GOALS FOR LIVES

Tournament Rules

June 8, 2019

Teams that span more than one age group should register into the division of the oldest player on the team.

**Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.**

Be at your field 10 minutes prior to kick off. Managers will be responsible for completing the coin toss for which side starts with the ball/sides prior to kickoff. Games will start every 15 minutes.

No Offsides in 3v3 Soccer!

No Slide Tackling: Players must stay upright and "on their feet" and may not make contact with an opposing player.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

The Goal Arc: There is no ball contact allowed within the goal arc, however, any player may pass through the goal arc. If the ball comes to rest in the goal arc, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such. Once the ball has broken the plane of the goal arc, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal arc extends upward.

Game Duration: Games are 15 minutes in length, with two 7-minute halves and a one minute half-time. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. The opposite team will start the ball in the second half. Games tied after regulation play shall end in a tie, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no time­outs.

Playoff Overtime: Shall consist of a 3­minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3­minute overtime, the winner shall be decided by a shootout. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each 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 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, one of the two field players may kick twice.

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). It is a direct kick taken from the center of the midfield line with all players behind the mid­field line and the player taking the kick. This is a "dead­ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal­scoring opportunity will result in the following: ­a penalty kick will be awarded & ­the player committing the foul will be sent off and shown a red card (at referee's discretion).

Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas.

If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

Five Yard Rule: In all dead­ball 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 place of the penalty.

Kick­Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

Indirect Kicks: All dead­ball kicks (kick­ins, free kicks, kick­offs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

Kick Off: May be taken in any direction.

Number of Players: is the maximum number of players on a team; three field players and substitutes (A team must have a minimum of 2 field players). 4 Players are recommended. Players may only play on (one) team per division. There are no goalkeepers in 3­v­3.

Player Registration: All players must be registered on their team's roster form before the tournament begins (player must be on roster before the first game).

Substitutions: Substitutions may be made at any dead­ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid­field.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

Scoring (In bracket play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as 3 points for the team present.

Tie­Breakers: For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) coin toss. Ties between two teams in record whom have tied each other will be broken by (1) goal difference in pool play games (2) goals against in pool play games (3) coin toss. Each tie­breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest.

Age of Participants: The age group of each team is determined by the birthdates of the oldest player on the roster.

Coed Rules: A coed team may be made up of any combination of male and female players. However, a coed team must register in the boys division.

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Hard casts will not be allowed. Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Here are the following ball sizes for each age group: 2012-2010=Size 3 2009-2008=Size 4 2006-2004= Size 5.

The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.