

3 v 3 Soccer - Rules

The Republic Soccer Club Tournament Committee reserves the right to bracket teams in accordance with their skill level. Coaches will be made aware of any changes. Coaches associated with more than one team are encouraged to have alternates available to coach team(s) when schedule conflicts arise; schedule variations will not be made to accommodate coaches. Use of shin guards is mandatory for all games.

Rosters:

Players may be added/deleted to your roster up until final check-in, after final check-in team roster is frozen for tournament.

A player must be rostered to be eligible to play in the competition and can be rostered to only one team within an age group for the competition.

Females may play on a male team, but a male can not play on a female team. Mixed teams will play in the male division of their respected age division.

The maximum number of rostered players per team is (6) six. Minimum number of rostered players is (3) three.

Rules:

USSF Laws of the Game will be in effect unless modified below.

Forfeit will be declared if a team fails to have (3) three players on the field (5) five minutes after the scheduled time, or at any time during the game unless ruled otherwise by the tournament director.

Unlimited substitution allowed. Substitution can be done at any stoppage (except injury stoppage), or on the "fly". All substitution will be done at "team side" mid-field line. Player coming off must be completely off of the field at the "team side" before substitute player enters the field.

Team can substitute for injured player only, after referee calls stoppage of play for injury. NO other substitution allowed at this time for either team until play resumes.

There will be NO overtime except for semifinals and championship games. Overtime will be a 5-minute period with the first goal scored determining the winner. If game is still tied the 5-minute period will be repeated until a winner is determined.

Out-of-bounds will be restarted by a kick-in and not a throw-in.

All re-starts, free kicks, corner kicks, etc. are "indirect", no direct kicks allowed. Opponent must be (5) yards away from the ball.

On kickoffs, ball may move forward or backwards on first touch. However, a goal can not be scored on first touch.

Team can not score from defensive side of field.

Penalties for players touching the ball in the goal box are as follows:

- If a defensive player touches the ball in the box it will be an automatic goal for the offensive team followed by a kickoff at midfield by the non-scoring team.
- If an offensive player touches the ball in the box, no goal will count. The defensive team will be awarded a goal kick.

- If an offensive and defensive player touch the ball in the box in the continuation of the same play. A dropped ball would occur 10 yards outside the box.
- If a player touches any part of the goal during play, either deliberately or accidentally the player shall receive a yellow card and sit out 1 minute.

Failure to comply will result with "indirect kick" re-start by opposing team at point of where ball is called "dead" by referee at stoppage of play, and yellow card will be issued against offending player(s).

No Offside will be called.

Cautioned (yellow card) player must leave field of play for (1) minute, and can be substituted for.

Person that is issued a red card must immediately leave the facilities and is not able to return until the game following the next game that the team participates in. A player that is issued a red card can be substituted.

Age of players is determined by their age as of August 1. Players must bring legal proof of age to tournament, and must submit it when requested by tournament official(s).

U12 and below will play with #4 size ball. U13 and above will play with #5 size ball.

Team consists of 3 fielders on the "pitch", no goalkeeper.

Length of Games:

U7-U8-U9-U10-U11-U12 - 12-minute halves with 5-minute halftime.

U13-U14 - 15-minute halves with 2-minute halftime.

U16-U18 - 18-minute halves with 2-minute halftime.

Standings/Brackets:

Home team is listed first on the schedule. It is the responsibility of the home team to change uniforms in case of conflict is asked by a game official. Each team should bring two sets of numbered shirts; each set a different color). Home team will be responsible for providing a game ball.

Point system: 6 points for a win, 3 points for a tie, 1 point for a shutout, and 0 points for a loss. Forfeits will be recorded as a 3-0 win for the team present. Team must be present with a least the minimum number of players required to play a game within the time limitations, even if they know the opposing team will be forfeiting. A 0-0 tie will be recorded as a tie and shutout for each team if both teams are forfeiting.

One (1) point will be removed from a team's point standings total for each red card issued against a member of said team, for serious foul play, violent conduct, spitting, use of offensive, insulting, or abusive language, or by actions which denies an obvious goal-scoring opportunity by deliberately handling the ball. This rule also covers players; coaches (head and assistants) or anyone located within team's bench area.

When bracket winners for regular semi-final berths, wild-card semi-final berths, medal winners (in one bracket division after round robin play), or bronze medal winners after semi-final play cannot be determined by point totals (all games will be used), the following rules will be used (in order given) to break ties:

1. Head to Head competition (skipped if teams did not play one another),
2. Fewest goals allowed,
3. Highest goal differential (maximum 3 per game),
4. Most shutouts,
5. Overtime play in format listed above.

Ejections:

Players ejected from a match are ineligible to compete in the next scheduled game; this includes semifinal and final matches.

Players may be ejected for the remainder of the tournament for extremely violent or vulgar behavior.

Appeals/Protests:

Disputes will be settled by the tournament director. All decisions of the referees, with regard to facts and the Laws of the Game are final, and appeals with regard to such matters will not be heard. All other disputes will be settled by a protest committee, but must be filed in writing with the tournament director at the venue where game took place. The protest must be filed within 30 minutes after completion of protested game by the coach and accompanied by a fee of \$50.00 cash. This deposit will not be returned unless the protest is upheld by the protest committee.

It is the responsibility of the coach to check standings, scores, posted information, and other tournament communications at the official's tent at the venue where games took place. It is the responsibility of the team coaches to check score and sign the official referee's game card at the completion of the game.