

BSC/NFC 3v3 Soccer Tournament 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 tournament.

Any questions concerning these rules should be directed to Tournament 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.

Schedule Changes: It is the responsibility of the coach and parents to check the schedule for any changes after each tournament game. Schedules will be posted on <https://bscneb.demosphere-secure.com/>

Number of Players: Six (6) is the maximum number of players on a team: three field players and three substitutes. (A team must have a minimum of 2 field players). There are no goalkeepers in 3v3.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster

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, the home team must change.

Tournament Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Power Play: At any stage during the game if music is played, any goal scored in that period is worth double goals. 1 goal scored in power play = 2 goals, 2 goals scored in power play = 4 goals etc.

The Goal Box: The goal box is ten feet wide by six-foot-long located directly in front of the goal. 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 inside the box. If the ball comes to a rest in the goal box, a goal kick is awarded regardless of who touched the ball last. If 50% or more of the ball is on the line it is considered part of the goal box.

If a defensive player touches the ball inside of the box, a goal will be awarded to the offensive team.

If an offensive player touches the ball after it has entered the box, a goal kick will be awarded to the defensive team. Players CAN run through the box without the ball.

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 (Example: 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 one 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 Final Rounds. 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.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by one of the Tournament Directors before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting one game during pool play will be removed from the tournament with no refund. Any team forfeiting one game during the Final Round will be removed from the tournament.

Substitution: Substitutions can be made on the fly!

Offsides: NO offsides!

Player Ejection (Red Card): Referees 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).

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 moves one full rotation.

Three Yard Rule: In all dead-ball situations, defending players must stand at least three yards away from the ball.

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.

Playoff Overtime: Shall consist of a 3-minute “golden goal” overtime period with a coin toss to decide kick-off and 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.

Scoring: (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 6-0 win for the team that is present.

Tie-Breakers:

(1) Head to head results between the tied teams (not used if 3 or more teams are tied)

- (2) Goal difference in pool play games -goals scored minus goals allowed - with 6 goal maximum differential per game
- (3) Most shut outs
- (4) Fewest goals allowed
- (5) Shootout.