CLOUD-9 SPORTS LEAGUE

3v3 Tournament Rules

Game Duration:

1. The game shall consist of two 12-minute halves separated by a two-minute halftime period.
2. 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.
3. 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 game (the referee should communicate any shortened time to each team).
4. The Referee has the official time on the field.

Substitution: Substitutions may be made during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee. **Substitutions may NOT be made on the fly!**

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:

1. **KICK OFF**: May be kicked in any direction. You can score directly from a kickoff, provided the ball is touched/moved by player 1 and player 2 can strike the ball into the goal (the kickoff is an indirect kick).
2. **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. This is an indirect kick, and a goal cannot be scored from this kick. **NO DRIBBLE IN IS ALLOWED**.
3. **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.
4. **GOAL KICKS**: May be taken from any point on the end line. All Goal Kicks are indirect kicks.
5. **PENALTY KICKS**: Shall be awarded if the referee's opinion, a scoring opportunity was nullified by an infraction. 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.

HEADING: Heading the ball is allowed in all ages.

6 GOAL DIFFERENTIAL RULE: All age divisions and skill levels will implement a 6 Goal Differential Rule, where a team that is down by 6 goals or more may add a "4th player" to the field, while the team leading by 6 goals or more must still play with 3 players on the field. When the goal differential drops to a 5-goal differential, the team with 4 players on the field of play must remove 1 player to go back to a 3v3 situation. This scenario will continue for the entire game, based upon the score of the goal differential. The Referee will be responsible for letting the coaches know when it is appropriate to add a 4th player, and when to remove the 4th player from the field of play. Coaches may choose not to add the 4th player at their discretion, and roster size.

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 (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, unless 2 players touch the ball before a goal is scored.

There are <u>NO Goalkeepers</u> in 3v3 Soccer.
<u>NO Off sides</u> in 3v3 Soccer.
Field Dimensions: The playing field is 35 yards long and 25 yards wide for all age divisions and skill levels.

The Goals: Approximately 4 feet high and 6 feet wide.

The Goal Box: The goal box is approximately ten feet wide by eight feet deep located directly in front of the goal.

1. 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.
2. 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.
3. 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.
4. 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.
5. 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.
6. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

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All players <u>must</u> wear shin guards.

Game Balls / Sizes:

1. Teams are responsible for providing game balls.
2. **Ball Size 3** = kindergarten, 1-2nd grade
3. **Ball Size 4** = 3-4th, 5-6th grade
4. **Ball Size 5** = 7th grade and above

Forfeits:

1. Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee.

2. All forfeits must be approved by the Cloud 9 Tournament Director before the game is considered an official forfeit.

3. The Cloud 9 Tournament Director has the option to replay a forfeited game if deemed necessary.

Playoff Overtime:

Pool Play Games shall end in a tie if the game is tied at the end of regulation. Only Playoff Games shall play into overtime.

Golden Goal Overtime Period. Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team scores in the 3 minutes then you will play another 3 minutes until the first team scores.

NUMBER OF PLAYERS PER TEAM: 6 is the **maximum** number of players on each team's roster: 3 field players and 3 substitutes, but teams are allowed less than 6 players if they choose. (A team must have a **minimum** of 3 field players). Players may only play on one team per division.

Championship Bracket Round Seeding:

Championship Bracket seeding for each division will be determined by Win/Loss record for each team. A forfeited game is scored as a 12-0 win for the team that is present.

Referees will provide the winning coach a scorecard, which must be turned into Cloud 9 Tournament Director immediately following the game.

For games where the scorecard is not turned into the Cloud 9 Tournament Director a verbally communicated score will be accepted until the scorecard can be produced.

Seeding Tiebreakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed.

When (2) two teams from one pool are tied in record following Pool Play games, ties between the two teams will be broken by the following:

1. The team that won the game in Head-to-Head competition will be the higher seed.
2. If the game between those two tied teams resulted in a tie, or if the two tied teams did not play each other for any reason refer to the 3-team tie breaker.

When (3) three or more teams from one pool are tied in record following Pool Play games, ties between the three or more teams will be broken by the following:

1. Head-to-Head results / head-to-head win-loss record in head-to-head games between the three tied teams
2. Goal Difference in head-to-head games between the three or more tied teams
3. Goals Against in head-to-head games between the two or more tied teams
4. Goal Difference in pool play games for the two or more tied teams.
5. Goals Against in pool play games for the two or more tied teams.
6. Goal Difference in all games played for the two or more tied teams.
7. Fewest Goals Against in all games played for the two or more tied teams.
8. If only two teams are still tied at this point, revert to the two team tie breaking rule (but do not revert to the two team tie breaking rules prior to this step). If still tied in record, proceed to next step.