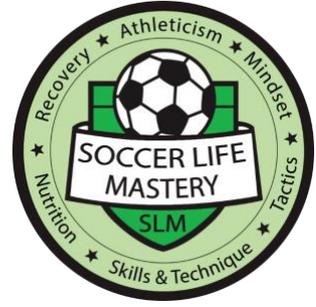


Soccer Life Mastery 3v3's Tournament Rules



UPDATES & IMPORTANT RULES

Downtime: Fixtures will ensure that we are minimising downtime in between games (more games more frequently and even spread across the day.)

Penalties: Are to be taken from the shooting team's goal kick spot. If scored, the game starts from kick-off. If it is missed the other team start from a goal-kick.

Overtime: For knock-out final rounds, if the game ends in a draw. The game goes into Overtime as golden goal. First team to score, wins.

Red Card: If a player receives a red card on the field they will be sent off and the team will be play with 1 less player. The team will forfeit the match if they receive two red cards in one game.

Game time: Games are 18 minutes long with no half-time break. This also allow players to have more game time whilst allowing us to have an exciting finals system with quarterfinals and semi-finals.

Rules of Scoring: Teams can only score from the attacking half

"Goalkeeping Act": Blocking a shot on target whilst standing within a metre of the goal-line will result in a penalty (subject to the referee).

Slippage: We will ensure the venue thoroughly cleans the flooring to minimise slippage during games. This will be subject to the co-operation of the venue.

Four Metre Rule: In all dead ball situations (kick-ins, free kicks, corners, goal kicks, kick-off), defending players must stand at least four metres away from the ball. If the defensive player's goal is closer than four metres, the ball shall be played four metres from the goal box, in line with the place of the penalty

Team Sheets: Team officials do not need to provide team sheets every game. Upon suspicion of having an ineligible or unregistered player within your team, you will be asked to provide details of all relevant players. Failing to do so will result in disqualification. No numbers are needed on the back of player's shirts.

Substitutions: Substitutions can happen at any point of time without needing to notify the referee or stopping gameplay. Before a substitute can go on, the player from the field must exit the playing field. More than 3 people from the same team cannot be on the court at the same time.

Alternative Kit: In case of uniform clashes, bibs will be handed out by the match officials. Teams can bring their own alternative colour.

All Game Rules

Team Eligibility: Teams will be placed into divisions based upon age, gender and playing experience. Teams that span more than one age group will be placed into the division of the oldest player on the team.

Offsides: No Offsides in 3v3 Soccer!

No Slide Tackling: Players must stay upright and "on their feet" and may not make contact with an opposing player.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball can be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

Game Duration: Games tied after regulation play shall end in a tie, except in the playoffs where the game will go into overtime for golden goal. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.

Overtime (Draw in Play-offs): Shall consist of a 5 minute "golden goal" overtime period with a coin toss to decide kick-off/direction. 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 by a shootout. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. 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) may 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 may kick twice.

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). It is a direct kick taken from the marked goal kick spot with all players behind the midfield line. This is a "dead ball" kick. If a goal is not scored, the defence obtains possession with a goal kick.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goalscoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

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 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 may be suspended for their next game. Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the 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 may be forfeited in favour of the opposing team.

Kick-ins: Kick-ins are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.)

Foul kick-in: If the kick-in does not enter the pitch, not taken within 4 seconds or if the ball is not placed stationary on the line when kicked in, a foul is given and the kick-in is taken by the opposing team.

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

Goal Kicks: May be taken from the marked spot 1 metre from the team's goals or from the dedicated kicking spot marked out. This rule is enforced at the discretion of the match official.

Kick Off: May be taken in any direction.

Number of Players: Teams must have four 4 players registered. Teams must forfeit the match if they have less than 3 players present at time of kick-off. 5 Players are recommended for 3v3 Soccer. Players may only play on (one) team per division. There are no goalkeepers in 3v3.

Player Registration: All players must be registered on their team's team sheet form before the tournament begins (player must be on the team sheet before the first game).

Substitutions: Substitutions may be made at any situation, regardless of possession. A substitute may not enter the field until the other player leaves the field of play.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

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

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 5-0 win for the team present.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. Age of Participants: The age group of each team is determined by the birthdates of the oldest player on the roster and the age group he/she will be playing in after August 1 st of the current year (fall season).

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark coloured jersey/shirt. If both teams are wearing the same colour, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Athletic trainer and referee must approve players wearing proactive cast, hard cast will not be allowed. Braces will be exposed metal will not be allowed. No jewellery will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

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

Points for a match are as follows:

Win: 3 points

Draw: 1 point

Loss: 0 points

A forfeited game is scored as a 5-0 win for the team that is present.

Advancement Tiebreaker: Leader board is decided by the following:

- 1.) points
- 2.) goal difference (goals scored minus goals conceded)
- 3.) a coin toss

The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times. * The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules *

Kick-ins Explained

Soccer Life Mastery 3v3's

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Penalty Kicks: It is a direct kick taken from the marked goal kick spot with all players behind the mid-field line. This is a "dead ball" kick. If a goal is not scored, the defence obtains possession with a goal kick.

Kick-ins

The kicker must ensure:

- 1) Ball is placed on the touchline
- 2) Ball is stationary (not moving)
- 3) Their foot is on or behind the line at the moment of taking the kick
- 4) Kick the ball within 4 seconds of being able to do so

BALL PLACEMENT

