

CVSC Polar Ball 3v3 Tournament Rules

FIFA Rules Apply

1. Game Duration

A game will consist of one 25-minute period. No half-time, no time-outs. Play will begin and end simultaneously on all fields. Players should be at the fields and ready for play 2 minutes before time begins.

2. Number of Players

Each team will consist of no more than six (6) players. Three players are allowed on the field at a time. There is NO goalkeeper. Double rostering is not allowed unless permitted by the tournament director.

Substitutions may be made on the fly. An incoming player must wait for an existing player to exit the field.

EXCEPTION: IF THE TEAM IS UP 5 GOALS THE OTHER TEAM CAN ADD PLAYER

3. Player Registration

All players must be registered on the team roster before being allowed to play. All players need to be added into the team registration form (Registration done via Playmetrics Platform).

4. Player Equipment

Compulsory equipment consists of a shirt, shorts, shin guards, (completely covered by socks), and shoes.

Dangerous Equipment:

Jewelry may not be worn. Shoes must be tennis shoes, traditional turf shoes, or molded cleats. No screw-in / replaceable cleats are allowed. Knee braces with metal must be covered with a protective sleeve or ace bandage. The referees' decisions for dangerous equipment are final.

5. Referees

One referee will be responsible for control of the game. Referees' decisions on points of fact connected with play shall be final so far as the result of the game is concerned. No protests will be allowed.

6. **Start of Play -The horn OR a whistle will sound 1 minute before kick-off**

The first team listed is the home team. The "home" team shall kick-off to start the game. Opponents must be in their own half of the field and 3 yards from the ball. The kicker shall not touch the ball a second time until it has been touched by another player (Penalty: an indirect free kick from the spot of the infraction). The kickoff may be played in any direction (it does not have to be played forward). A goal may not be scored directly from a kickoff.

7. Goal Scoring AND the Arc

No direct goals will be awarded from out-of-bound plays or free kicks. All balls played from out-of-bounds or from free kicks are indirect and must be touched by an in-play player before a goal may be scored. A goal is scored when the whole ball passes completely over the goal line provided no infraction has been committed by the attacking team. The ball must be shot from the field's attacking half for a goal to count.

The goal arc is directly in front of the goal. No player may touch the ball within the goal arc. However, any player may move through the goal arc. Any part of the ball or player's body on the line is considered in the goal arc. A goal is awarded to the attacking team if a defender touches the ball within the goal arc. If the

attacking player touches the ball within the goal arc, a goal kick is awarded to the defensive team. If the ball comes to rest in the goal arc, a goal kick is awarded regardless of who touched the ball last. Goal kicks should be taken inside the arc.

8. Restarts & Kicks

- **5 Second Rule:** Players have 5 seconds to restart the game or your opponent will be awarded the kick. This is at the referees discretion and typically does not apply to penalty kicks unless time wasting is deemed intentional by the referee. Time wasting during a PK will result in goal kick for the opposing team.
- **Kick-Ins:** Instead of throw-ins, the ball is restarted with a kick from the sideline. *If the ball touches the divider, the kick-in is awarded.*
- **Indirect Kicks:** All dead-ball kicks—including kick-ins, free kicks, and kick-offs—are indirect, except for penalty kicks and corner kicks.
- **Goal Kicks:** Can be taken from any point on the end line outside of the goal arc
- **Kick-Offs:** Can be played in any direction to start the game or after a goal.
- **Penalty Kicks:** Awarded if the referee deems that a scoring opportunity was unfairly denied by a foul or rules violation (such as a slide tackle) or in the case of a violent foul that results in a yellow or red card. The kick is taken from the kick-off spot with all other players behind the midfield line. If the penalty is missed, possession changes via a goal kick. Penalty kicks are not live plays.
- **Ball in Out of Play:** The field of play will use natural lines, like an outdoor game. Any ball touching one of the screens in the middle of the field will be deemed to be out of bounds. If the ball hits the ceiling for any reason the restart will be issued to the opposing team at a location nearest where the ball was declared out of play. All restarts will be indirect free kicks.

9. Buildout line will be used for all 7U-12U age groups, and it is set at HALF LINE

10. No off side

11. Fouls

In case a foul happens inside of the arc, an indirect free kick will be awarded 3 yards away from the top of the arc. Referees will award free kicks after the calling of a foul. Goals may not be scored directly from a free kick. All free kicks are indirect. There is no slide tackling allowed.

Player can get a red card for: (If the player gets RED CARD for violent conduct, he/she is not able to play that day in the tournament anymore)

- denying the opposing team a goal or an obvious goal-scoring opportunity by a handball
- denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offense punishable by a free-kick
- serious foul play
- biting or spitting at someone
- violent conduct
- using offensive, insulting, or abusive language and/or gestures
- receiving a second caution (yellow card) in the same game

Player can get a yellow card for:

- Delaying the restart of play
- Dissent by word or action

- Failing to respect the required distance when play is restarted with a corner kick, free kick, or throw-in.
- Persistent offenses (Consistently infringing the Laws of the Game, especially after previously being warned about behavior.)
- Unsporting behavior

12. Scoring System

- 3 points for a win
- 1 point for a draw
- 0 points for a loss.

13. Tie Breaker in Bracket Play

- Head-to-head (not used if three or more teams are tied)
- Goals differential (maximum 5 per game) i.e. - 12-0 win will be scored as +5 for goal difference.
- Fewest Goals Scored
- Penalty kicks
- Once a team is eliminated using the above criteria, restart with the first tiebreaker (head-to-head).

14. Penalty Shootout Procedure

- Three kicks to be taken by any three players on the roster. If two teams are still tied after three kicks, the same three players will take the additional kicks on a sudden-death basis. Kicks are to be taken from the kickoff spot at the midfield of the field.