

## Cecil Soccer League 3v3 Tournament Rules:

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to Extreme 3v3 Event Staff.

**Games:** Each team guaranteed 3 games minimum, weather permitting.

**Field Dimension:** The 3v3 field is 30 yards wide by 40 yards long. The goal box, a 12ft arc (semi-circle) is directly in front of the goal. No player may touch the ball within the goal box; however a player may move through or play a ball through the goal box. If a defender touches the ball within the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, a goal kick is awarded to the defensive team.

**Game Duration:** The game shall be played in two 15-minute halves separated by a 5-minute halftime period. Games tied after regulation shall end in a tie, except in playoffs and the championship game. Teams have a 15 minute period between games to report to field; a team must be on the field at the scheduled start time otherwise that team shall forfeit the match.

**Playoff/Championship Overtime:** Golden Goal wins the match. Starting possession will be determined by a coin toss.

**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. 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.

**Goal Differential Rule:** The maximum goal differential between the score of any game should not exceed seven goals. Any team that wins a game by more than seven goals is subject to a loss of points in the standings. Please refer to the "Scoring" section of these rules.

**Offside:** There are no offside calls in 3v3 Soccer.

**No Slide Tackling:** If a player is sliding, contact 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.

**Kick Off:** May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

**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.

**Kick In:** The ball will be kicked into play from the sideline instead of thrown in. A kick-in is indirect.

**Free Kicks:** All free kicks are indirect, except corner and penalty kicks.

**Goal Kicks:** May be taken from any point of the end line.

**Penalty Kicks:** Shall be awarded if, 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.

**Number of Players:** Each team can register no more than six players. No more than three players for a team are allowed on the field at any time. All players must be registered with Cecil Soccer League in the recreation program. Travel team players are not eligible to participate.

**Uniforms:** Teams will wear Cecil Soccer jerseys; home team is red, away team is white/yellow. If an entire team has matching shirts other than the Cecil Soccer jerseys, those may be worn as long as they do not conflict with the other team.

**Player Substitutions:** Teams can substitute at any dead ball situation, with the permission from the referee. All players need to enter and exit at the half line.

**Player Ejection:** Referees have the right to eject a player from the game for continual disobedience or as a result of an act that warrants sending off. The team may then continue with the remaining players. The ejected player will be suspended for the following game.

**Scoring (in group play):** Games will be scored according to the following:

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

If a team wins a game by more than seven goals, the following deductions shall be made:

- 8 goal differential = loss of 1 point
- 9 goal differential = loss of 2 points
- 10 goals or more differential = loss of 3 points

**Tiebreakers:** In group play, the following criteria will be used for tiebreakers:

Between Two Teams:

1. Head to head results
2. Total goals allowed in group play (lower total wins)
3. Total goals scored in group play
4. Shootout (best of 5)

Between Three Teams:

1. Head to head results
2. Goal differential in head to head games
3. Goals allowed in head to head games
4. Goals allowed in group play
5. Shootout (best of 5)

**Unsportsmanlike behavior toward referees, coaches, parents, players or tournament officials will not be tolerated and are grounds for ejection from the tournament and the grounds.**