



# SCSYSL 3v3 Tournament Rules

## **Team Roster & Number of Players**

Six (6) is the maximum roster size for a team; three (3) is the minimum roster size.

Players may play on more than one team in the tournament, but ONLY one team in an age group (i.e., A player may play on a U8 team and U10). If there is a schedule conflict, the player must play for the team in the age-correct division. Players may play up a division but may not play down a division.

Only SCSYSL-registered players may participate in the tournament.

There are no goalkeepers in 3v3 soccer.

Only three (3) players from each team should be on the field simultaneously.

No roster changes shall be made once the tournament begins.

Players on all teams, U8 and above, can play in the tournament. If a team does not have enough players to form a complete 3v3 team, they may play with another team in the same division or one age group above.

A coach may not coach more than one team in the tournament.

Each team shall have a unique name; numbers should not be used. For example, Sonic 1 and Sonic 2 are not allowed; Sonic and Chaos are acceptable team names.

## **Player Substitutions**

Either team may make substitutions during any dead-ball situation. The referee shall suspend play until all substitutions are made.

## **Uniforms & Equipment**

Shin guards are required and must be covered by socks or sweatpants.

No jewelry is allowed except for a medical alert bracelet/necklace, which must be taped to the body. This includes watches or fitness trackers worn on the wrist.

Hard casts are allowed but must be padded and approved by the referee.

Ball sizes shall be u6/8: #3; u10/12: #4; u14 and older: #5.

The home team shall always wear Blue, and the away team should always wear White or Grey. In the case of a uniform color conflict, the home team shall change or wear pennies.

## **Tournament Format**

### *Points for Standings*

Points shall be scored: 3 points for a win, 1 point for a tie, and 0 points for a loss. A forfeit win is scored as 6-0.

### *Bracket Play*

Bracket play may be used instead of points for standings. If bracket play is used, it must ensure that each team receives at least three (3) games. When a game ends in a tie, a shoot-out will commence at a predetermined field, allowing the next game to begin on time. The tournament director, or an official of their choosing, shall officiate the shoot-out.



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## *Bracket Play Shoot-outs*

Shots will be taken from 15 yards for U10 and below and 20 yards for U12 and above. All six players will get a chance to take a shot. The team with the most goals is determined to be the winner. If the shoot-out ends in a tie, the shoot-out shall continue until a winner is determined. Both teams must attempt the same number of kicks.

## **Field Dimensions**

U10 and below will play on a field up to 30 yards long by 20 yards wide. U12 and up will play on a field up to 40 yards long and 30 yards wide.

## *Goal Box*

The goal box shall be 10x6 feet centered on the goal line. The goals are 6x4 feet, round or rectangular. There is no ball contact allowed within the goal box. However, any player may pass through the goal box.

A goal kick is awarded if the ball comes to rest within the goal box.

The goal area line is part of the goal box and extends upward indefinitely. A goal is awarded to the opposing team if a defensive player touches the ball within the goal area.

A goal kick is awarded if an offensive player touches the ball within the goal area.

## **Game Duration**

The game shall consist of two (2) 12-minute halves separated by a two (2) minute half-time.

Mercy Rule: The game is complete if a team is ahead by 12 goals at halftime or later in the match.

Each game will last no longer than 26 minutes; the main clock will be in the Director's Tent. The home team shall choose a side to defend before the game begins. The visiting team shall always take the beginning kick-off. If the game ends in a tie, both teams should be taken to the Directors's tent for a shootout.

**A team will be handed a forfeit if at least three (3) players and the coach are not present at game time. ALL GAMES MUST START AND END ON TIME!**

## **Start & Restart of Play**

### *Kick-off*

The kick-off may be taken in any direction. A goal may not be scored directly from a kick-off. Kick-offs are indirect kicks.

### *Kick-ins*

The ball shall be kicked in from the sideline instead of thrown in. Kick-ins are indirect kicks. The ball is in play when it is touched and moves.

### *Five Yard Rule*

In all dead ball situations, defenders must stand at least five (5) yards from the ball. If the defender's goal is less than five (5) yards from the spot of the foul, the ball will be placed five yards away from the goal in line to where the foul was committed and the goal.



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## **Goal Scoring**

A goal may only be scored from a touch within a team's offensive half of the field. The ball must be completely in the offensive half of the field and may not be touching the half line. A goal is awarded if a ball is played from the defensive half of the field and touches another player (defensive or offensive) before entering the goal. Otherwise, a goal kick is awarded to the opposing team.

## **Offside & Slide Tackling**

No offside infraction or slide tackling is allowed in 3v3 soccer. The penalty for a slide tackle is an indirect free kick.

## **Fouls & Sportsmanship**

Coaches are responsible for their conduct, bench personnel, and spectators. Unless modified within these rules, FIFA rules will apply.

- **Cautions:** A player or coach receiving two cautions (yellow cards) in the same game shall receive an expulsion (red card)
- **Expulsions:** A player or coach receiving an expulsion (red card) shall sit out and not participate in any way for that game and be suspended for the next game. If a player receives the expulsion while on the field, that team shall play short for the remainder of the game (2 players left on field) and if a second player on the field from that team receives a red card during that game, his/her team shall forfeit that game.

**Reminder:** This is a tournament for the players of SCSYSL. All unsportsmanlike conduct by players, coaches, bench personnel, or spectators will be subject to expulsion from the tournament. In the case that a coach does not follow these rules or acts in an unsportsmanlike manner, they will be expelled from the tournament. Any remaining games will be forfeited and scored as a 6-0 loss, including the game where the unsportsmanlike behavior occurred.

## **Free Kicks**

All dead-ball kicks (kick-offs, kick-ins, free kicks) are indirect except for penalty and corner kicks.

## **Penalty Kicks**

A penalty kick is awarded if, in the referee's opinion, a goal-scoring opportunity was nullified because of an infraction. Penalty kicks are direct kicks taken from the center of the half-way line with all players behind the half-way line. The defensive team restarts the game with a goal kick if a goal is not scored.

## **Goal kicks**

Goal kicks may be taken from any point on the goal line.

**Situations that these rules do not address are the tournament director's decision.**

**These rules effective 10/13/2023**