

**PLAYER REGISTRATION:** All players must be registered on their team's registration form before the tournament begins. All team members must have turned in a signed Waiver Form before the first game, to participate. Any team or player determined by the Tournament Director to have falsified age or any other personal information will be dismissed from the event. All players must carry proof of age. Team members that span more than one age group will play in the division of the oldest player on the roster. If a division does not have enough teams, the teams may be placed into the next higher age division.

**SKILL LEVEL:** Teams are placed in brackets based off of requested division during registration in combination with the level and experience of the teams registered in order to make the most appropriate level of play for each team. We want the most competitive evenly match brackets possible.

**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 per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention to enter and exit, at the half-field mark only.

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Similar color jerseys (light and alternate dark) must be worn by whole team. No jewelry. Teams are responsible for providing game balls:

7U – 8U = Size 3

9U - 12U = Size 4

13U and Up = Size 5

**FIELD DIMENSIONS:** Length - 35 yards, Width - 25 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. 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. 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. The goals are 4 feet high by 6 feet wide.

**GAME DURATION:** The game shall consist of two 12-minute halves separated by a one-minute halftime period OR the game ends when a team achieves a 12-goal lead, whichever comes first. Once a +12 goal difference the game is officially scored as final. Any remaining time or goals scored can be played out but the score will be recorded once the +12 is achieved (for example 14-2 as the final). Games tied after regulation play shall end in a tie, except in a Playoff situation.

**GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field.

**SCORING (IN POOL PLAY):** To Be Announced.

**TIEBREAKERS:** (after qualifying play)

Ties in standings between two teams will be broken by;

- 1) head to head results between tied teams;
- 2) goal difference in qualifying play; (Max goal difference +5)
- 3) least goals allowed in qualifying play;
- 4) goals scored

Ties between three or more teams will be broken by;

- 1) goal difference in qualifying play;
- 2) least goals allowed,
- 3) goals scored in qualifying play

If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

**PLAYOFF OVERTIME:** Teams will have a 6 minute "Golden Goal" opportunity. If the score is still tied, the winner shall be decided in a shootout by the three players last on the field of play when time expired.

#### **NO OFFSIDES**

#### **NO SLIDE TACKLING**

**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.

**INDIRECT KICKS:** All dead ball kicks are indirect with exception to penalty kicks and corner kicks.

**KICK OFF:** May be taken in any direction and are indirect.

**KICK-INS:** The ball shall be kicked into play from the sideline instead of throw in. These restarts are indirect.

**GOAL KICKS:** May be taken from any point on the end line.

**U7-U8 Boys Division, and U9 Girls Division Restarts:** For goal kick restarts the opposing team will need to retreat back to the half line. All kick in/corner kicks/goal kicks can also be dribbled to restart play.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the 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 WARNING (YELLOW CARD):** Referees have the right to warn players for dangerous play, delay of game, and all other FIFA standard reasons for a warning. Two warnings in one game result in a Red Card.

**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 their remaining two or three players, however if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The Tournament Director will decide suspension from additional games.

**PROTESTS:** There will be NO protests.

**FORFEITS:** A forfeit shall be scored if a team does not show up 10 minutes after the scheduled start time.

**CO-ED DIVISION:** At least one female must always be on the field of play unless otherwise allowed by the tournament director.

**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.

**WEATHER ISSUES:** The Tournament Director reserves the right to delay, reschedule, shorten, move, or cancel games due to dangerous weather.

**ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; PLAYER PASS, DRIVERS LICENSE OR BIRTH CERTIFICATE and COMPETITIVE LEVEL IF APPLICABLE.**

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

**THE HIDDEN VALLEY 3v3 SOCCER TOURNAMENT HAS THE RIGHT TO MODIFY THESE RULES.**