

# HAMMOND MAYOR'S CUP: 3 V 3 SOCCER TOURNAMENT

## OFFICIAL RULES

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 season. Any questions concerning these rules should be directed to the tournament staff.

### **No Offsides in 3-on-3 Soccer**

**Field Dimensions:** Length-40 yards, width-30 yards (30 yards by 20 yards for U8 division). The goal box, 12 feet by 8 feet long, is directly in front of the goal. The goals are 4 feet high by 6 feet wide.

**Goal Box:** No player may touch the ball within the goal box. However, any player may move through the goal 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 in the goal box, a goal kick is awarded to the defensive team. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. The plane of the goal box extends upward.

**No Slide Tackling:** This does not prevent players from sliding to stop/intercept a ball, but NO CONTACT can be made with the opposing players.

**Goal Scoring:** A goal may be scored from a touch within a team's offensive half of the field. No goal may be scored from a team's defensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off).

**Game Duration:** The game shall consist of two 12 minute halves separated by a 3 minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. No timeouts allowed. 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.

**Penalty Kick:** 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.

**Five Yard Rule:** In a dead ball situation, defending players must stand at least 5 yards away from the ball. If the defensive player's goal area is closer than 5 yards, the ball shall be placed 5 yards from the goal area in line with the place of the foul.

**Kick-ins:** The ball shall be kicked into play from the sideline instead of thrown in.

**Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kick offs) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** May be taken from any point on the end line.

**Number of Players:** Six is the maximum number of players on a team. Only three players on the field at one time. A team must have at least two field players or result in a forfeit of the game. Players may only play on one team (per age group) in the tournament. There are no goalkeepers.

**Substitutions:** 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 should not be made on the fly!**

**Kick Off:** Is an indirect kick and may be taken in any direction.

**Player Registration:** All players must be registered on the team's *final roster* before the start of the team's first game. Proof of age is required at check-in. All players must sign a waiver form during check in. A parent/legal guardian must sign for those players who are under the age of 18. Teams must check-in at least 30 minutes before their first game. A team, player or coach determined by the tournament staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events. **Substitutions and additions to a roster must be made prior to the start of the team's first game by submitting the information to the tournament officials.** Tournament officials reserve the right to reject any changes to a team's roster. Teams in the youth divisions require a coach, who is at least 18 years old, to be on the sidelines at all times. Teams in the adult divisions will have a designated captain that will be the representative for their team.

**Team/Player Attire:** Players may only wear cleats that are designated soccer cleats (no football/baseball cleats). All players must wear shin guards with socks covering them. All players on a team must at least wear the same color t-shirt.

**Player Ejection (red card):** Referees have the right to eject a player from a game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining players. However, if the player receiving the red card was on the field of play, the team must complete that game a player short on the field. The ejected player will be suspended for the following game (no exceptions).

**Players Cautioned (yellow card):** Players that receive two yellow cards in one game will be ejected from that game. However, if the player receiving the two yellow cards was on the field of play, the team must complete that game a player short on the field. Any player accumulating three yellow cards during the tournament will be suspended from their next game (no exceptions).

**Player/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. Players, 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.

**Playoff 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 remaining three field players after overtime regulation will rotate, alternating teams with each kick. 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.

**Forfeits:** Teams not present at game time will forfeit that game. Any team forfeiting two consecutive games in regulation play will be removed from the tournament. Any team forfeiting one game in the playoffs will be removed from the tournament. **All forfeits must be approved by the Tournament Director before the game is considered a forfeit.** A forfeited game is scored as a 5-0 win for the team that is present.

**Tie-Breakers:** In pool play, ties between two 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) goal difference in pool play games (4) goals for in pool play games (5) goals against in pool play games (6) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 2 or more teams.

**Weather Related Issues:** The Tournament Officials reserve 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. Entry fees are non-refundable.

**Situations or occurrences that these rules do not address shall be left to the sole discretion of the tournament officials.**

**NOTE: All Players MUST carry proof of age to the games and MUST sign a waiver form (Parent must sign for those under the age of 18). Any player not able to prove age will be disqualified from the tournament and NO REFUND will be issued. YOU MUST CHECK YOUR TEAM IN 30 MINUTES BEFORE YOUR FIRST SCHEDULED GAME.**