

DELAWARE UNION

3 V 3 TOURNAMENT RULES & REGULATIONS



The Delaware Union 3v3 Recreational Tournament has been a tradition for over 20 years starting when we were MOT Soccer Club. The tournament is organized completely by the volunteers who make up the Board of Directors. Over the years, the number of teams and players have grown to a point where the tournament needs to be run over two days and requires 15+ fields. Every season we work to improve the tournament and ensure a fun and competitive environment for all players. As such, the following set of rules has been documented to ensure fairness and consistency for players, coaches, referees and spectators.

Except as noted in these 3v3 Tournament Rules, the current FIFA Laws of the Game will govern the play of all games in this tournament.

Division Guidelines and Eligibility

The tournament is open to ALL currently rostered Delaware Union Recreational Players. NO Representative (Carded) Players can be rostered on any 3v3 Recreational Tournament Team. Players may not be rostered on a 3v3 team that plays at a lower division than the one in which the player is currently registered. Players may not be rostered on more than one 3v3 team.

Team Registration

Team registration will be available approximately 3 to 4 weeks before the scheduled date of the Tournament. The registration will close approximately 10 days before the scheduled date of the Tournament. No new teams will be allowed to register after the registration has closed. Only additional players may be added to existing registered teams are allowed.

There may be up to six (6) players on a team. Players can only be rostered to one team for the duration of the 3v3 Tournament. No Representative (Carded) Players are allowed on any team's roster. Each game will be played with 3 players from each team on the field at a time. In the event a team has only 2 rostered players available to play, the team may continue with the tournament unless the total number of available players becomes 1. The remaining games assigned to that team will be recorded as a forfeit. In special cases, if a single regular season team has more than one team registered in the tournament, the tournament committee may allow a player to be moved. This decision is made at the sole discretion of the tournament committee and based on the specific circumstances.

Check-in is mandatory at least 45 minutes prior to the start of the first game of the 3v3 Tournament (8:15am) regardless of what time the team's first game is being played. Roster changes, substitutions and additions must be made before the signing of the Tournament Directors Official Roster of Teams. Any team or player determined by the Tournament Director or Director of Tournament Referees to have falsely played with any team not currently assigned, the player and both teams (team officially rostered with and the team falsely played with) will be dismissed from the tournament. All games played by both teams will be recorded as a "forfeit" resulting in a 3-0 win for the opponent.

All players, barring an injury which limits one's ability to play, on each team must play at least half of the total time in every game. In the event a player is either injured or does not have the

ability to continue with the tournament the player must remove their footwear and remain in their team's assigned technical area of the field during each game. All players not able to continue to play with their assigned team will report to the referee prior to the kickoff. Once a player has been determined to be unable to play, that player may not return to play for the duration of the tournament without the approval of the Tournament Director or Director of Tournament Referees.

Uniforms, Jerseys, Protective Casts and Jewelry

All players must wear shin guards, or will not be allowed to play. Shin guards are to be completely covered by a player's socks at all times when on the field of play. Proper footwear is mandatory at all times when on the field of play.

All players are encouraged to bring an alternate colored jersey/shirt. Each team will wear the same colored jersey/shirt for the duration of the game. In the case of both teams wearing "matching" colors, the on-field official assigned to that game will direct the home team to change. Play will not start until the official is satisfied with the team's jersey/shirt.

Players wearing protective casts must receive written approval from the Tournament Director or Director of Tournament Referees, and will be required to check in prior to each game with the on-field referee in order to be permitted to play.

No jewelry of any kind will be allowed, including earrings of any type, rope necklaces or bracelets. The only exception will be for players wearing medical bracelets. Medical bracelets will be taped down to the body so no movement can occur. Taping will only expose the part of the bracelet that contains the medical information.

The Game Ball

The game ball will be provided by the on-field Referee. Each game will be played with a size 4 ball. Only with the referee's permission will the game ball be substituted for another ball.

Goal and Goal Arc

An offensive player may only score a goal from outside the Goal Arc and within the offensive end of the field. A ball that was initially played from the defensive end but deflects off any other player who is within the offensive end and the ball completely crosses the goal line between the goal post will be awarded a goal.

No player can touch the ball inside the goal area (arc) unless directed to do so by the referee. The referee will only allow defending players to retrieve the ball in the goal area.

The goal area is an 8 to 10 foot arc from the center of the goal. The Goal Arc defines the restricted area. As defined, the restricted area also includes the painted arc. Any infraction that occurs on the painted arc or within the painted arc will be evaluated as a Goal Arc Infraction.

In the case of an infraction, if the ball is first touched by a defending player, the other team will be awarded a goal. If the ball is first touched by an offensive player, the other team will be awarded a goal kick.

Game Start/Restart and Duration

Teams shall report to assigned fields a minimum of 5 minutes prior to the assigned kick off time. In the event any team is more than 5 minutes late for the start of their scheduled game, that game will constitute a forfeit. The submitted score will be entered as 3-0 for the winning team and 0-3 for the losing team. Teams are responsible for waiting until their eligibility for playoffs has been determined. There are no time outs in the 3v3 Tournament, time can be added due to injuries or other circumstances as directed by the Tournament Director or Director of Tournament Referees.

The game will consist of two 10 minute halves separated by a 2-minute half-time break. Opening round games which are tied after regulation time will be recorded as a tie. Playoff games that are tied after regulation play and extended time will go to a penalty kick shootout tie-breaker (see Ties in Playoff Stages for details).

The game will start/restart with an Indirect Free Kick (IDFK). The opposing team will be outside of the center circle on all kick-offs. The ball must be “Put Into Play” and then touched again by any player before any goal can be scored. “Put Into Play” is defined as the ball moves in at least one degree and does not settle back into its original position”. Simply tapping the ball DOES NOT CONSTITUTE “Put into Play”.

If the ball completely crosses over the touch line, play will restart with an Indirect Free Kick (IDFK) being taken by the opposing team. The ball will be placed on the touch line at the point where the ball left the field. The defending players will be no closer than 5 yards from the ball. The ball must rotate at least one degree into the field of play and does not settle back into its original position before another player can touch the ball (this includes a teammate of the team taking the kick-in). There are no throw-ins taken in the 3v3 Tournament.

Substitutions

Either team can substitute at any dead ball situation (other than a PK) – such situations include goal kicks, kick-ins, corner kicks, and free kicks. The coach must call for the substitution and the ref needs to acknowledge the substitution and wave or beckon the substitute player(s) onto the field.

Headers

Headers are not allowed during the 3v3 Tournament in any division.

Offsides

There are no offside infractions enforced during the 3v3 Tournament.

Slide Tackling

There is no slide tackling during the 3v3 Tournament. In the event of a slide tackling infraction at the discretion of the referee an Indirect Free Kick is awarded to the opposing team. The player incurring the infraction, at the discretion of the referee, may be issued a yellow or red card.

5 Yard Rule

In dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's area is less than 5 yards away from the ball, the defending team must stand no closer than immediately outside the goal area arc line.

Indirect Free Kicks (IDFK)

All dead balls (other than penalty kicks) such as kick-ins, free kicks, goal kicks, kick-offs and corner kicks are Indirect Free Kicks (cannot score from them unless the ball touches another player before the ball enters the goal). If a goal is scored directly from an indirect kick, the goal is disallowed and the defending team is awarded a goal kick.

Goal Kicks

Goal kicks must be taken on either side of the goal on the goal line between the intersection of the Goal Arc and the goal post. All players from the opposing team must remain behind the mid-field line until the ball has been kicked.

Penalty Kicks

Penalty kicks shall be awarded if, in the referee's opinion, a scoring chance has been nullified by an obvious goal scoring opportunity from the defending team (i.e. tripping an offensive player from behind on a breakaway). The infraction does not have to automatically result in a red card. A penalty kick is a Direct Free Kick (DFK).

For all teams (U8 – U16), this kick is a direct kick taken from midway inside the attacking half. All players must be behind the mid-field line before the kick is taken.

This is a "dead-ball" kick, if a goal is scored on the kick, the game restarts with a kick-off. If a goal is not scored on the kick, the defending team restarts the game with a goal kick.

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.

If the referee determines that a defensive player has improperly touched the ball in the arc, the referee shall award a goal to the offensive team. A goal scored by an offensive player while

he/she is in the arc will result in a goal kick for the defending team. Players may run through the arc but cannot touch the ball while in the arc unless instructed by the ref as previously mentioned.

The maximum margin of victory to be recorded for any game is 5 goals for purposes of this tournament. For example, a team that wins a game by an actual 8-0 score will have its result recorded as 5-0 for purposes of this tournament and the additional 3 goals are not included in the standings in any manner.

Pool Play and Division Standings

Tie Breaking For Opening Round Group Stage Play – Qualification for the playoff knockout stages will first depend on average points per game (total points divided by total games played) will be used to compare the teams as opposed to total points. If more than one team has the same average points per game value, average goal differential (difference between total goals scored and total goals against with a maximum average of 5) will be used to break the tie. In the event of a further tie, the team with the fewest average goals against will qualify. If teams are still tied, the coach for each team will write their team name and a number between 1 and 100 on a piece of paper and hand them to the tournament official. A tournament official will use the random number generator on the laptop to pick a number. The team (or teams if more than one playoff spot is open) with the closest number(s) (over or under the generated number) will be seeded in order. If there is a 2-way tie for the 4th seed in a division, the team who guesses closest to the random number will get the 4th seed and the other team will get the 5th seed. Seeding will continue as normal thereafter. The winner of each bracket may not make the playoffs in certain rare circumstances. Playoff seeding is determined as outlined above and bracket has no impact on seeding.

All division standings shall be determined by the following point system;

Win = 3 points
Tie = 1 point
Loss = 0 points

Forfeits

A game forfeited will be scored 3-0 for the winning team and 0-3 for the forfeiting team. Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in the playoffs will be removed from the tournament.

Protests

There are no protests. All problems will be resolved by the game referee, Tournament Director or Director of Tournament Referees

Playoff Procedures

Normal Play – 10 minutes halves with a 2 minute halftime.

Extended Play – In the event of a tie score the teams will receive a 1 minute break followed by an additional 5 minutes of extended play (no golden goal).

Penalty Kicks to Determine Winner In Playoff Stages –For U8 and U10 teams, the penalty kicks will be taken from midway in the offensive half. For U12 – U16 teams, the penalty kicks will be taken at midfield. The shootout will initially last for three rounds unless a team has been mathematically beaten (i.e. one team makes first 2 kicks, opposing team misses its first 2 kicks – then there is no need for the 3rd round of kicks for either team).

If the teams are tied on penalty kicks made after 3 rounds, the teams will enter sudden death rounds until one team makes its kick and the opposing team misses its kick in the same round. The three players on the field at the end of regulation will take the first 3 kicks followed by, if needed, the substitutes taking kicks. If the teams are still tied after all a team's players have taken a penalty kick, the original penalty kick player order is repeated until one team wins in sudden death. In cases where the teams have different numbers of players, all players must take at least one kick before starting over with the player who took the first kick and continuing in the same order.

Red / Yellow Cards

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants an ejection. The dismissed player may be replaced by a substitute player from the team but the ejected player cannot participate in the rest of the tournament. Two Yellow cards will be viewed as one red card. Cards can be given to both players and coaches.

Code of Conduct

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. Any incident of such conduct will potentially disqualify the team that is responsible for the incident.

Coaches – Coaches should stand with their teams in the designated areas between the fields. A maximum of two coaches may be present in the coach/player area during a game. Any additional people other than players or two coaches are not allowed and the referee should ask additional people to vacate the sidelines. No one should be sitting/standing behind the goals. We realize coaches have different “styles” of communicating with their players, but please make sure you are using good judgment when determining the words and tone that you use taking into

consideration all people who may be sitting on the sidelines. The Coach is responsible for ensuring the safety of their players (as well as the other players and referee). If you have a concern for the safety of one of your players, please feel free to bring this to the ref's and/or other coach's attention in a calm and respectful manner. If you still have an issue, please find a tournament coordinator at the tournament table.

Parents and Other Spectators – Any person who is not a coach or player must sit on the opposite sideline from the Coaches and Players. No one should be sitting/standing behind the goals. All parents and spectators can cheer and support their teams and players, but at no point should any degrading words/tone be used towards any players, coaches, refs or other spectators. We realize this is a competitive tournament and that emotions run high, but please also remember the age of the participants and refs. If you are concerned for the safety of your player, please get the attention of your coach and let them handle it. You should NEVER walk on to the field or yell at any players, referees or the opposing coach.

**SITUATIONS OR OCCURRENCES NOT ADDRESSED IN THESE RULES
SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT
DIRECTOR OR DIRECTOR OF TOURNAMENT OFFICIALS.**