3V3 TOURNAMENT RULES AND REGULATIONS



All Referee decisions are final!

All FIFA rules apply if not modified below.

All House rules apply if not modified below.

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Field Dimensions & Basic Setup

Field Dimensions

- Field – 40' x 79'
- Goal Box – 3 feet long by 6 feet wide
- Goals – 3 feet high by 5 feet wide
- Half Line – the half line is represented by a black dot in the center of the field. The referee will determine all half line decisions

Number of Players

The maximum number of players on a team is 6. This includes a maximum of 3 players on the field at a time. 2 players are required to begin play and to finish a match. There are no goal keepers.

Ball

A Futsal Ball will be used and supplied by The Sports Academy. Ages U10 and under will use a size 3 Futsal Ball. Ages U11 and up will use a size 4 Futsal Ball.

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Gameplay Rules

Off-sides

There are no off-sides in 3v3.

Goal Scoring

A goal may only be scored by a team from their attacking half. All dead balls, with the exception of corner and penalty kicks, are indirect.

Kickoff

After goals and to start both halves, the kickoff may be played in any direction.

Sliding

There is no sliding period. No slide tackling or sliding for the ball.

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Goal Box

No player is allowed to touch the ball within the goal box; however, any player may run through the goal box.

If a defender touches the ball in the goal box, a goal is awarded to the offensive team.

If an offensive player touches the ball inside the goal box, a goal kick is awarded to the defensive team. The ball must be physically in the goal box for a defender to touch the ball and be awarded a goal in the air or on the ground.

If one foot is in the box, while the other foot is outside of the box touches the ball, play continues and no goal is awarded.

If a ball stops dead in the goal box, the whistle will be blown and a goal kick will be awarded.

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Game Duration

Each game will consist of two 12-minute halves or first team to reach 12 goals, whichever comes first. Half time is 2 minutes long. Games tied in pool play shall end in a tie, but playoffs will have either overtime or penalty kicks, depending on the age group. There are no timeouts.

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Restarts

1

Kick-ins

All out-of-bounds are kick-ins. There are no throw-ins. All dead balls, with the exception of corner and penalty kicks, are indirect

2

Goal Kicks

Goal Kicks can be taken from anywhere on the goal line or inside the goal box area.

3

Indirect Kicks

All dead balls (out-of-bounds, goal kicks, free kicks, kick offs), with the exception of corner and penalty kicks, are indirect.

4

Substitution

Subbing may only take place when the ball is out of bounds, after goals and at the start of the 2nd half. There is no subbing on the fly or on restarts. The only two guaranteed subs are on goal kicks and after a goal is scored.

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Scoring System & Playoffs

Scoring System

Win

Three points

Tie

One point

Loss

Zero points

Forfeit

Scored 6-0

Playoffs

4 and 5 team divisions will not have a championship game. 6 and 8 team divisions will have a Championship game. The top team from each division advances. In a 10 team division, the top team from each division advances along with the next highest team, as the wild card. The top team will play the wild card, unless the wild card comes from the top team's division. In that case, the 2nd place team will play the wild card.

Tie Breakers

In the event of a tie in total point standings, the following sequence will be used:

- Winner of game between the two tied teams (will not be used if more than 2 teams are tied)
- Goal differential for all pool games
- Fewest goals allowed
- Most goals scored from all pool games
- Penalty Kicks. A three player penalty kick competition will take place. A coin flip will determine who will take the first kick. Winner will be the best of 3. If still tied, one for one penalty kicks will take place, still only using the same 3 players. The order must remain the same. (In the case of a 3 way tie, we will go through tie breakers until we have a winner. The process does not eliminate a team and then restart the tie breaker list).

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Overtime & Penalty Kicks

Playoff Overtime

A coin toss will decide who picks which direction/kickoff. Then, there will be a 3 minute sudden death period. If a goal is scored within the 3 minutes, the game immediately ends. If there is no goal after the 3 minutes, penalty kicks will take place with the players who are on the field at the end of overtime. A coin flip will determine who will take the first kick. Winner will be the best of 3. If still tied, one for one penalty kicks will take place, still only using the 3 players on the field. The order must remain the same.

Penalty Kicks

During a match, a penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It will be a direct kick taken from the middle of the half line, and all players must stand behind the half line. There is no following the shot. If it goes in, a goal is awarded. If it goes wide, high, short or hits the post and comes back into play, it is a goal kick for the defending team.

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Registration

Player Registration

All players must be registered with their team registration prior to starting the first game. Any player replacement due to injury or emergency must be submitted and approved by tournament officials prior to playing. Tournament officials have the right to request reasonable proof of reason and will act accordingly. The player being replaced will not be allowed to take part in the rest of the tournament. Once a match is started and after the start of playoffs, NO replacement players will be allowed.

Registration Process

Registration must be completed prior to the start of your first game. Two things are needed for registration:

- Payment in full
- Completed Roster/Waiver

The team representative must also have Player ID cards and/or Birth Certificates on hand in the case of a protest. If a team protests against you and you do not have either, the game will be a forfeit.

Scheduling Requests/Changes

Scheduling requests can be made on the website. Schedule change requests made after schedules are published are very difficult to accommodate. The Sports Academy will do its best to find a solution; however, it may not be able to meet the needs of both teams involved.

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Protests

Teams may file a protest regarding player's eligibility only. Protests will not be accepted regarding a referee's call. Should a team want to protest over eligibility, the protest must be made no later than one hour after the completion of the game in question and be accompanied by a $50 protest fee. Should the team win the protest; the team will be awarded the win and the $50 fee will be refunded. If the protest is lost the score will stand and The Sports Academy will keep the $50 fee.

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Coed Rules & Ejections

Coed Rules

A 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. The roster must have at least one female. If a male player gets red carded, the team must play with one male and one female on the field for the remainder of the game. If a female player gets red carded, the team may continue play with two males on the field for the remainder of the game. If the female participant is no longer able to participate, the team may still play in the tournament, but must play with only two players on the field.

Coach/Player Ejections

Referees have the right to eject a coach or a player from a game for continual disobedience or as a result of an incident that warrants sending off. The ejected coach or player will be suspended for the remainder of that match and the following match. The game will continue. The team must play short-handed for a full 5 minutes, regardless of whether or not a goal is scored.

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