

WINTER CLASICO 3V3 SOCCER TOURNAMENT RULES 2019

*** FIFA rules apply if not modified within *** The following rules have been designed to ensure fair play for all participants. Each coach and player and parent or spectator is expected to understand these rules prior to their participation in the event. Any questions concerning these rules should be directed to the tournament staff.

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard Schedule for any changes after each tournament game (you will not necessarily be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule.

TEAM REGISTRATION: Requirements, Information, Rules, Protests, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age (birth year), gender, playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams that span more than one age group (birth year) must register in the birth year of the oldest player on the team roster. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Skill Level: Elite (Flight 1 or 2), Premier (Flight 3, Presidio AAA), Classic (Presidio AA-A lower)

OFFICIAL TEAM ROSTER (OTR): Each team must complete the Official Team Roster with Names, Birth Dates at check in. Team Check-In 1 hour PRIOR TO THEIR FIRST GAME or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. No changes or substitutions to rosters may occur after the start of a team's first game.

PROOF OF AGE/FALSIFYING AGES: Tournament officials have the right to demand Proof of Age for any player included on the roster. Players are required to carry Proof of Age with them at all times during the event. Player Pass, Birth Cert, School ID w BD, Driver's License, or Passport are all approved credentials. Any team, player, coach, or manager that has falsified ages, identity, or skill level (where applicable), may result in the dismissal of individuals or teams from any event or future event.

NUMBER OF PLAYERS: 4 is the maximum number of players allowed on a roster. Minimum of 3.

BRACKETING: Rankings, Seeding, and Tie Breakers:

A forfeited game is scored as a 12-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Marshals Tent immediately following the game. For games where the score-card is not turned in to the Headquarters Tent, a verbally communicated score will be accepted until the score-card can be produced.

Point System: Win - 3 points, Tie - 1 point, Loss - 0 points. Top 2 teams play in final.

Forfeits: Teams will be given a maximum of 5 minutes from scheduled or updated start time to produce at least 2 players. Teams delaying the start while awaiting a 3rd player may be considered a forfeit. A forfeit is scored as 12-0.

TIEBREAKERS: Ties in standings teams between two teams will be broken by; 1) Head to Head results between tied teams 2) Goal Difference in group play; 3) Goals against in group play; 4) Most goals scored in group play, 5) Shootout.

WEATHER RELATED ISSUES: The Kick It 3v3 Staff 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. Every effort will be made to complete games and the tournament, but safety comes first. Where possible, and if game/pool/division winners are discernable, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernable. Team entry fees are non-refundable.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player/Coach/Spectator Ejections:

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.

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 Ejections (Red Card): Referees have the right to issue a Red Card and eject a player or coach or spectator from the game for continued disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining roster of players, however if the player receiving the Red Card was on the field of play the team must complete the remainder of the game a player short. Any player (s) or Coach that receives a Red Card are suspended from their next game. If a team is found to be playing the next game with the ejected player or coach, that team may be required to forfeit that game and/or their next game (at the Tournament Directors discretion). Players, coaches, or spectators that are Red Carded must leave the immediate playing area, including the fan and team areas. If the player, coach, or spectator delays or refuse to leave, the game may be forfeited in favor of the opposing team (regardless of the score at the time of the incident). **Players, Coaches, or Spectators that are ejected for Fighting may be ejected for the duration of the event or future events.**

THE GAME: RULES DURING PLAY:

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. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie. Games during Playoffs/Championship rounds that end in a tie shall proceed to a coin toss to determine possession and direction, followed by a three minute Golden Goal Overtime Period (first team to score is the winner). In Playoff/Championship rounds that remain tied after Golden Goal Overtime will go to a Shootout, a coin toss will again be used to determine kicking order and direction to be used. The

three players from each team remaining on the field after overtime will be the only players to kick for their team. The three players will rotate kickers and the teams will alternate kicks through the first round of three. The team with the most goals after three kickers is the winner. If the score remains tied after the first round, the same three 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 two 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 rostered player, one of the two remaining players must kick twice.

The referee has the official time on the field. There are NO timeouts. The game clock does not stop in 3v3 with exception to a "serious" injury. Delay of Game: The referee holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed a player or team is intentionally wasting time, such as if a player intentionally kicks the ball away from the field long distances or takes too long getting the ball or restarting play.

Substitutions: Either team may sub during any dead-ball situation, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field when prompted by the referee. Substitutions may NOT be made on the fly!

RESTARTS: Kickoff: Is indirect and may be played in any direction. A goal cannot be scored directly from a kickoff or a touch as the ball must be completely across the mid line. Goal Kick, Free Kick AND Sideline Kick In: Are Indirect, the ball must only be touched and change position before being considered in play. Goal kicks may be taken from any point on the end line outside of the penalty area. Kick Ins: The ball must be kicked to play from the sideline rather than a throw in. The ball is considered In-Play when it is touched and changes position. Corner Kicks and Penalty Kicks: Are Direct. A PK is taken from the center of the mid line with all players on both teams behind the line. Only a goal or a goal kick shall be the result. A PK is awarded if, in the referee's opinion, a goal scoring opportunity was nullified by the infraction or a serious foul from behind.

Five Yard Rule: In all dead-ball situations, defending players must stand at least 5 yards from the ball. If the defensive players penalty area is closer than 5 yards, a Penalty kick will be awarded. Teams are allowed to "play quickly" but they forfeit the 5-yard rule if a player has not had the chance to vacate the space.

Goal Scoring: A goal may ONLY be scored from a touch (offensive or defensive) within the teams' offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example Kickoff). If a ball is kicked from a teams' defensive half and goes in the goal untouched, a goal kick is awarded. If a player kicks a ball from their defensive half across midline and it hits a player from either team, a goal will be awarded. Own goals (dribble through own penalty area, bad pass, etc) in the defensive half will stand.

Goal Keepers/Off Sides/Slide Tackling/Hand Ball Clarification: There are NO Goalkeepers in 3v3 Soccer. There is NO Offsides. There is NO Slide Tackling: If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick will 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 play, so long as no contact is made with an opposing player. ALL Slides and Slide Tackling are at the Referees discretion and are NOT protest-able.

FIELD DIMENSIONS, GOAL BOX, PLANE OF THE GOAL/NET INTERFERENCE, PLAYER UNIFORMS, GAME BALLS, ETC:

Player Uniforms & Gear: All players must wear shin guards. All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color, in pool play a coin flip will determine the team to change uniforms. In playoffs, the higher seed will have the option.

Game Balls/Sizes: Standard USYS/FIFA game ball per state age requirements. In the event where age groups are combined that differ in game ball size, the smaller size will be used.

Field Dimensions: The playing field is 35-40 yards long and 25-30 yards wide for all ages and divisions. The Goals are approximately 3 feet high and 6 feet wide.

The Goal Box: There are no goalkeepers in 3v3. The GOAL BOX is approximately six feet tall and ten feet wide located directly in front of the goal. There is no ball contact allowed within the penalty area, however, any player may pass through the penalty area as long as they do not touch the ball while in the area. If the ball comes to rest in the penalty area, or on the penalty area line, 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 area is considered IN the penalty area and an extension of such. If a defensive player touches the ball after it has entered the penalty area, the plane of the area, or an extension of the area (such as any part of the ball or player's body on the line or inside the plane of the area), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the penalty area, the plane of the area, or an extension of the area (such as any part of the ball or player's body on the line or inside the plane of the area), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the penalty area extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal/Net Interference: A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal post, and simultaneously strikes the netting portion of the goal, the referee's judgement will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgement call and ruling will not be overturned. In simple terms, the tight netting should not be the source that will prohibit a shot from scoring as a goal.

FORFEITS: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referees.

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