Midwest Soccer Tournaments
3v3 Rules

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to Tournament Event Staff.

Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team. Please make sure your team signs up for the appropriate division; teams which have any competitive experience should sign up for the competitive division. For teams placing themselves in the incorrect division, Tournament staff will attempt to rectify the error, but cannot guarantee proper placement.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game. Schedules will be posted on www.midwestsoccertournaments.com

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

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 age group.** There are no goalkeepers in 3v3. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster. Players are required to carry proof of age with them at all times during the event.

Falsifying Ages: A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events. This act of sportsmanship will not be tolerated by the Halloween's 3v3 Tournament.

Proof of Age: All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times). Acceptable proof of age Nebraska State Soccer player pass, birth certificate, valid drivers license.

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster.

Coed Rules: A coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Coed teams are allowed to play in Male Divisions, which in this case the standard coed rules do not apply.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the home team must change. The Tournament Director and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Tournament 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 (except for Glow 3v3). Here are the following sizes for each group: Micro-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

The Goal Box: The goal box is ten feet wide by six foot long located directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, **however, all players may pass through the goal box as long as they do not touch the ball while inside the box**. If the ball comes to a rest in the goal box, a goal kick is awarded regardless of who touched the ball last. If 50% or more of the ball is on the line it is consider part of the goal box. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

- A good rule of thumb, if it is on the line or in the box do not touch it.
- Yes you can run through the box
- Yes you can be in the box and touch the ball as long as the ball remains outside of the box.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on 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 one 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 Final Rounds. 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.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by one of the Tournament Directors before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting one game during pool play will be removed from the tournament. Any team forfeiting one game during the Final Round will be removed from the tournament.

Substitution: Substitutions can be made on the fly!

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.

No Offsides in 3v3 Soccer! 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.

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 (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

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): Referee's 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 will automatically be suspended for their next game (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 opposing team (regardless of the score at the time of the incident).
****If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.**

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: 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-offs must make one full rotation before the ball will be considered in play.

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. Kick-Ins must make one full rotation before the ball will be considered in play.

Three Yard Rule: In all dead-ball situations, defending players must stand at least three yards away from the ball. If the defensive player's goal is closer than three yards, the ball shall be played three yards from the goal box 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. Indirect kicks must only change position before the ball will be considered in play.

Goal Kicks: May be taken from any point of the end line. Goal Kicks must make one full rotation before they will be considered in play.

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). 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.

Playoff Overtime: Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kick-off and 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 in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. 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) must 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 must kick twice.

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 6-0 win for the team that is present.

Tie-Breakers:
(1) Head to head results between the tied teams (not used if 3 or more teams are tied)
(2) Goal difference in pool play games -goals scored minus goals allowed
- with 6 goal maximum differential per game
(3) Most shut outs
(4) Fewest goals allowed
(5) Shootout.

Refund Policy: Should all or a portion of the 3v3 Soccer Tournament be canceled due to inclement weather or just cause resulting in the tournament not providing the play of three games (does not include forfeitures), refunds shall be issued as follows:

Games Played
0 Games - $115 Refund
1 Game - $75 Refund
2 Games - $40 Refund

Games shall be considered played when completed in regulation time, shortened time or penalty kicks. The Midwest Soccer Tournaments will not be responsible for any other expenses incurred by any team or individual. No refunds will be issued for applications withdrawn after team has been accepted.

Protests: Protests are strongly discouraged as this is a FUN friendly tournament. **Referee judgment calls are not grounds for a protest**. A team wishing to protest must do so to the Tournament Director before the end of the game in question. The formal protest must be made from the head coach of the team protesting. **Videotape is not acceptable as a form of protest or decision review.** Protests are not accepted after the game is completed.

**** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****