



# KREWE FEST

## 3V3 RULEBOOK

Teams will be placed into divisions based upon age, gender and playing experience. Teams that span more than one age group will be placed into the division of the oldest player on the team. The tournament administration will make every effort to place teams into divisions with similar players.

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: Can not 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.

**The Goal Box:** The goal box is a half-circle directly in front of the goal. There is no ball contact allowed within the goal box, however, any player may pass 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. Once the ball has broken the plane of the goal box, 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 box extends upward.

**Game Duration:** The game shall consist of two 12-minute halves separated by a three minute halftime period. 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. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts during 3v3 games.

**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, 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.



**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.

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

**Player Ejection (Red Card):** Referees have the right to eject a player 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.

**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 (kick ins, 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:** 5 is the maximum number of players on a team; three field players and two substitutes (A team must have a minimum of 3 field players). 5 Players are recommended for 3v3 Soccer. 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.

**Point System (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 a 6x0 win 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) shootout. 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) shootout. 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 and the age group he/she will be playing in after August 1st of the current year (fall season).

**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.

**Uniforms:** All players must wear jerseys/shirts during play. All players from each team must be wearing same color jerseys. If both teams are wearing the same color, pennies will be provided. In playoffs, the higher seed will have the option.

**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: **U9-U12 = Size 4 | U13 & up = Size 5**

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

The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules

