

AYSO 6U 3v3 Turkey Shootout

RULES OF THE GAME * *FIFA rules apply if not modified within* *

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to the 3v3 Event Staff.

- Teams will be placed into divisions based upon age, gender and playing experience.
- Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament
- Teams that span more than one age group will be placed into the division of the oldest player on the team. Teams are responsible for signing up in the appropriate division.
- Teams which have competitive experience should sign up for the competitive division (if applicable).
- Tournament staff will attempt to rectify a situation if a team is determined to be in the wrong division.

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

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.

Number of Players: Five is the maximum number of players on a team: three field players and two substitutes. (A team must have a minimum of 2 field players).

- Players may only play on one team per division.
- There are no goalkeepers in 3v3.
- Coed teams, if applicable, must have a minimum of one female player on the field at all times. Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

Player Registration: All players must be AYSO registered. The team coach is responsible to check in the team with the event Registrar prior to the first game. Copies of player release forms are required and will be checked at registration. Teams cannot add players after their first game has started.

Falsifying Ages: A team, player or coach determined by the Tournament Staff to have falsified age or identity will be dismissed from the tournament; and potentially future events. Cheating will not be tolerated.

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster (see registration form for age group breakdown or website under FAQs).

Coed Rules (if applicable): A coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Coed teams are allowed to play in male divisions, in this case the standard coed rules do not apply.

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.

Tournament Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. The following sizes will be used for each age group:

- U10 - U12 = Size 4
- U14 & up = Size 5

Protective Casts: Hard casts (including padded casts), splints, helmets and hard padding are not permitted to be worn by a player during any game. The Tournament Director or referee assignor must approve players wearing protective casts. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for ages U10 and higher. The goals are four (4) feet high and six (6) feet wide.

The Goal Box: The goal box is eight (8) feet wide by five (5) feet long located directly in front of the goal. The goals are four (4) feet high by six (6) feet wide. There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest on 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 or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line, for example on kick-off. If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. The home team, as identified by schedule, will defend (north or east goal) while allowing the visiting team to kick off for the first half. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. In the event that a field is behind schedule, the referee may shorten the halftime period to one minute, or limit warm-up time prior to game.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. **All forfeits must be approved by the Tournament Director before the game is considered an official forfeit.** The Tournament Director has the option to reschedule a forfeited game if deemed necessary. Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field.

Substitutions cannot be made on the fly!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, for example if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Playoff Overtime: Overtime shall consist of a 3-minute "golden goal" 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 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field, at the end of the overtime period, will be the only players to kick for their team. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. 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, a remaining roster player (other than the red carded player) must 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 must kick twice.

Off-sides: No Off-sides in 3v3 Soccer!

Slide Tackling: No Slide Tackling: If a player attempts a slide tackle, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card (refer to red card rule). Any player accumulating three yellow cards during the tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee's 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 or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

***If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any 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 will be forfeited in favor of the opposing team.

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). This is an indirect kick.

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 and changes position. This is an indirect kick.

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 is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball will be considered in play.

Goal Kicks: May be taken from any point of the end line. This is an indirect kick.

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). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Championship Bracket Seeding: Championship Bracket seeding will be determined by Win/Loss record. A forfeited game is scored as a 3-0 win for the team that is present. **Referees will provide the winning coach a scorecard, which must be turned into the tournament center immediately following the game!** For games where the scorecard is not turned in to the Tournament center, a verbally communicated score will be accepted until the scorecard can be

Pool Play Scoring

1. Win results in 3 points
2. Tie results in 1 point for each team
3. Loss results in 0 points
4. Tie breakers will determine seeding for the Championship Bracket round

Tie-Breakers: For teams that are tied in Pool Play, if one team forfeited a game, they will automatically be considered the lower seed in the Championship Bracket. For two or more teams with identical point totals in Pool Play, tie breaks will be decided by:

- (1) Head to head results
- (2) Goal differential, maximum of three (3) per game
- (3) Goals scored, maximum of three (3) per game
- (4) Goal allowed, maximum of three (3) per game
- (5) Shootout

Tie breaking criteria is carried out to its fullest in determining the seeds in ties between 2 or more teams.

Protests: NO PROTESTS

Weather Related Issues: The Tournament Committee reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

***** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. *****