



## **FORCE 3v3 League and Tournament Rules**

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### *Explanation of Rules and Procedures for 3v3 Soccer*

#### **Registration**

All players must be registered prior to the tournament on their respective team's roster. Roster changes, substitutions and additions, must be made before the completion of a team's first game during a tournament. For league, additions to the roster may be made throughout the season, but cannot exceed the maximum 10 roster spots.

Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All participants must carry proof of age (birth certificate, driver's license, player pass) to the tournament. For league, all participants must be able to present proof of age prior to the new week's games if it's in question.

#### **Sportsmanship**

Players, coaches and spectators are expected show good sportsmanship at all times.

#### **Team size**

6\* active players on the roster.

\*three field players and three substitutes- there are no goalies. You must have a minimum of 2 field players or your team automatically forfeits. Players may only play on one team per division unless teams get consent from league office and forego consideration in the standings. Coed teams must have a minimum of one female player on the field at all times.

\*\*LEAGUE ONLY - If a team elects to carry more than six players on its roster, they can only play additional players with consent of opposing coach and site director prior to the match. Without consent prior to the match, it will be considered a forfeit.

#### **Uniforms**

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color a coin flip in pool play will determine the team to change uniforms. In playoffs, the higher seed will have the option. Numbers on the jerseys are not required.

#### **Equipment**

All players must wear shin guards. Teams are responsible for providing game balls.

Ball size for : U7 use a size 3

U8 - U12 use a size 4

U13 and up use a size 5

#### **Field Characteristics**

##### **Dimensions**

U7 through U8 -----> 30 yard x 30 yard field

U9 through adult ----> 40 yard long x 30 yard wide field

**Goal Box**

The goal box( ten feet wide by six feet long) is directly in front of the goal. There is no ball contact allowed within the goal box, however any player may move through the goal box. If the ball comes to rest in the goal box, 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 box and is an extension of such. If a defender touches the ball in 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.

**Goal size**

4' high x 8' wide

**Duration of games**

The game shall consist of two 12 minute halves separated by a two minute halftime period. There are no time-outs. Games tied after regulation play shall end in a tie except in playoffs.

**Substitutions**

Substitutions may be made at any dead-ball situation, on either team's possession. Teams must get the referee's attention and players are to enter and exit at mid-field. You may not substitute on the fly.

**Scoring goals**

A goal may only be scored from a touch (either by offense or defense) within a team's offensive half to the field.

**Point system**

Games will be scored according to the following point system:

3 points for a win;

1 point for a tie

0 points for a loss.

**Tie-breakers**

For teams that are tied in record, if one team forfeited a game, they are the lower seed. In pool play, ties between three or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in head to head games; 3) goals against in head to head games; 4) goal difference in pool play; 5) goals against in pool play; 6) playoff team shootout. Ties between two tied teams in record whom have tied each other will be broken by 1) goal difference in pool play; 2) goals against in pool play; 3) playoff team shootout.

**Overtime and Shootouts**

*(only in playoffs!)*

**Overtime**

One three minute sudden death overtime period 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.

**Shootout**

A coin flip will decide which team starts the shootout round. 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 rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may 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 may kick twice.

### **Additional rules**

No offsides

### **NO SLIDE TACKLING**

5 yard rule: In all dead ball situations, including kickoffs, 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. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

Goal kicks: May be taken from any point on the end-line, and not in the goal box area.

Kick-off: May be taken in any direction.

Penalty kick: 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.

Red cards: 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.

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

If situations arise which have not been clarified in these rules, the tournament director shall have sole digression to determine a ruling.