

# DC Soccer Club World Cup 3v3 Tournament

One-day Competition: March 15, 2026

Official Rules: As of 2/11/2026



## 1. AGE AND ELIGIBILITY

- a. Participation in this DC Soccer Club event is open to accepted boys', girls', and co-ed teams within the approved age divisions.
- b. There are two eligible divisions to register for 2nd Grade - 8th Grade: Coed and Girls.
  - i. Coed divisions are comprised of:
    1. Teams of all boys rostered
    2. Teams of boys and girls rostered
    3. Teams of all girls rostered requesting to play in Coed Division
  - ii. Girls divisions are comprised only of:
    1. Teams of all girls rostered
- c. All High School and Adult age group teams will compete in Coed Division, as defined above in 1.b.i
- d. Team eligibility is determined by grade for the current seasonal year as defined by US Soccer guidelines.
- e. All players must have a completed registration, including waivers, on file prior to participation.

## 2. REGISTRATION, ROSTERS AND PLAYER REQUIREMENTS

- a. Coaches must register their teams using the coach's last name as the initial team name. After registration closes, accepted teams will be renamed by DC Soccer Club to represent a World Cup-participating country.
- b. Coaches must have a printed paper roster at the tournament. Official USYS or US Club player passes are NOT required.
- c. Coaches must pay the team fee at the time of registration. After team registration, coaches will receive a team code, which must be shared with players/parents.
  - i. Parents must register each player using the team code provided by the coach.
- d. Maximum roster size: Six (6) players
- e. Player registration must be completed by March 13 (11:59pm).
- f. Minimum players to start a match: Three (3)

## 3. LAWS OF THE GAME / PLAYING RULES

- a. All games shall be played in accordance with FIFA Laws, except as specifically modified by the following rules:

- i. Offside: There is no offside rule.
- ii. Goalkeepers: No goalkeepers permitted.
- iii. Dead Ball Kicks: Kick-ins, goal kicks, corner kicks, free kicks and kick off are indirect. Penalty Kicks are direct. Players may also dribble-in from kick-ins, goal kicks, and corner kicks, and beginning with their second touch they may directly score a goal without the ball touching another player. Dribble-ins are not allowed from kickoffs, free kicks, or penalty kicks.
- iv. Opponents must allow reasonable space for restart and kick-ins as directed by the referee.
- v. Throw-Ins: In place of throw-ins, there will be kick-ins OR dribble-ins with the ball placed stationary on the touchline.
- vi. Goal Kicks: Goal kicks may be taken from any point on the end line.
- vii. Kickoff / Restart after goals:
  - 1. After a goal is scored, the defending team will restart play from midfield.
  - 2. Kickoffs may be taken in any direction.
- viii. Slide Tackling: No slide tackling permitted. If a player slides and makes contact with an opposing player an indirect free kick will be awarded.
- ix. Heading: No heading permitted. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- x. Penalty Kicks: Penalty kicks will be taken from the center of the midfield line. All players must remain behind the midfield line until the kick is taken. Penalty kicks are not live balls. If no goal is scored, the defensive team restarts with a goal kick.
- b. Substitutions: Rolling substitutions allowed but all subs must exit/enter from the half field line. The player on field must exit the field (at half field) first before the substitute may enter the field (aft half field)
- c. Schedule changes: It is the responsibility of the coach/team official to check the schedule throughout the day.
- d. Teams that fail to show for a scheduled game will be given a 3-minute grace period from scheduled kickoff time before a forfeit is declared.
  - i. A forfeit is recorded as 3–0.

#### **4. PLAYING FORMAT, DIVISIONS AND FLIGHTS**

- a. Divisions are determined by grade and may be combined at the discretion of the tournament committee based on registration numbers.
- b. Each team will play three (3) group stage games (3 games guaranteed)

- c. Advancement: Teams will advance into a playoff format at the discretion of the tournament committee based on group size, time constraints, and total number of entries.
- d. Advancement may include semi-finals and a final, or an alternate playoff structure as format will be adapted depending on the number of registered teams.

## **5. DURATION OF GAMES**

- a. Each game will consist of one (1) period of 15 minutes with a running clock. There will be no halftime, no timeouts and no overtime.
- b. The referee is the official timekeeper.
- c. Group stage games that end in a tie shall be recorded as a tie.
- d. Playoff games (semi-final/final) may not end in a tie and will move directly into a shoot out (See section 9 KNOCK OUT STAGE TIES)

## **6. FIELD AND GAME EQUIPMENT**

- a. Field Size: 20-30 yards width x 30-40 yards length
- b. Goals: 4x6 Bownets
- c. Player Equipment:
  - i. All players are required to wear shin guards. Players without shin guards will not be permitted to participate.
  - ii. Uniforms: Teams are encouraged to wear matching outfits/uniforms to represent their assigned country. In case of uniform conflict, pinnies will be provided by tournament staff.

## **7. SCORING, STANDINGS AND TIEBREAKERS**

- a. Standings in group play will be determined by:
  - i. Win = 3 points
  - ii. Draw = 1 point
  - iii. Loss = 0 points
- b. Tie-breakers (in order):
  - i. Head-to-head competition
  - ii. Goal differential (Max of 6 counted per game - game scores will +6 goal differential will be adjusted to reflect a 6 goal differential)
  - iii. Goals against (least goals allowed)
  - iv. Most Wins
  - v. Penalty Shootout
- c. Score reporting will be conducted by the referee and/or tournament staff as directed by Tournament HQ.

## **8. GAME AND SCORE REPORTING**

- a. Referees will report game scores to Tournament-HQ after each game. Games may also be recorded in the match binder on the game sheets provided.

## **9. KNOCKOUT STAGE TIES (SEMI-FINALS / FINALS)**

- a. If a semi-final or final match is tied at the end of regulation, the match will proceed directly to a shootout.
- b. Shootout procedure:
  - i. Kicks taken from the center of the midfield line (or as marked by tournament staff).
  - ii. Best of three (3) kicks per team.
  - iii. Teams alternate kicks.
  - iv. If still tied after three (3) attempts per team: sudden death will apply.
  - v. All rostered players must take a penalty kick before any player may take a second kick.

## **10. CONDUCT AND DISCIPLINE**

- a. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law.
- b. Zero tolerance: Referee abuse or harassment is not permitted. Violent conduct will result in immediate removal from the field and event.
- c. The competition authority has the ability to: ban spectators, forfeit a match, and expel a team from the competition.
- d. Yellow Cards / Red Cards:
  - i. Any player receiving two yellow cards in one game will be issued a red card.
  - ii. Any player accumulating three yellow cards during the tournament will be suspended for their next match.
  - iii. A player receiving a red card (direct red or accumulating 2 yellow cards in the same game) will sit out for the remainder of the game and be suspended for their next match. If a red card is issued, the player must leave the field immediately and the team will play down a player for a period of 2 minutes or until the opposing team scores, whichever comes first. A teammate may replace the red-carded player so the game will resume as 3v3.

## **11. INCLEMENT WEATHER / SAFETY**

- a. Lightning Policy: In the event of lightning, play will be suspended immediately and will only resume when deemed safe by tournament staff.

- b. The tournament committee reserves the right to:
  - i. Relocate or reschedule games, modify game duration, and/or cancel games.
- c. If the event is shortened or altered due to weather or safety concerns, winners may be determined by standings at organizer discretion.

## **12. CANCELLATION POLICY**

- a. If the tournament is canceled due to weather related issues out of the tournament committee's control, a partial refund may be given but is not guaranteed.

## **13. TEAMS WITHDRAWING AND REFUND POLICY**

- a. Once team registration is closed and if the team later withdraws, the entry fee is forfeited. Prior to team registration closing, a partial refund may be given.
- b. If not enough teams register to form a division, a refund may be given.