

# Snowfest 3v3 Tournament Rules

**Game Duration:** The game shall consist of two 12-minute halves separated by a two-minute halftime period. There are no timeouts and the game clock does not stop in 3v3 games.

## **Team Guidelines:**

- Teams may be male, female or co-ed.
- Schedules will be configured with like competition in mind, rather than gender as the only guide.
- Teams should have a max of six players, for 50% playing time.
- If a player is injured in the first 3v3 match, another player may take their place if they are younger or equal in age to the oldest player on the team & of similar ability to the team.

**Uniforms:** Shin guards are required. Soccer cleats work best on field turf, but are not required. All players should have matching short & sock colors, as well as similar uniform tops. If necessary, the tournament director will have one team wear pennies to distinguish colors.

**Referees:** Referees will not be used during the Snowfest tournament. Fair play is an expectation. This is a friendly tournament to be played within the spirit of the game of soccer. Site supervisors will be on the field should issues arise.

**Injuries:** Though 3v3 games play on a running clock, a major injury would provide a stoppage. Eg., a broken wrist. Any time adjustments would be handled by the tournament director.

**Substitutions:** Substitutions may be made during dead-ball situations, regardless of possession. Substitutions should not be made on the fly!

## **KICK OFF:**

- May be kicked in any direction.
- The kick off is an indirect kick – a goal **cannot** be score directly from a kick off

**KICK-INS:** The ball shall be kicked into play from the sideline, rather than thrown in.

- The ball is considered in play when the ball is touched and changes position.
- A kick-in is an indirect kick – a goal **cannot** be scored from this kick.

**DIRECT & INDIRECT KICKS:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.

- Indirect kicks must only change position before the ball will be considered in play.
- If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the goal.

**GOAL KICKS:** May be taken from any point of the end line. All Goal Kicks are indirect kicks

**PENALTY KICKS:** Shall be awarded if, in both coaches opinions, a scoring opportunity was nullified by a handball or obvious foul.

- 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.

**Five Yard Rule:** In all dead-ball situations, defending players must stand at least 3 yards away from the ball.

**Goal Keepers:** There are no Goalkeepers in 3v3 Soccer.

**Offsides:** No Off-sides in 3v3 Soccer

**Slide Tackling (players leaving their feet)**

**There is no slide tackling in 3v3 Soccer**

- If a player is sliding for the ball, contact with any player(s) from the other team is NOT 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

Questions? Please contact one of the site directors or the tournament director.