

## SportHQ 3v3 Tournament Rules

### RULES DURING PLAY:

- Game Duration: The game shall consist of two 18-minute halves separated by a two-minute halftime period or if the team is leading with 10 goal difference (Not first to 10 goals) whichever comes first. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie. Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs / Championship Rounds listed below). There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to the game (the referee should communicate any shortened time to each team).
  
- Substitution:
  - Substitutions may be made during dead-ball situations, when your team has possession.
  - Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee.
  - Substitutions should not be made on the fly!
  
- Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:
  - KICK OFF:
    - May be kicked in any direction.
    - The kick off is an indirect kick – a goal **cannot** be scored directly from a kick off (ball must be 100% over the midline to be considered on the offensive half of the field).
  - 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. ■ A kick-in is an indirect kick – 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.
    - All Goal Kicks are indirect kicks.
  - 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 half field with all players (on both teams) behind the half field, behind the shooter.

- Penalty kicks are dead ball infractions.
      - If a goal is not scored, the defense obtains possession with a goal kick.
  
- Five Foot Rule: In all dead-ball situations, defending players must stand at least five feet away from the ball. If the defensive player's goal is closer than five feet, the ball shall be played five feet from the goal box in line with the direction of play prior to the penalty.
  
- 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 midline (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) in their offensive half, 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.
  - A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."
  
- Goalkeepers / Off-sides / Slide Tackling / Handball Clarification:
  - There are no Goalkeepers in 3v3 Soccer.
  - No Off-sides in 3v3 Soccer!
  - No Slide Tackling in 3v3 Soccer:
    - If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded.
    - This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide.
      - Example: a player may slide to save a ball from going out-of-bounds, so long as no contact is made with an opposing player.
  - Handball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following:
    - (1) A penalty kick (at the discretion of the referee)
  
- BRACKETING: *Rankings, Seeding, and Tie Breakers:*

DETERMINING WINNERS: Teams will be awarded points on the following basis: Three (3) points for each Win  
 One (1) point for each Tie  
 Zero (0) points for each Loss

## Seeding Tie-Breakers

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Goal differential, maximum of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
3. Most Goals scored
4. Fewest goals against.
5. Most total wins.
6. If a tie still exists after steps 1 through 5, teams will play a game consisting of a golden goal outcome (1st team to score wins) NO RULES WILL BE REVISITED

- Overtime Rules for Playoffs / Championship Rounds

Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction.

The first team to score in overtime is the winner.

If no team has scored in the three minute-overtime period, the winner shall be decided by shootout.

- A coin flip will decide which team starts the penalty kick round.
- Three players from each team will alternate with each penalty kick taken at the endline with the higher scoring team winning after the first round.
- If the score remains tied after the first round of penalty kicks, players from each team, starting with the players not used in the first round of penalties and then using all the players from each team again, will rotate in a sudden death penalty kick format until one team scores unanswered.

## Field Dimensions, Goal Box, Plane of the Goal / Net Interference, Player Uniforms, Game Balls, etc.

- Field Dimensions
  - 18 Yards x 36 Yards
- The Goal Box:
  - There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box.
  - If the ball comes to a rest in the goal box, or on the goal box line, 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 box is considered in the goal box and an extension of such.
    - If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team.
    - If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored.
    - The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.