

# St. Columbkille 3v3 Soccer Tournament Rules

**Field dimensions:** 40 yd. long X 30 yd. (U9+) wide with mid-line and minimum 8' radius goal arc. U6-U8 (30 yd. x 20 yd.).

**Ball size:** Age appropriate, U6-U7 size 3, U8-U12, size 4, U13+ size 5.

**Number of players:** Six (6) is the maximum number per team; three (3) field players at one time. A minimum of two (2) field players must be present to play. Player eligibility and age brackets are determined by birth year. Players may not play on more than one team in the same division. No goalkeepers. Co-ed teams can be formed in all age groups and in all cases will compete in the "boys" division, with no requirement on the number of female players on the field.

**Player/Team Registration:** All teams must check in at the registration table at least one hour before the start of their first game. All players must show proof of birth date at this time (e.g. copy of birth certificate, player pass, passport, etc.). Any player determined by the event director to have falsified age will be dismissed from the tournament. All games played with an ineligible player shall be forfeited.

**Game duration:** 20 minutes straight play (No time-outs). Teams must report to the field marshal/referee 10 minutes before scheduled start of game. Any team not present will forfeit game. For games tied after regulation see Overtime Play and Tie breakers.

**Sportsmanship:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated. The field referee will have the authority to eject any offending party. Any indication of such behavior by a player, coach or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

**Coaches/Spectators:** Each team will be allowed no more than (2) adults (coach/parent) on the sideline of a game. Spectators must remain in the stands or outside the field area.

**Equipment:** Shin guards required; cleats recommended but not required (rubber cleats only - shoes with toe cleat not allowed).

**Substitutions:** On the fly on any dead ball.

**Home Team/Uniforms:** The home team is listed first on the schedule. In bracket play, the home team shall be the first team listed or the team on the top half of the bracket. Home team shall change jersey in the event of a conflict. Numbers on uniforms are not required.

**Start-of-game:** To be determined by coin toss, called by home team to determine initial possession.

**Kick-off:** May be taken in any direction. No Slide Tackling: Players should stay upright and "on their feet" and must avoid making contact with opposing player. Players may slide to stop/intercept a ball.

**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 and cannot

be touching the mid-line). 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.

**Penalty Kicks:** PK shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. PK shall constitute a direct kick taken from the middle of the half-field line with all players behind the half-field line. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.

**Goal Arc:** There is no ball contact allowed within the goal arc. A player touching the arc or is inside the arc becomes (his/her body) an extension of the arc. If a player has one foot inside the arc and touches a ball or outside the arc with the other foot, the arc is "extended" to the player's other foot thus creating an arc violation. The plane of the arc extends upward, thus a player can violate the plane of the arc with the upper body as well. Any player may enter the arc, stand inside the arc, and pass through the arc as long as there is no contact with the ball while inside the arc. If the ball comes to rest in the arc, a goal kick is awarded regardless of who touched the ball last. If a defender touches the ball in the arc, a goal is awarded to the offensive team. If an offensive player touches the ball within the arc, a goal kick is awarded to the defensive team. Once the ball has broken the plane of the arc, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches the ball after the ball has broken the plane, a goal kick will be awarded.

**Offside rule:** No offside rule.

**Kick-ins:** 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 dead-ball kicks (kick-ins, free kicks, and kick-off) are indirect with the exception of corner/penalty kicks. 5-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, in line with the place of the penalty.

**Goal kicks:** GK may be taken from any point on the end line.

**Player ejection (red card):** Referees have the right to eject a player, coach or spectator from the game. U10 and younger age groups: No red cards will be issued. A player who commits a foul or exhibits a behavior that would normally warrant a red card will sit for the remainder of the game. The team will be allowed to substitute for that player. The player will be allowed to play in the next game. U11 - U13 age groups: A player who commits a foul or exhibits a behavior that warrants a red card will sit for the remainder of the game. The team will be allowed to substitute for that player. The player will not be allowed to play in the next game.

**Playoff overtime:** OT shall consist of one 5-minute sudden-death ("golden goal") overtime period with a coin toss called by home team to decide initial possession. First team to score is the winner. If no team has scored in the 5-minute overtime, the winner shall be decided by a shootout. The 3 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. 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. Scoring: The tournament will be a double elimination format or bracket play (round robin) based on bracket size and time constraints.

**Tie breakers:** Ties between teams will be broken by a shootout. The 3 players from each team

remaining on the field at the end of the game, 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.

**Protests:** No protests will be allowed. Referee's decision is final