

-  **PLAYER REGISTRATION:** All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age.
-  **ROSTERS:** All rosters are final upon completion of the team's first game.
-  **NUMBER OF PLAYERS:** SIX (6) is the maximum number of players on a team; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must enter and exit at the half-field mark only. There are no referees in 3v3 soccer, only field marshals.
-  **EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for U10 & under = #3; U11-U12 = #4; U13 and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.
-  **FIELD DIMENSIONS:** Length = 35 yards, Width = 25 yards.
-  **GOAL BOX:** The goal box, eight (8) feet wide by four (4) feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a free kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are three (3) feet high by four (4) feet wide.
-  **GAME DURATION:** The game shall consist of two 12 minute halves separated by a two minute halftime period, OR the game shall end when a team reaches a 12 goal lead. Games tied after regulation play shall end in a tie. Except Playoffs, this will be a 3 minute golden goal period followed by a shootout.
-  **GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field. Goals scored from the defensive half of the field will not count and a goal kick shall be awarded.
-  **SCORING (IN POOL PLAY):** Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.
-  **TIEBREAKERS:** In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play, maximum of 5 goals per game; 3) Fewest goals against in Pool Play; 4)playoff team shootout with entire rosters.
-  **PLAYOFF OVERTIME:** TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period.
-  **NO OFFSIDES IN 3v3 SOCCER AND NO SLIDE TACKLING IN 3v3 SOCCER**
-  **FIVE YARD RULE:** In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.
-  **KICK-INS:** The ball shall be kicked into play from the sideline instead of throw in.
-  **INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.
-  **GOAL KICKS:** May be taken from any point on the end line, and not in the goal box area. Two touches are required before the ball crosses the mid-line, so the ball must be touched by another player after the goal kick before it passes midfield, otherwise a free kick from mid-line will be awarded to the other team.
-  **KICK OFF:** May be taken in any direction.
-  **FORFEITS:** A forfeit shall be scored as 5-0.
-  **SPORTSMANSHIP:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the field marshals will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.
-  No Refunds after the team has been accepted. No REFUNDS on Forfeiture of games. No exceptions.  
If the Tournament is canceled due to inclement weather prior to the start of competition, teams will be issued partial refunds as determined by the Tournament Committee to cover expenses.