



Reindeer Rumble 3v3

High School, Comp and Rec Teams

December 18th, 2021



Bryan Hantak

Tournament Director

celticselect20@msn.com

(314) 495-3473



Tournament Rules

PLAYER REGISTRATION: All teams must turn in an application and team roster form. The team roster form must be signed by each player (or parent/guardian if the player is under the age of 18). Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

ROSTERS: No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the team's first game.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; THREE field players at one time. Players may only play on one team during the tournament. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at midfield.

TEAM UNIFORMS & EQUIPMENT: All players must wear jerseys/shirts/pennies during play and each team must bring both a light and a dark colored jersey/shirts/pennies in case of conflict. If both teams are wearing the same color a coin flip in qualifying play will determine the team to change uniforms. In playoffs the higher seed will have the option. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. U6-U8 = Size 3; U9-U12 = Size 4; U13 & up = Size 5.

FIELD DIMENSIONS: Fields will be 20 yards X 30 yards for U7-U12 and 30 yards X 40 yards for U14 and up.

GOALS & GOAL BOX: The goal box, 4 yards wide and 3 yards 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. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. 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 12 minute halves separated by a two minute halftime period OR the first team to reach **12** goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no time outs in 3v3 soccer.

GOAL SCORING: Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be touched (either by offense or defense) within the attacking team's offensive half of the field.

SCORING (in qualifying play): Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

SEEDING / TIEBREAKERS (in qualifying play): Seeding will be based on total points. Ties in standings between two teams will be broken by: 1) head to head results; 2) goal differential; 3) goals scored; 4) least goals allowed; 5)

shootout. Ties between three or more teams will be broken by: 1) goal differential; 2) goals scored, 3) least goals allowed, 4) shootout (with one team receiving a first round bye by random draw).

***NOTE: The tournament director reserves the right to adjust seeding for the Semi Finals and Finals as he sees fit (for example if he wants to separate Rec and Travel teams or if he wants to move teams to avoid rematches from Pool Play).**

FORFEITS: A forfeit will be entered as score of 6-0.

PLAYOFF OVERTIME: Shall consist of sudden death overtime period, maximum length of three minutes, 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 three minute-overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of overtime will alternate with each penalty 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 field players will rotate in a sudden death penalty kick format until one team scores unanswered.

NO OFFSIDES and NO SLIDE TACKLING IN 3V3 SOCCER

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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked into play from the sideline instead of throw in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, but not in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

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 the player off. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

FORFEITS: Any team forfeiting two consecutive games in qualifying play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

PROTESTS: There will be no protests.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

INSURANCE: All players participating in this tournament are doing so at their own risk. It is expected that all players, coaches and spectators provide their own health insurance. **THE TOURNAMENT WILL NOT PROVIDE COVERAGE.**

GENERAL: The Tournament Committee, and/or host organization will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament.

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