

3V3 - RULES & REGULATIONS

Teams will say a prayer together before each game.

The South City CUP will generally follow the 3 V 3 LIVE NATIONAL SOCCER TOUR OFFICIAL RULES (**FIFA Rules apply if not modified within**).

PLAYER REGISTRATION:

1. All players must be registered on their teams' registration form before the tournament registration deadline.
2. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

ROSTERS:

1. All rosters are final upon completion of the team's first game.
2. Number of players: six is the maximum number of players on a team and the minimum is four; three field players at one time. Players may only play on one team per division.
3. There are no goalkeepers in 3-v-3 soccer.
4. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

EQUIPMENT:

1. All players must wear shin guards. Players without shin guards will not play.
2. Teams are responsible for providing game balls. Ball size for Grade PK = #3; Grade K-5 = #4; Grade 6-8 = #5. When ages are combined, the older division's ball size is used.
3. Players can't play with casts. No jewelry is allowed.

FIELD DIMENSIONS:

1. Grade 4 – 8 and Grade 3 Boys - 33 x 20 yards with goals 8 feet wide by 4 feet tall
2. Grade 1- 2 and Grade 3 Girls - 25 x 15 yards with goals 6 feet wide by 4 feet tall
3. Grade PK – K - 15 x10 yards with goals 5 feet wide by 4 feet tall.

GOAL BOX:

1. No player may touch the ball within the goal box. However, any player may move through the goal box. The goal box will not be enforced for Pre K. Kindergarteners will get two warnings before being penalized.
2. Any part of the ball or player's body on the goal box 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.
3. Habitual touches in the goal box may result with a yellow card given to offending party.
4. When the ball comes to a complete stop in the goal box = goal kick. Goal kick is awarded to the defensive team no matter which team touched ball last.

GAME DURATION:

1. The game shall consist of two halves separated by a 3-minute halftime. Halves will be:
 - a. 8 minutes for PK- K;
 - b. 9 min for Gr 1- 2 and Gr 3 Girls;
 - c. 10 min for Gr 4-8 and Gr 3 boys.
2. First team listed will receive possession of the ball to begin the game.

3. Games tied after regulation play shall end in a tie. Except playoffs see below.
4. When a team reaches a 10-goal lead in the second half the game is over.

GOAL SCORING:

1. A goal may be scored from a touch on the offensive half on the playing field.
2. Goals may be scored directly from a corner kick.

POINT SYSTEM IN POOL PLAY:

1. 3 points for a win; 1 point for a tie and 0 points for a loss.
2. **Tiebreakers** in pool play, ties between two or more teams will be broken by;
 - a. Head-to-head results between tied teams;
 - b. Goals For minus Goals Against in pool play with a max of 7 per game;
 - c. Fewest goals against in pool play;
3. 5-minute “golden goal” playoff game.

PLAYOFF OVERTIME:

1. Teams will have a 5-minute “golden goal” overtime period.
2. First team listed will guess 1 or 2 (ref holding up number behind their back) to determine possession.
3. If the score is still tied, the winner shall be decided by a shootout of 3 players chosen from all eligible players from the match roster, (that is players and substitutes, excluding any player disqualified during the match). If the score remains tied after 3 kicks each, the shootout continues one round at a time until a winner is determined.
4. It is not necessary to know the order of the kickers until they walk up to shoot.

NO OFFSIDE IN 3-V-3 SOCCER AND NO SLIDE TACKLING IN 3-V-3 SOCCER.

KICK-INS:

1. The ball shall be kicked into play from the sideline instead of thrown in.
2. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.
3. Goal kicks may be taken from any point on the end line not in the goal box area.
4. Kick-offs may be taken in any direction.

FIVE YARD RULE:

1. In All Dead Ball Situations, except goal kicks, 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 placed five yards from the goal box in line the center of the field.
2. **For goal kicks** in PreK, K-2 and 3rd grade girls, defenders shall be in their own half of the field past the midfield line. The build out line for 3rd grade boys and 4th through 8th grade will be the bottom of the center circle.

PENALTY KICKS:

1. Shall be awarded when in the referee's opinion, a scoring opportunity was nullified by the infraction.
2. It is a direct kick taken from the top of the center circle (15ft line) on the offensive side of the midfield line with all other players behind the midfield line.
3. If a goal is not scored, the defense takes possession with a goal kick.

4. Penalty kicks are not live balls.

PLAYER EJECTION (YELLOW/RED CARD):

1. 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.
2. Red card suspension = rest of game plus next game. Teams still play with 3 on the field.
3. Tournament director may eject player for rest of tournament. Teams still play with 3 on the field.

FORFEITS: A forfeit shall be scored as 4-0. **A team forfeit shall occur if a team is 7 minutes late to a match.**

FAIR PLAY:

Players, coaches and spectators are expected to act with exemplary fair play at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

WEATHER POLICY:

1. Officials will remove all participants from the field of play at the first sign of a lightning flash or thunder, **an air horn will sound**. The officials and tournament staff will instruct the participants that the game is suspended and that they should move to a place of safety. A waiting period of 30 minutes will take place after the first flash seen and an additional 30 minutes from the last flash seen before play is resumed.
2. If the tournament is cancelled before the first game due to weather conditions, we will reschedule to the following weekend on Saturday, June 20th, 2026.
 - a. One game complete will result in a 50% refund, 2 games completed will result in 0% refund.
 - b. If a complete rainout were to occur on June 13th and your team is not available June 20th a full refund minus any transaction fees will be refunded.
3. Teams still play with 3 on the field.

ONSITE MEDICAL STAFF:

Cora PT

Taylor Laskowski (636) 345-3329 from 9-11am

Fiona Padrutt (217) 358-5759 from 11am to 8pm