

Rules

2019 Winter Ice 3v3 tournament

***Open Tournament for any team interested, no club affiliation needed. Put your team together and come play indoor soccer.**

Teams play with three players. The maximum roster is five.

Every team is guaranteed at least three 25minute games.

*If a division has less than 5 teams, the tournament for that division will be round robin with the team with the most points winning the championship. A division with 6 or more teams will use pool play with the top two teams from each pool playing in the semifinal with winners of those two games playing in the championship final.

Age Divisions (boys and girls will play in separate divisions)

1st-2nd grade

3rd-4th grade

5th-6th grade

7th-8th grade

High School

*Teams must check in at least 30 minutes before their first game, providing a tournament roster/waiver signed by each players parent or guardian.

PLAYING FIELD

1. Regulation basketball court
2. The goals are pop up goals
3. The goal boxes are 3 feet deep and 7 feet across.

PLAYERS' EQUIPMENT

1. Shoes with molded or removable studs are NOT permitted. Tennis shoes are adequate. Players should carry, not wear, their playing shoes into the building. Shoes must be cleared of snow and dirt before entrance to the court will be permitted. Please keep your personal belongings off the field surface.
2. All players must wear shin guards.
3. All jerseys on a team must be alike in color; home team is responsible for furnishing an alternate color. Jerseys do not need to be numbered, though numbered jerseys are preferred.
4. No equipment which is dangerous to another player may be worn. NOTE: Plaster casts are considered dangerous and must be padded to the referee's discretion. Jewelry is not allowed.
5. For any infringement of these laws the player will be sent off to fix the equipment.

NUMBER OF PLAYERS

1. Teams at all age groups will play with 3 players.
2. Maximum team roster is 5.
3. At check-in (at least 30 minutes prior to first game), all teams must present a completed waiver and roster form. Each participant must sign the waiver in order to play.
4. Each team may have no more than two coaches (nonplayers) with the team during each game. Each 1st-8th grade team must have one adult to serve as coach on the bench. High school teams are not required to have a coach, but would be recommended.
5. Substitutions can be made on the fly. The player going out must meet the incoming player at midfield of the sideline.

THE BALL

1. Officials will provide the game ball
2. The game ball will be a futsal ball

GAME DURATION

1. Game will consist of one period, lasting 25 minutes.
2. The time clock is continuous and will only be stopped by the referee's discretion.
3. Teams are expected to be warmed up and ready to play at the scheduled start time.
4. Preliminary games can end in a tie. If tied after 25 minutes, semifinal and final games will

go to a 5minute, first goal to score wins overtime period; If the teams are still tied after OT, the game will be settled by a shootout.

KICKOFF

1. The visiting team will kick off.
2. The ball does not have to go forward at the kickoff.
3. A goal cannot be scored directly off a kickoff.
4. The ball is in play once it has made one full rotation.
5. A player may not touch the ball twice until another PLAYER has touched the ball.
6. There are NO OFFSIDE CALLS in this 3v3 tournament!

SUBSTITUTIONS

1. Substitutions are made on the fly.
2. Correct substituting procedure requires one player coming off of the field before the incoming player enters.

THE GOAL BOX

1. No goalies!!!
2. 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 in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last.
3. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such.
4. 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.

SCORING

1. A goal may be scored only 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 midline. (Example: kickoff).
2. 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
3. A goal is scored when the entire ball has broken the plane of the goal line.

PENALTY KICKS

1. 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).
2. Penalty kicks are direct kicks taken from the top of the three-point line closest to the goal, with all players (on both teams) behind the midline (behind the player taking the PK). Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

DIRECT KICKS, INDIRECT KICKS AND GOAL KICKS

1. With the exception of corner kicks and penalty kicks, all dead ball kicks (kick ins, kickoffs, free kicks) are indirect.
2. Indirect kicks must make one full rotation before they are considered in play.
3. There are no throw ins in this tournament; kick ins are used in those situations where a throw in is used in the outdoor game.
4. An opposing player must be 5 feet from the ball during all free kicks. This should be done without the referee's request. Dissent will be dealt with according to FIFA guidelines.
5. 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.

POINTS AND ADVANCEMENT

1. Teams will be awarded three points for a win, one point for a tie.
2. Final game scores will be recorded as no more than an eight goal

differential. For example, if a team wins 15-3, the final score stands at 11-3.

TIEBREAKER

Tie breaker is decided in the following order:

1. Head-to-head
2. Goals for (capped at an eight-goal differential)
3. Goals against
4. Shootout (only for games beyond pool play).

SHOOTOUT

(Semifinals and finals only; Pool play games can end in a tie)

1. Overtime shall consist of a 5minute overtime period. Home team kicks off, and the teams go in the same direction as they did in the 25minute regulation.
2. The first team to score in overtime is the winner. If no team has scored in the 5minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order.
3. Overtime PK's will be kicked from the midline.
4. The 3 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. These three 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.
5. 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 redcarded player) must be chosen to kick in the rotation of penalty kicks. If the redcarded player is the last remaining roster player, one of the two field players must kick twice.

FORFEITS

Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the tournament director to be an official forfeit. The tournament director has the option to replay a forfeited game if deemed necessary. Forfeits are recorded as a 6-0 final score.

FOULS AND OTHER MISCONDUCT

1. Any player who commits any of the offenses in the opinion of the referee shall be penalized by the award of an indirect free kick to be taken by the opposing team from the spot where the offense occurred.
 - a. Handball – Holding – Kicking – Pushing – Striking – Tripping – Slide tackling – Obstruction – Swearing – Delay of game
2. If any of the offenses are deemed by the referee to be serious in nature then they will be penalized by a two-minute penalty.
3. An opposing player must be 5 feet from the ball during all free kicks. This should be done without the referee's request. Dissent will be dealt with according to FIFA guidelines.
4. Please remember, this is supposed to be a FUN tournament. We understand you want to win. Winning's fun, but it's not the most important thing. Be nice to everyone, including your teammates, opposing players, referees and staff. We're all doing our best.

RED & YELLOW CARDS: TWO MINUTE & FIVE MINUTE PENALTIES

1. Any red card will result in a suspension of the rest of the game and the rest of the tournament. The team must play short for 5 minutes until the penalty expires.
2. 2-minute time penalties are awarded for major fouls, and for unsportsmanlike conduct. When a team who is serving the 2-minute time penalty has a goal scored on them, their penalty time expires.
3. A yellow card issues a 2minute penalty

4. A red card issues a 5minute penalty.
5. The tournament host and host facility reserve the right to expel anyone who uses vulgar language in a harming manner. This includes racial, ethnic, or religious comments. This behavior is intolerable and could result in permanent expulsion from the facility.

REGISTRATION PROCEDURES AND PLAYER RESTRICTIONS

- a. A player may play up in older age brackets, but may not play below their age level.
- b. A player may only play and be registered for one team

REFUNDS

The Tournament Director has final authority concerning the cancellation, delay, change of time, or any other alteration of games, as required due to weather or emergencies.

The following is the tournament's refund policy, in the event that preliminary games are not played due to weather, emergencies as deemed by the Tournament Director, rental of facility, opponent not showing up, or act of god:

1. No games played = 60 percent of the registration fee is returned.
2. 1 game played = 40 percent of the registration fee is returned.
3. 2 or more games played = No refund.

No refunds will be given after a team is accepted.

If semifinal or final games are cancelled, champion and finalist will be determined on points standing after preliminary games.

No disputes are allowed.

Please remember that the referee's decision on points of fact connected with play shall be final.

There are no appeals or protests.

Please direct any questions you may have to the host organization. The tournament director has final say on all interpretations of tournament rules. Thanks for being part of this fun event, and thanks to all participants for displaying a high level of sportsmanship and class.