

TOURNAMENT RULES

FORMAT: Teams play 3v3 with no goalkeepers.

IMPORTANT INFORMATION

- If a player's age is challenged, that player will be required to present proof of date of birth to the tournament officials. Failure to provide this documentation will result in forfeiture of the game (examples of acceptable proof of age are a birth certificate, player passcard, or driver license).
- Players must check-in at the registration area 1 hour prior to the first scheduled game.
- Full concessions will be available.
- No alcohol or tobacco use is allowed on school grounds.
- Please review rules with all players and parents on your team.
- No appeals will be considered.
- On any matters which need resolution, the Tournament Committee will have the final decision.
- Refunds will be at the discretion of the tournament committee.
- Teams will be grouped in divisions by age. If there are not enough teams in a division, you will be placed in a division at the discretion of the committee.
- The committee reserves the right to eliminate a division if deemed appropriate.
- We reserve the right to reduce the number of scheduled games or shorten games due to unforeseen circumstances.
- NO GOALKEEPERS allowed.
- All players must wear approved shin guards and matching shirts (or matching practice vests will be provided).

COURT DIMENSIONS: 3v3 courts occur on half a full-size court (12 x 18 yards) with 4' x 6' goals.

GAME DURATION: Games will be 20 minutes, two 10 minute halves with a 3 minute halftime.

- An air horn will be utilized to start & stop all games.

GOAL AREA: The goal area is defined by an arc directly in front of the goal. No player may touch the ball within the goal area, however any player may move through the goal area at any time. Any part of the ball or player's body on the line is considered in the goal area; the line is an extension of the area.

There are two types of goal area infractions:

1. If a defender touches the ball in the goal area, a penalty kick is awarded to the offensive team.
2. If an offensive player touches the ball in the goal area, a goal kick is awarded to the defensive team.

Multiple touches in the goal area may result with a Yellow Card given to the offending player. If the ball comes to a complete stop in the goal area, regardless of which team touched it last, a goal kick is awarded to the defensive team.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the arc on the opposite side of the court. All players besides the PK taker must be wider than the goal area on the court. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

GOAL SCORING: A goal may be scored from anywhere on the court. Goals cannot be scored from a kick-in, kickoff, or free kick.

GOAL KICKS: May be taken from anywhere inside the goal area. Players must kick the ball in, not dribble.

KICK-INS: Kick-ins will be played from out of bounds, NOT throw-ins. Kick-ins are indirect. Ball must be on the line during a kick-in.

KICKOFF: May be taken in any direction.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kickoffs) are indirect except corner and penalty kicks. Indirect kicks mean there must be another touch in order to score.

3 YARD RULE: In all dead ball situations, defending players must stand 3 yards away from the ball. If an infraction occurs within 3 yards of the goal area, the ball is placed 3 yards from the goal area in line with the place of the infraction.

SUBSTITUTIONS: Substitutions will be "on the fly", meaning they may occur at any time by the team's coach. Substitutions will occur at the team's bench.

OFFSIDES: There are no offsides in 3v3.

SLIDE TACKLING: Sliding is not allowed in 3v3 futsal. The other team will be rewarded a free kick where the slide tackle occurred.

SCORING (IN POOL PLAY):

- 3 points for a win
- 1 point for a tie
- 0 points for a loss.
- Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

FORFEITS: If a game is forfeited for any reason, the score will be recorded as a 4-0 loss for the forfeiting team and a 4-0 win for the opposing team.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by:

1. Head to head results between tied teams (2 teams only);
2. Goal difference in pool play;
3. Fewest goals against in pool play;
4. Goals scored.
5. If teams are still tied after all tiebreakers the system will automatically break the tie by system generated coin flip.

PLAYOFF PENALTY KICKS: In the event of a tie at the end of regulation in a playoff game (semis or finals), the game will be determined in a best of 3 PK shootout. If it remains a tie after all 3 attempts from both teams, then it goes to sudden death. Everyone on the team must shoot before the first shooter gets another attempt. Subtraction rule applies (if one team has 3 players and one team has 5 players, both teams have the opportunity to repeat kickers after the 3rd kicker shoots). Shooters do not need to be on the court when time expires. The first 3 shooters can be anyone on the team.

PROTESTS/DISPUTES: There will be no protests or disputes. All decisions made by the referees and/or tournament directors will be final.