



## ETFC 3v3 Challenge Cup Tournament

**TOURNAMENT DATE & TIME:** The tournament will be held on **Saturday June 3, 2017**. All age groups will play on Saturday. Preliminary games will begin at 9 am. All teams will have a minimum of 4 games. The top teams in each bracket will play in a final.

**REGISTRATION DEADLINE:** The registration deadline is on **Sunday May 21, 2017**.

**GAME TYPE:** All games will be 3v3 with one referee and no off-sides.

**FIELDS:** All games will be played at Willamalane Center for Sports and Recreation, Springfield, Oregon.

### FIFA RULES APPLY IF NOT MODIFIED WITHIN

**PLAYER REGISTRATION:** All players must be registered on their teams' registration form before the tournament begins. Roster changes must be submitted to the registration table at least 30 minutes before a team's first game. Any team or player determined by the event director to falsified age will be dismissed from the tournament. All participants must have a player pass from OYSA, other state soccer organizations, USSF affiliates, or US Club Soccer. Age groups in this tournament will be based on the calendar year of birth in conformance with the US Soccer birth year initiative. We will use the 2016-17 season birth year chart. Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee.

U8 → oldest player born in 2009

U13 → oldest player born in 2004

U9 → oldest player born in 2008

U14 → oldest player born in 2003

U10 → oldest player born in 2007

U15 → oldest player born in 2002

U11 → oldest player born in 2006

U16 → oldest player born in 2001

U12 → oldest player born in 2005

U19 → oldest player born in 1998

**NUMBER OF PLAYERS:** Five is the maximum number of players on a team; three field players and two substitutes. There are no goalkeepers in 3v3. No change or substitutions to rosters are allowed after a team's first game. All rosters are final upon completion of the team's first game. No Exceptions! **Players may not be rostered on more than one team in this tournament.** Any team using a player not listed on their tournament roster will forfeit that game.

**SUBSTITUTIONS:** Substitutions may be made at any time at the half line.

**EQUIPMENT:** All players must wear shin guards. No jewelry of any kind may be worn. No taping of jewelry is allowed. Medical identification bracelets are the only exception and should be taped. Any player without shin guards will not be allowed to play. Teams must wear shirts of the same color. Teams must have matching dark and light shirts, and the designated home team will change if there is a color conflict. Numbers on the jerseys are not required.

**BALL SIZES:** U7 - U12 → size 4 U13-U18 → size 5 Game balls are provided by the Tournament and shall be returned to the Center Referee at the completion of the game.

**FIELD DIMENSIONS:** The playing field is 40 yards long by 30 yards wide for ages U11 and higher. U8-10 age groups play on a 30 by 20-yard field.

**GOAL ARC: No player is allowed to step inside the goal arc or touch the ball inside the goal arc.** If the ball stops in the goal arc after a defensive player touches the ball, it is a corner kick. If the ball stops in the goal arc after an offensive player touches the ball, it is a goal kick. The goal arc has a radius of 7 ft, directly in front of the goal. The point of the “Goal Arc” is to prevent any goalkeeper positioning. There is no ball contact allowed within the goal arc, however players may pass a ball through the goal arc.

If a defensive player moves into the goal arc to save a goal attempt, a penalty kick is awarded. If an offensive player reaches inside the goal arc to redirect a goal attempt, the goal is disallowed and a goal kick is awarded.

Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such.

**GAME DURATION:** The game shall consist of two 12 minute halves separated by a two minute halftime period. Games tied after regulation play shall end in a tie except in playoffs. There are no time outs in 3v3 soccer.

**TIMELY START OF GAMES:** Each team must have a minimum of three players on the field. If a team does not have at least three players ready at the scheduled kickoff time (“ready” means in uniform, checked in with the referee and on the field of play), it will be allowed three minutes to assemble three players. A team, which does not have three players ready within three minutes after scheduled kickoff time, or which falls below three players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.

**GAME RESULTS:** At the conclusion of the game, referee checks in with both teams to verify the result and hands in the game card to the tournament table. Home team is listed first on the game card.

**TEAM AND FAN AREAS:** Fan areas will be established on the opposite side of the field from the teams. Team areas extend 10 yards on each side of the halfway line. The Team area is two yards back from the touchline. **All coaches must remain on the same side of the field as their team. The maximum number of coaches, assistant coaches, and team managers allowed on the player’s sidelines during a game is 3.**

**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.

**SCORING (IN POOL PLAY):** Games will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss.

**TIEBREAKERS:** In round robin play, a team will receive three points for a win and one for a tie. If two or more teams are tied on points after round robin play, the following tie-breakers will be used:

1. Head to head play (only if two teams are tied)
2. Best total goal differential (up to + or – 3 goals per game)
3. Fewest yellow and red card points received. A yellow card is one point and a red card is two points. If a player receives a red card for having received a second yellow card, the team receives two points.
4. Fewest goals allowed.
5. Coin toss conducted by tournament director(s). Team representatives may or may not be present at option of the tournament director(s).

If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with #1. (For example, if teams A, B and C are tied on points, tiebreaker #1 does not apply. If tie-breaker #2 sees teams A and B tied on goal differential, with a better goal differential than team C, team C is eliminated. The next tiebreaker to be applied is head to head play between teams A and B.)

All forfeited games will be treated as a 2-0 win for the non-forfeiting team, unless the game was already played and the non-forfeiting team won by a greater margin.

**PLAYOFF OVERTIME:** 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. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same 3 players will rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

## **THERE ARE NO OFFSIDES IN 3v3 SOCCER**

## **NO SLIDE TACKLING IN 3v3 SOCCER**

**FIVE YARD RULE:** In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

**KICK-INS:** The ball shall be kicked into play from the sideline instead of thrown in.

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

**GOAL KICKS:** May be taken from any point on the endline, and not in the goal box area.

**KICK OFF:** Is an indirect kick and may be taken in any direction.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

**PLAYER EJECTION (RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with their remaining two or three players, however if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The tournament director will decide suspension from additional games.

**FORFEITS:** Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

**PROTESTS:** There shall be no protests.

**SIDELINE BEHAVIOR:** A coach may not enter the field of play except upon the referee's signal. Coaches, players, parents and spectators shall not harass or distract players or referees. Infraction of these rules will result in a caution, followed by ejection and appropriate disciplinary action as determined by the Tournament Director. No coach is to make derogatory remarks or gestures to the referee, players or spectators. Spectators are expected not to coach.

**ALCOHOLIC BEVERAGES, GLASS CONTAINERS, AND SMOKING ARE PROHIBITED ON ALL FIELDS. NO EXCEPTION!!!!!!!!!!!!!!**

**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 instance of such conduct will disqualify the responsible team from the event.

**PLAYER SAFETY:** A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

Coaches should be aware that SB 721, enrolled as [2013 Oregon Laws Chapter 489](#), is effective January 1, 2014. If a player exhibits signs of concussion following an observed or suspected blow to the head or body, a coach is prohibited from allowing that player to participate in any competition until the player has been cleared to return to play by a health care professional.

**REFUND POLICY:** A refund is given only when a request is made prior to the application deadline minus a \$50 administrative fee. No refunds will be given after the application deadline. Tournament cancellation: If the tournament is cancelled by the hosting organization prior to the day of the tournament a full refund will be given. If the tournament has to be cancelled on game day a credit will be given toward the entrance fee to next year's tournament. This credit will be proportional to the number of games played.

**TRAINER:** There will be no trainer on-site.

**GENERAL:** The tournament director's interpretation of the foregoing rules and regulations shall be final. The tournament director reserves the right to decide on all matters pertaining to the tournament.

If a game is suspended due to weather problems, field conditions, or other situations beyond the tournament's control, after completion of half the game, that game shall be considered complete and official. If a game is temporarily suspended for any of the foregoing reasons before completion of a full half, each team involved must check with tournament headquarters for instructions.

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR**