

# QAS AA KNIGHTS' CRUSADE

## 3v3 Small Sided Soccer Rules



### RULES OF THE GAME

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. The tournament administration will make every effort to place teams into divisions with similar players. Ultimately, the Tournament Director has final determination in placement of all teams.

**Style of Tournament:** This is a Round Robin tournament where all teams will be guaranteed at least 3 games. However, if a team receives additional games for the tournament, only the first three will count towards a team's standing.

**Championship Round:** The championship round is a single elimination tournament with the winning team being the tournament champions.

**Game Start:** All games will start at the same time at the sounding of the air horn by the head official.

**Field Dimensions:** 25 yards x 35 yards with the goal box being a 10 ft arc. The goals will be the large (6 ft) PUGG style goals.

**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 must be completely on the offensive half of the field: Can not 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. The ball must completely cross the goal line in order to be counted as a goal.

**The Goal Box:** The goal box, 10 ft arc, is directly in front of the goal. The goals are the large (6 ft) PUGG Goals. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

**Game Duration:** The game shall consist of two 12 minute halves separated by a two minute halftime period OR the first team to reach 10 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose either possession or which goal to defend. In the event the winning coin toss team chooses ball possession, they loosing coin

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toss team will then choose which goal they wish to defend. Games tied after regulation play shall end in a tie, except in the playoffs. 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. In order to keep the tournament on schedule, all games will start, break and stop in unison. All starts and stops in play will be indicated by a single air horn. It is suggested you make every effort to be on time for your game. Individual game play time can start late, however that half will be cut short to keep the break and/or end of game in unison with the other games.

**Playoff Overtime:** Shall consist of a 3 minute "golden goal" overtime period with a coin toss to decide kickoff/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 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 remaining players from each must be substituted in to take the next round of penalty kicks. If the event a team has less than 6 players, the player taking a second round of plenty kicks will be at the end of the rotation. If a player receiving a red card during the game will not be allowed to participate in any shootout. 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. It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. 1<sup>st</sup> and 2<sup>nd</sup> grade players will be allowed to kick from the 1/4 field mark. This is a "dead ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

### **Hand Ball Clarification:**

Deliberate handling of the ball on a teams' defensive side of the field will result in a penalty kick being award to the offensive team. Deliberate handling of the ball on a teams' offensive side of the field will result in an indirect kick being awarded to the defensive team. The player committing the foul can be sent off the field at referee's discretion.

**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 box, in line with the place of the penalty.

**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 with a foot and moves one full rotation.

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

**Goal Kicks:** May be taken from any point on the endline.

**Kick Off:** May be taken in any direction.

**Number of Players:** Six 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). Players may only play on (one) team per division. There are no goalkeepers in 3v3. *It is strongly suggested a team to have only five players as this provides the best opportunity for the players to have enough field time.*

**Player Registration:** All players must be registered on their team's roster form before the tournament begins (player must be on roster before the first game). A player can only be on one team's roster and play for only one team in this tournament. Violating this rule will automatically forfeit all games for both teams of the violating player.

**Substitutions:** Substitutions may be made at any dead ball situation, regardless of possession. Teams must get the referee's attention prior to entering the field.

**Schedule Changes:** Every effort will be made to notify teams of schedule changes, but ultimately it is the responsibility of the coach or team captain to check and verify their schedule.

**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. e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**Scoring in Round Robin 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 4 point win for the team present. The teams' total points will determine the top two seeded teams, who will proceed to the championship (single elimination) game.

**Scoring in Championship Play:** Games will be scored and recorded as each team will receive one point per goal. In the event of a tie at the end of regulation, game shall consist of sudden death overtime period, maximum length of three minutes, 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 three minute-overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of overtime will alternate with each penalty 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 field players will rotate in a sudden death penalty kick format until one team scores unanswered.

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**Tie Breakers:** (After qualifying play) Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) goal difference in qualifying play; 3) goals scored in qualifying play; 4) least goals allowed, 5) shootout. Ties between three or more teams will be broken by; 1) goal difference in qualifying play; 2) goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams.

**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 grade attended of the oldest player on the roster during the upcoming school year. For players who are advanced in grade level vs. their actual age, this will be handled on a case-by-case basis. Notify the tournament director of any issues in this matter. In the event of a dispute, please have a form of ID for each player on your team. Acceptable forms of ID are birth certificate, CYC ID Cards or any formal state wide soccer ID. The Tournament Director will have the ultimate determination of the validity of any form of ID.

**Sportsmanship:** This tournament is intended to be a fun event for all. In the event a player, coach, team captain or spectator's actions are deemed unsportsmanlike, it will be up to the discretion of the referee, field marshal and or Tournament Director to determine what course of action is to be taken to address the incident. Actions which can be taken will be up to ejection from the game and/or tournament, and removal from complex grounds. Ultimately, the Tournament Director has final say on all matters. There are no grounds for appeal in regard to any action taken for unsportsmanlike behavior.

**Uniforms:** All players must wear matching jerseys/shirts during play. It is suggested each team bring another jersey of a different color, or pennies. If both teams are wearing the same color, 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 with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type (earrings can be covered by Band-Aids at the discretion of the player's parent), 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. Here are the following ball sizes for each age group. Game balls will be supplied by QAS AA:

- Grades 1<sup>st</sup> thru 2<sup>nd</sup> = Size 3
- Grades 3<sup>rd</sup> thru 6<sup>th</sup> = Size 4
- Grades 7<sup>th</sup> thru 8<sup>th</sup> = Size 5

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The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.

At the discretion of the Tournament Director, any violation of the rules will forfeit all games played by the team. If the team is seeded for the championship round, the next highest seeded team will take its place for the championship round. If the violation is determined after the championship round is played, the two highest seeded teams in the round robin play will be award 1<sup>st</sup> and 2<sup>nd</sup> place according to their standings.

***\* The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules \****