted area, directly in front of the goal. The boundaries of the goal box are to be treated as a plane. There is no ball contact allowed within the plane of 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.

GOAL KICKS:

Goal kicks may be taken from any point on the end line.

GOAL SCORING:

A direct goal may only be scored from an offensive touch within a team's offensive half of the field. The ball must be completely on the offensive half of the field and can not be touching the mid-line when this touch is made. Any defensive touch of the ball which goes into the net is a goal.

INDIRECT KICKS:

All dead ball kicks (kick-ins, free kicks, goal kicks and kick-offs) are indirect. Corner kicks and penalty kicks are direct.

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.

KICK-OFF:

The kick-off is an indirect kick and may be taken in any direction. To start the game, the Home team will kick off and defend the North goal.

NUMBER OF PLAYERS:

The maximum number of players for a team is five: three field players and two 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. If a team is losing by five or more goals, a fourth player may enter the game for that team. When the lead is reduced to less than five goals, the extra player must leave the field. One female player must be on the field during Co-Ed games at all times.

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OFFSIDES:

There are no offsides in 3v3 soccer.

OVERTIME:

Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score during 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, by the referee, 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, as determined by the referee. A coin toss will determine which team will shoot first to begin the rotation.

PENALTY KICKS:

A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (but the infraction does not automatically result in a red card). The penalty is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick; if a goal is not scored, the defense will be awarded a goal kick.

PLAYER REGISTRATION / ROSTER CHANGES:

Teams will be placed into divisions based upon age, gender and playing experience. Age Groups / Divisions may be combined at the discretion of the Tournament Director. Any team or player determined by the Tournament Director to have falsified age or competitive level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest, most experienced player on the team. The Tournament Director will make every effort to place teams into divisions with similar players.

All players must be listed on their team's registration form before the team's first game. Teams must check-in at the Registration Tent at least 30 minutes prior to their first game. Every effort must be made to check in as a full team, as opposed to individual players checking in one at a time. Any changes to the roster because of an emergency after the team's first game must be first submitted to tournament officials before the player may be allowed to play. The player who is deleted from the roster may no longer participate in the tournament. Tournament officials have the right to require proof of the reason for substitutions. A ruling by tournament officials is final and may not be appealed. Any substitute player cannot be rostered on another tournament team in the same age group and competitive level.

SCORING:

Games will be scored in the following manner: 3 points for a win; 1 point for a tie, and 0 points for a loss.

SLIDE TACKLING:

No slide tackling is allowed. Players must remain upright and "on their feet" when going into a tackle. This does not prevent players from sliding to stop or intercept a ball, but NO contact can be made with an opposing player. (i.e. a player can slide for a ball that is going out of bounds, if no other players are around).

SPORTSMANSHIP:

Players and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players and fans guilty of fighting will be banned for the duration of the event. Abuse of referees or volunteers, verbal or otherwise, will not be tolerated. The Field Referee, Field Marshall or Tournament Director will have the authority to eject any offending party. Any indication of such behavior by a player or fan will result in their immediate removal from the tournament site. We are all here to play soccer and have fun.

SUBSTITUTIONS:

Teams must acquire the referee's attention and players are to enter and exit at mid-field during dead ball situations at the referee's discretion.

TIEBREAKERS:

Ties will be broken by: 1) Head-to-head results. 2) Goals allowed total. 3) Goals scored up to a maximum of six per game. 4) Goal differential (goals scored minus goals allowed based on the maximum of six goals per game.) 5) Penalty Kicks

TOURNAMENT DIRECTOR:

In the event of a misapplication of the official 3v3 Rules, the Tournament Director reserves the right to overturn a referee decision. The Tournament Director has final authority regarding all event disputes and issues.

UNIFORMS:

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 to avoid conflicts. Home teams are listed first on the schedule. Players wearing protective casts or splints will be allowed to participate at the discretion of the Tournament Director. Braces with exposed metal will not be allowed. No jewelry will be allowed, including all earrings, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL
BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**