

PWSI 3 v 3 Tournament – November 11th, 2025

- **One day format**
- **3 v 3 (no goalkeepers)**
- **35 x 25 yard field**
- **No offside – one referee**
- **Two 20 minute halves with a 5 minute halftime**
- **All games played with a size 4 soccer ball**

Team Eligibility

This event is open to any team formed or created in order to participate in this event. As this event is not VYSA Sanctioned, teams may be made up of players from different teams, clubs and playing levels.

The PWSI Event Committee reserves the right to reject any team application. No team is deemed accepted into the event until written notification has been sent from the Event Director. Emails confirming an application has been submitted are not considered notification of acceptance.

Games will be played with the official FIFA soccer rules. Any exceptions to the FIFA rules will be listed below.

Roster and Player Eligibility

It is the coach's responsibility to ensure that all teams have proper documentation for players for this event. Documentation may be inspected at any time by referees and event officials.

Every team has to hand in a roster with all the player names and their date of birth. All players must have been born in the year of their age group classification, or in a later group. A player may only participate in one team throughout the event.

Teams are required to provide 3v3 roster (will be emailed to Team Captains) and provided medical waiver.

Number of players per team

Teams can roster a maximum of 6 players – three field players and three substitutes. Teams are allowed to roster less than six players if they choose (A team must have a minimum of 2 field players). Players may only play on one team.

Game Day Activities

****All teams are required to check-in 45 minutes prior to their first game of the tournament**

Game day check-in time and field/game equipment

OFFICIAL TEAM ROSTERS, APPROVED BY THE PWSI STAFF (DOCUMENT WILL BE SENT TO TEAM CAPTAINS DURING THE WEEK PRIOR TO THE EVENT), MUST BE AVAILABLE AT THE FIELD PRIOR TO A GAME AND FOR THE DURATION OF THE GAME.

Players shall wear shin guards in accordance with FIFA laws.

No metal cleats will be allowed, and no jewelry will be allowed.

Casts are permitted with the permission of the referee.

Where the opposing team's uniform colors are similar, the designated home team will change colors. There will be pinnies on site if a team only has one color of uniforms. The designated home team is listed first on the schedule.

Game Duration

The games are 2 x 20-minute halves with a 5-minute halftime. Home team will start with possession. Games during Pool Play that are tied after regulation play shall end in a tie. Games during the Playoff/Championship rounds that are tied after regulation play shall proceed to 3 Penalty kicks per team. The Referee has the official time on the field, no alternate timekeeping will be accepted.

The event does not require the referee to add time for substitutions. The official clock will not stop for any reason unless in the judgment of the referee: Removing an injured player from the field would endanger the physical well-being of the player or other conditions so warrant in the judgment of the referee.

Age Format

Age	Eligibility (Born on or After the year)	Format	Maximum Roster Size	Ball Size	Halftime	Game Length	Referees
U9	2017	3v3	6	4	5 min.	2x 20 min	1
U10	2016	3v3	6	4	5 min.	2x 20 min	1
U11	2015	3v3	6	4	5 min.	2x 20 min	1
U12	2014	3v3	6	4	5 min.	2x 20 min	1
U13	2013	3v3	6	4	5 min.	2x 20 min	1
U14	2012	3v3	6	4	5 min.	2x 20 min	1

Substitutions

Substitutions may be made “on the fly” at mid-field. The substitute must wait until the player is at the midfield line and touch line before entering the field. Player must tag the substitute at the midfield/touch line intersection.

Technical and Spectator Areas

Teams will occupy one side of the field with each team between the end lines and center lines. Referees will have the authority to determine team location during the match.

All spectators will occupy the opposite side of the field, opposite their team, between the end line and center lines. Artificial noise maker devices are prohibited.

Alcoholic beverages, pets, recreational vehicles, and use of tobacco products are not permitted at game sites.

Conduct

Coaches are responsible for their behavior, for the conduct of the players, team staff, and spectators of their respective team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected.

Any player ejected from a match will miss the remainder of that match and will not be allowed to participate in his team's immediate next match. The ejected player may not be replaced.

Ejection for fighting by players and coaches may result in the player or coach not being allowed to participate in any remaining event matches upon review of the situation by the Event Committee. Any coach ejected for a match will not be allowed to coach his/her team in its immediate next match (if a coach is ejected an adult team representative, 21 or over, must occupy the team sideline for the remainder of the match).

Coaches and spectators ejected must not be within "sight or sound" of the playing field. Players ejected may remain on the bench or be released into the care of a guardian or risk management approved personnel. A player released from the bench area must not be within "sight or sound" of the playing field.

Format – Specific Rules of Play

Kick Off: May be kicked in any direction. You cannot score directly from a kick off (ball must be 100% over the midline to be considered on the offensive half of the field). The kick off is an indirect kick.

Kick-Ins: The ball shall be kicked into play from the sideline, rather than 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.

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.

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.

Slide Tackles: Slide Tackles to attempt to strip a ball from an attacker are not allowed at any age. Indirect kick at the spot of the foul.

Offside: No offside will be called.

Goal Arc: The goal arc is a three yard radius around each of the goal posts located directly in front of the goal. There is no ball contact allowed within the goal arc, however, all players may pass through the goal arc. If the ball comes to a rest on 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 or inside the plane of the arc is considered in the goal arc and an extension of such. 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 arc extends upward.

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.

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Field Dimensions

The playing field is about 120 ft by 90 ft for all age groups.

Delay of games / forfeits / overtime

Delay of Game

The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit. The Tournament Director must approve all forfeits before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting three games during pool play may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament.

Play-off Penalty Kick's

If there's no winner after the official game time the game will go to shoot-outs. A coin toss will decide team-kicking order. The three players from each team remaining on the field at the end of the game will be the only players to kick for their team. The remaining three field 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. 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 red carded player) must 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 must kick twice.

Protests

Game decisions by referees may not be appealed. Decisions made by the tournament director involving disputes or protests are final and may not be appealed.

Game and score reporting

The WINNING team will deliver the completed and signed Score Card by the referee to the appropriate Site Official (Division Coordinator/Site Coordinator) promptly at the conclusion of each game. If the game finishes in a TIE then the Home Team will deliver the score card

Tiebreakers

- 1) Head to Head
- 2) Goal Differential
- 3) Goals For (Up to 5 per game)
- 4) Goals Against
- 5) Penalty Kick Shootout