

Bartlett 3v3 Tournament Rules

PLAYER REGISTRATION

All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age, ie: player pass, driver's license or birth certificate.

ROSTERS: All rosters are frozen at check-in.

PLAYERS & SUBSTITUTIONS

SIX is the maximum number of players on a team; three field players at one time. Teams playing more than 6 players during the course of an event will be disqualified. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when dead ball situation first occurs to be called on.

GENDER

No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Co-ed division must have at least one female on the field at all times.

EQUIPMENT

All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for 2019's, 2018's, 2017's = #3; 2016's, 2015's, 2014's, 2013's = #4; 2012's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

FIELD DIMENSIONS

Width: 25-30 yards, Length: 35- 40 yards

GOAL BOX: The goal box, ten feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick 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. If the ball comes to a

complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GAME DURATION

The game shall consist of two 10 minute halves separated by a two minute halftime, OR the game ends when a team reaches a 10 goal lead. Each half ends when time has expired (a shot that has not crossed the goal line before time expires will not count). Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL"

OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period. Kicks in the shootout should be taken from the kick-off spot at the half line. (At the 3v3 Live National Championship the "Golden Goal" overtime period will be 10 minutes)

GOAL SCORING

A goal may be scored from a touch on the offensive half on the playing field.

SCORING (IN POOL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss. FORFEITS: A forfeit is scored as 5-0

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored. If teams are still tied after all tiebreakers the system will automatically break the tie by system generated coin flip.

NO OFFSIDES IN 3V3 SOCCER AND NO SLIDE TACKLING OR HEADING IN 3V3 SOCCER

HEADING

When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.

FIVE YARD RULE

In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS

The ball shall be kicked in to play from the sideline instead of thrown in.