



# Conestoga Valley Youth Soccer Club

3v3 Super Soccer Shootout P.O. Box 10906 Lancaster, PA 17605

[supersoccershootout@gmail.com](mailto:supersoccershootout@gmail.com)

## 3v3 Super Soccer Shootout Rules

*Except as otherwise noted in these Rules, the FIFA Laws will govern the play of all games in this tournament.*

### FIFA LAWS APPLY WITH EXCEPTIONS

#### DIVISION GUIDELINES:

Age divisions are determined by the age of the oldest player on August 1, 2015

#### TEAM REGISTRATION:

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 for the duration of the tournament.

There are no goalkeepers in 3v3. Roster changes, substitutions and additions, must be made before the beginning of a team's first game and documented on the roster. All participants must have a guardian signature on the roster. Any team or player determined by the event director to have falsified age of skill level will be dismissed from the tournament. Teams with ANY carded travel players must register for competitive divisions.

Team Application and Player Registration Form, must be completed and received prior to registration deadline of April 18th, 2016 OR Electronic Registration from this website must take place prior to April 18th, 2016

Check-in is MANDATORY on Friday, May 20, 2016 at Conestoga Valley High School from 5:00 PM to 8:00 PM OR at least 60 minutes prior to start of first scheduled game. For check in at the tournament site, please report to the Tournament HQ tent. All coaches must submit the completed roster with all guardian signatures. Coaches must present a copy of a player card, or copy of a birth certificate for age identification of all players on roster at check in or at any time for the duration of the tournament, as requested by a tournament official.

#### TEAM ACCEPTANCE INTO TOURNAMENT:

We will accommodate as many teams as we can handle. Teams are accepted immediately on a conditional basis when registered online. Team acceptance will not be guaranteed until the enrollment fee is received. All entries should be in by April 18, 2016 at which time we will determine the level of participation and develop schedules accordingly. In the event that your team is not accepted into the tournament, your registration fee will be refunded in whole to the team contact.

#### TEAM WITHDRAWAL:

A team withdrawing from the tournament after its acceptance shall forfeit the entry fee. Teams providing incorrect information or changing information on the entry form after acceptance may be subject to removal from the tournament and forfeiture of the entry fee.

#### CANCELLATION POLICY:

Every effort will be made to schedule around inclement weather, however, should the entire weekend be rained out, refunds will be made less administrative costs of \$80.00. In the event of a partial rainout, division winners will be determined based upon games completed.

#### TEAM UNIFORMS:

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. Your team's uniform must match but numbers are not required. If both teams are wearing the same color the first team listed in pool play will determine the team to change uniforms. In playoffs the higher seed will have the option.

### **TOURNAMENT EQUIPMENT:**

All players must wear shin guards. Any player without shin guards will not be allowed to play. Ball sizes are:

U6 - U7 uses a size 3

U8 - U12 use a size 4

U13 - U19 use a size 5

### **FIELD DIMENSIONS:**

The playing field is 40 yard long by 30 yard wide.

### **GOAL and GOAL ARC:**

The goal itself measures four feet high by eight feet wide. The goal arc is a 10-foot radius arc and is directly in front of the goal. There is no ball contact allowed within the goal arc, however any player may pass through the goal arc. If the ball comes to rest in the goal arc, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such. If a defender touches the ball in goal arc, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal arc, a goal kick is awarded to the defensive team.

### **GAME START AND 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. Games tied after regulation play shall end in a tie except in playoffs. Teams shall report to assigned fields a minimum of 10 minutes prior to assigned start time. In the event that a team is not readily available at game start time, the game shall begin by starting the time clock and one (1) goal will be awarded to the opposing team for each minute that team is late. The team may report and the game will commence and finish based on timekeepers clock. In the event any team is more than 5 minutes late for the start of their game, that game will be forfeited. Teams are responsible for waiting until their eligibility for playoffs has been determined. There are no time outs in 3v3 soccer.

### **SUBSTITUTIONS:**

Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field. There are no substitutions on the fly.

### **GOAL SCORING:**

A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

### **PLAYOFF OVERTIME:**

Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three minute-overtime period, the winner shall be decided by shootout. The ball will be placed at the center of midfield. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same 3 players will rotate in a sudden death penalty kick format until one-team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may 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 may kick twice.

### **DIVISION STANDINGS:**

All division standings shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head-to-head competition.
2. Lowest total goals scored against.
3. Most goals scored for (maximum of 5 per game).
4. The difference between goals scored minus goals allowed. (maximum of 5 per game).
5. Coin Flip

**THERE ARE NO OFFSIDES IN 3V3 SOCCER**

**NO SLIDE TACKLING IN 3V3 SOCCER**

**FIVE-YARD RULE:**

In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

**KICK-INS:**

The ball shall be kicked into play from the sideline instead of throw in.

**INDIRECT KICKS:**

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner kicks and penalty kicks.

**GOAL KICKS:**

May be taken from any point on the end line, and not in the goal arc area or arch.

**KICK OFF:**

Is an indirect kick and may be taken in any direction.

**PENALTY KICKS:**

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball kick. If a goal is not scored, the defense obtains possession with a goal kick.

**FORFEITS:**

Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament. Registration fee is nonrefundable.

**PROTESTS:**

THERE ARE NO PROTESTS. The Field Marshall or Tournament Director will resolve all problems.

**SPORTSMANSHIP:**

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Abuse of other participants will not be tolerated. Any instance of such conduct will disqualify or penalize the responsible team/participant from the event at the discretion of the Tournament Director.

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE FIELD MARSHALLS AND TOURNAMENT DIRECTOR.**