



3v3 CROWN CUP

TOURNAMENT RULES SUMMARY

Sportsmanship: Good sportsmanship is to prevail at all times. All coaches, players, parents and spectators will be held responsible for their own conduct.

Number of Players: 4 is the minimum number of players on a team. A team must have a minimum of 2 field players. Players may only play on one team. There are no goalkeepers in 3v3.

Rosters: Rosters will be based on players registered by the coach. No one else may be added without notifying administration.

Divisions: Up to six teams per division. All divisions will be at ROFC's discretion.

Uniforms: All players will be providing their own tournament shirts, get creative! In case of color conflict, pennies will be provided.

Protective Casts: The Tournament Director, and/or referee must approve players wearing protective casts. Hard casts WILL not be allowed. No jewelry, including earrings of any type. The only exception will be players wearing medical bracelets.

League Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. ROFC is responsible for providing game balls, size 4 for 2016-2007 divisions, size 5 for 2006-2005 divisions.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for all ages.

The Goal Area: The goal area is a ten feet wide semi-circle located directly in front of the goal. There is no ball contact allowed within the goal area, however, players may pass through the goal area as long as they do not touch the ball while in the goal area. If the ball comes to a rest in the goal area, a goal kick is awarded regardless of who touched the ball last. If any part of the ball is on the line or inside the plane of the goal area, it is considered in the goal area and an extension of such. If a defensive player touches the ball while it is in the goal area, a goal will be awarded to the offensive team. If an offensive player touches the ball in the goal area, a goal kick will be awarded to the defensive team. The goal area extends upward.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's 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: 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 two-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 finals. 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.

Substitution: Substitutions may only be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions may not be made on the fly!



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Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time. e.g., if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Tiebreaker: In pool play, ties between two or more teams will be broken in order by (1) head to head results, (2) goal differential (capped at 6 per game), (3) fewest goals against, and (4) penalty shootout.

No Slide Tackling. No slide tackling: If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall 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-bounds.

No offsides in 3v3 Soccer! There is no offsides in 3 v 3 soccer.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick, and (2) (at the discretion of the referee a yellow or red card given to the player committing the hand ball. A hand ball that does not deny a team an obvious goal scoring opportunity will result in an indirect kick from the spot of the foul.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card and be ejected from the tournament. Any player accumulating three yellow cards during the tournament will be ejected.

Player Ejection (Red Card): Referee's have the right to eject a player 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 be ejected from the tournament (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 the opposing team (regardless of the score at the time of the incident).



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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: Kick offs 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.

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 is closer than five yards, the ball shall be played five yards from the goal area in line with the direction of play prior to the penalty.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: Goal kicks May be taken from any point of the end line and may be passed or dribbled in.

Corner Kick: If team defending goal last touches ball before it crosses goal line, the attacking team puts it into play with an indirect corner kick.

Penalty Kicks: Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. The infraction may also result in a red card at the referee's discretion. Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Scoring: 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. Referees will provide the winning coach a scorecard, which must be turned into the tournament official.

Protests: Protests are not allowed. If there is a rules interpretation issue please see a tournament staff member.

Weather: If weather results in the cancelation of a game and/or the tournament, there will not be a make-up date and no refunds.

MORE INFORMATION: clubadmin@royaloakfc.com

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