

3v3 Soccer Rules

** FIFA rules apply if not modified within.* The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the Kickin Back Cup 3v3 Soccer Event. Any questions concerning these rules should be directed to Kickin Back Cup 3v3 Event Staff.

Master Scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Scoreboard Schedule for any changes after each tournament game (you will not be notified of changes). Check the Master Scoreboard often, as changes do occur to the schedule. When a change does occur, Just 4 Kicks will attempt to notify teams, and will strive to not change any game times or locations before the first game; but teams are responsible for checking for updates to the Master Scoreboard after each game.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register 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 could be dismissed from the tournament. Teams that span more than one age group must register in the division of the oldest player on the team. Teams are responsible for registering in the appropriate division; teams which have players with any competitive experience should sign up for the competitive division of their age group. In the situation where teams place themselves in the wrong division, Just 4 Kicks will attempt to rectify the error, but cannot guarantee proper placement. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Skill Level: Teams must register into the correct division based on their players' competitive experience. Teams that have one or more players with any competitive experience must register in the Competitive Division

It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Official Team Roster Form, Player Registration & Proof of Age Requirements: Each team must complete the Official Team Roster Form and Waiver, and submit the form to the Kickin Back Cup 3v3 Event Staff during Team Check-In, or PRIOR TO THEIR FIRST GAME or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game. 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. **Number of Players:** Six is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they chose. (A team must have a minimum of 2 field players). Players may only play on one team per division.

Falsifying Ages or Skill Level: The Kickin Back Cup 3v3 Tournament Director / Event Director may dismiss any team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level from the tournament; and potentially future events. This act of non-sportsmanship will not be tolerated by Just 4 Kicks 3v3.

Coed Rules (Adult Teams Only): An Adult 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. Adult Coed teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate. Adult Coed teams are allowed to play in Male Divisions, in this case the standard coed rules do not apply.

RULES DURING PLAY:

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. 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 playoffs. There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game.

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). The kick off is and indirect kick.

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 changes position. This is an indirect kick, and 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 box. It is the referee's discretion where the ball will be placed.

Goal Kicks: May be taken from any point of the end line. This is an indirect kick.

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.

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. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field.

Substitutions should not be made on the fly!

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no Goalkeepers in 3v3 Soccer.

No Off-sides in 3v3 Soccer! No Slide Tackling: 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.

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).

Protests of Rules: Referee calls are final

Referee judgment calls are NOT grounds for a protest.