

3v3 Summer Sizzler Rules

The maximum roster is 6.

Every team is guaranteed at least four 25-minute games.

Teams must check in at least 30 minutes before their first game, providing proof of age of each player listed on the roster at registration.

PLAYERS' EQUIPMENT

1. Soccer shoes must be worn,
2. All players must wear shinguards.
3. All jerseys on a team must be alike in color; home team is responsible for furnishing an alternate color. Jerseys do not need to be numbered, though numbered jerseys are preferred.
4. No equipment which is dangerous to another player may be worn. NOTE: Plaster casts are considered dangerous and must be padded to the referee's discretion. Jewelry is not allowed.
5. For any infringement of these laws the player will be sent off to fix the equipment.

NUMBER OF PLAYERS

1. Each game will be 3v3.
2. Maximum team roster is 6.
3. Each team may have no more than two coaches (non-players) with the team during each game.
4. Substitutions can be made anytime the ball is out of play. The player going out must meet the incoming player at midfield of the sideline.
5. Please try to avoid instances of players "dual-rostering" with multiple teams in the same division. To dual-roster a player, please ask the tournament director for approval, and please have the courtesy to, before each game, have a conversation with the opponents' coaches and/or captains, so that we're all on the same page.

THE BALL

1. Each team must furnish a game ball deemed appropriate by the referee.
2. U9 to U12 = Size 4; and U13 and Older = Size 5.

GAME DURATION

1. Game will consist of two periods, lasting 12.5 minutes.
2. The time clock is continuous and each game will begin and end by blow horn.
3. The horn will blow at 12.5 minutes and the teams will swap sides straight away and begin the second half.
4. Teams are expected to be warmed up and ready to play at the scheduled start time.
5. Preliminary games can end in a tie. If tied after 25 minutes, the 1st place match will go to a 5-minute, golden-goal overtime period; If the teams are still tied after OT, the game will be settled by a shootout.

KICK-OFF

1. The visiting team will kick off.
2. The ball does not have to go forward at the kick-off.
3. A goal cannot be scored directly off a kick-off.
4. The ball is in play once it has made one full rotation.
5. A player may not touch the ball twice until another PLAYER has touched the ball.
6. There are NO OFFSIDE CALLS in this tournament!

SUBSTITUTIONS

1. Substitutions are made from midfield when the ball is out of play at any time.
2. Correct substituting procedure requires one player coming off the field before the incoming player enters.

THE GOAL BOX

1. 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 in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last.
2. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such.

3. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

SCORING

1. A goal may be scored only 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 midline (Example: kick-off).

2. 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

3. A goal is scored when the entire ball has broken the plane of the goal line.

PENALTY KICKS

1. 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).

2. Penalty kicks are direct kicks taken from the half way line, with all players (on both teams) behind the player taking the PK. Penalty kicks are deadball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

DIRECT KICKS, INDIRECT KICKS AND GOAL KICKS

1. With the exception of corner kicks and penalty kicks, all dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect.

2. Indirect kicks must make one full rotation before they are considered in play.

3. There are no throw-ins in this tournament; kick-ins are used in those situations where a throw-in is used in the outdoor game.

4. An opposing player must be 8 feet from the ball during all free kicks. This should be done without the referee's request. Dissent will be dealt with according to FIFA guidelines.

5. Free kicks near the goal will be moved back, in order to allow the 8-foot buffer.

6. Goal kicks may be taken from any point of the end line. Goal kicks must make one full rotation before they will be considered in play.

POINTS AND ADVANCEMENT

1. Teams will be awarded three points for a win, one point for a tie.

TIE-BREAKER

Tie breaker is decided in the following order:

1. Goal differential
2. Goals for (See "POINTS AND ADVANCEMENT," above)
3. Goals against (See "POINTS AND ADVANCEMENT," above)
4. Head-to-head (not used in a three-team tie)
5. Shoot Out

In the crazy event that three teams have identical records, goals allowed and goals scored: The tournament director (or someone appointed by the tournament director) will conduct a drawing of team names. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the winner. The bye team will be the home team.

FORFEITS

Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the tournament director to be an official forfeit. The tournament director has the option to replay a forfeited game if deemed necessary. Forfeits are recorded as a 6-0 final score.

OVERTIME AND SHOOT-OUT (1st place match only; Pool-play games can end in a tie.)

1. Overtime shall consist of a 5-minute "golden goal" overtime period. Visiting team kicks off, and the teams go in the same direction as they did in the 25-minute regulation.
2. The first team to score in overtime is the winner. If no team has scored in the 5-minute overtime, the winner shall be decided in a shootout. A coin toss will determine team kicking order.
3. Each team will select three players to be the only players to kick for their team. These three players 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.

4. 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.

FOULS AND OTHER MISCONDUCT

1. Any player who commits any of the offenses in the opinion of the referee shall be penalized by the award of an indirect free kick to be taken by the opposing team from the spot where the offense occurred.

a. Handball – Holding – Kicking – Pushing – Striking – Tripping – Slide tackling – Obstruction – Swearing – Delay of game

2. If any of the offenses are deemed by the referee to be serious in nature then they will be penalized by a two-minute penalty.

3. An opposing player must be 8 feet from the ball during all free kicks. This should be done without the referee's request. Dissent will be dealt with according to FIFA guidelines.

RED & YELLOW CARDS: TWO-MINUTE & FIVE-MINUTE PENALTIES

1. Any red card will result in a suspension of one game not including the game from which the player was originally ejected. The penalized team must play short for 5 minutes until the penalty expires.

2. A yellow card issues a 2-minute penalty. The penalized team must play short for 2 minutes until the penalty expires.

3. 2-minute penalties are assessed for major or minor fouls, and for unsportsmanlike conduct.

4. The tournament host and host facility reserve the right to expel anyone who uses vulgar language in a harming manner. This includes racial, ethnic, or religious comments. This behavior is intolerable and could result in permanent expulsion from the facility.

REGISTRATION PROCEDURES AND PLAYER RESTRICTIONS

A player's current age group as of Fall2016/Spring 2017 will be their age group. Age groups go by Birth Year.

REFUNDS

The tournament director has final authority concerning the cancellation, delay, change of time, or any other alteration of games, as required due to weather or emergencies.

The following is the tournament's refund policy, in the event that preliminary games are not played due to weather, emergencies as deemed by the Tournament Director, rental of facility, opponent not showing up, or act of god:

1. No games played = 60 percent of the registration fee is returned.
2. 1 game played = 40 percent of the registration fee is returned.
3. 2 games played = No refund.
4. 3 games played or failure to play final games = No refund.

No refunds will be given after a team is accepted. If semi-final or final games are cancelled, champion and finalist will be determined on points standing after preliminary games.

With the goal of serving the greater good, the tournament host reserves the right to modify the rules. Please understand: No protests are allowed, complaining is never a good solution, the referee's decision is final, and the tournament host will have the final say in all matters. We are all doing our best here, and we are united by the common mission of providing a positive youth-soccer experience. Thank you for your support, and thanks for setting a good example of sportsmanship, kindness and respect.