

## **Green and Gold Cup - 3 v 3 Rules** (All Rules are subject to amendment and application by the Tournament Director)

Games will be played with the official FIFA soccer rules subject to local application.

### **Rosters**

Every team must hand in a roster with all the player names and their Date of Birth.

### **Number of players per team: max 5 (6 with permission of Director)**

**A team can roster a maximum of 5 players** – three field players and two substitutes. Teams are allowed to roster fewer than five players if they choose (A team must have a minimum of 2 field players). Players may only play on one team per age group.

### **Game Duration**

U7 – U13 - The games are **20 minutes** – two 10 min. halves with a 3 min. halftime break. U14 and older - The games are **24 minutes** – two 12 min. halves with a 3 min. halftime break. Home team will start with possession. Games during Pool Play that are tied after regulation play shall end in a tie. Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to 3 Penalty kicks per team. The Referee has the official time on the field.

**Substitution:** Substitutions can be made **on the fly**.

### **Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:**

#### **Kick Offs**

May be kicked 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). The kick off is an indirect kick.

#### **Kick-ins**

The ball shall be kicked into play from the sideline, rather than thrown ins. 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 and in-direct kicks**

All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks, hand balls and 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's discretion where the ball will be placed.

### **Goal kicks**

May be taken from any point of the end line. All Goal Kicks are indirect kicks.

### **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.

### **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.

### **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) in their offensive half, 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, no goal and 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. See below for "Plane of the Goal / Net Interference."

### **No Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:**

There are no Goalkeepers in 3v3 Soccer, we don't play with offside and no slide tackling is allowed. If a player is sliding for the ball, contact with any player(s) from the other team is NOT 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).

### **Field Dimensions**

The playing field is approximately 22 yds by 32 yds for ages U12 and older. U11 and younger age groups play on a slightly smaller field. The goals are approximately four feet high and 6 feet wide, including PUG-style, rounded goals for younger age groups.

### **The Goal Box**

There are no goalkeepers in 3v3. The goal box is approximately six feet wide by six foot long located directly in front of the goal, subject to local set up. The goals are approximately four feet high by six feet wide. There is no ball contact by either team 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 the goal box, 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 goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), **a goal will be awarded** to the offensive team. **If an offensive player touches the ball** after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), **a goal kick will be awarded** to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

### **Plane of the Goal / Net Interference**

A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

### **Delay of games / 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. The referee has the official time on the field.

#### **Forfeits**

Teams are given seven minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit, subject to referee's discretion. **The Soccer Tournament Director must approve all forfeits before the game is considered an official forfeit.** The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting one game during the playoffs may be removed from the tournament.

**Play-off Penalty Kick's (Elimination Game(s) Only – Not in Group Play)**

In elimination games only, if there's no winner after the official game time the game will go to a shoot-out. A coin toss will decide team-kicking order. The three players from each team remaining on the field at the end of the game will be the only players to kick for their team. The remaining two 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.

**Ball Placement** - For shoot-outs and penalty kicks, the ball will be placed at the halfway point for the first round of kicks. If tied after the first round of kicks, the ball will be moved to the opposite end line for the second and future round of kicks until a winner is decided. For younger age groups, U7 to U10, the ball will be placed approximately halfway back from the goal and the halfway point for the first round, and if tied, the ball will be placed at the halfway line for all future rounds until a winner is decided.

All other rules and the interpretation of these rules will be in the judgement of the referee and the **Tournament Director**.