

3 v 3 NEON SOCCER TOURNAMENT

Division	Age/Grade Requirement	Form at	Goalie	Ball Size	Game Length	Guaranteed Games
U8	Born in 2017	3 x 3	No	3	(2) 12-minute halves	4
U9	Born in 2016	3 x 3	No	4	(2) 12-minute halves	4
U10	Born in 2015	3 x 3	No	4	(2) 12-minute halves	4
U11-U12	Born in 2014 - 2013	3 x 3	No	4	(2) 12-minute halves	4
Middle School	Enrolled in 6 th -8 th Grade	3 x 3	No	5	(2) 12-minute halves	4

Registration:

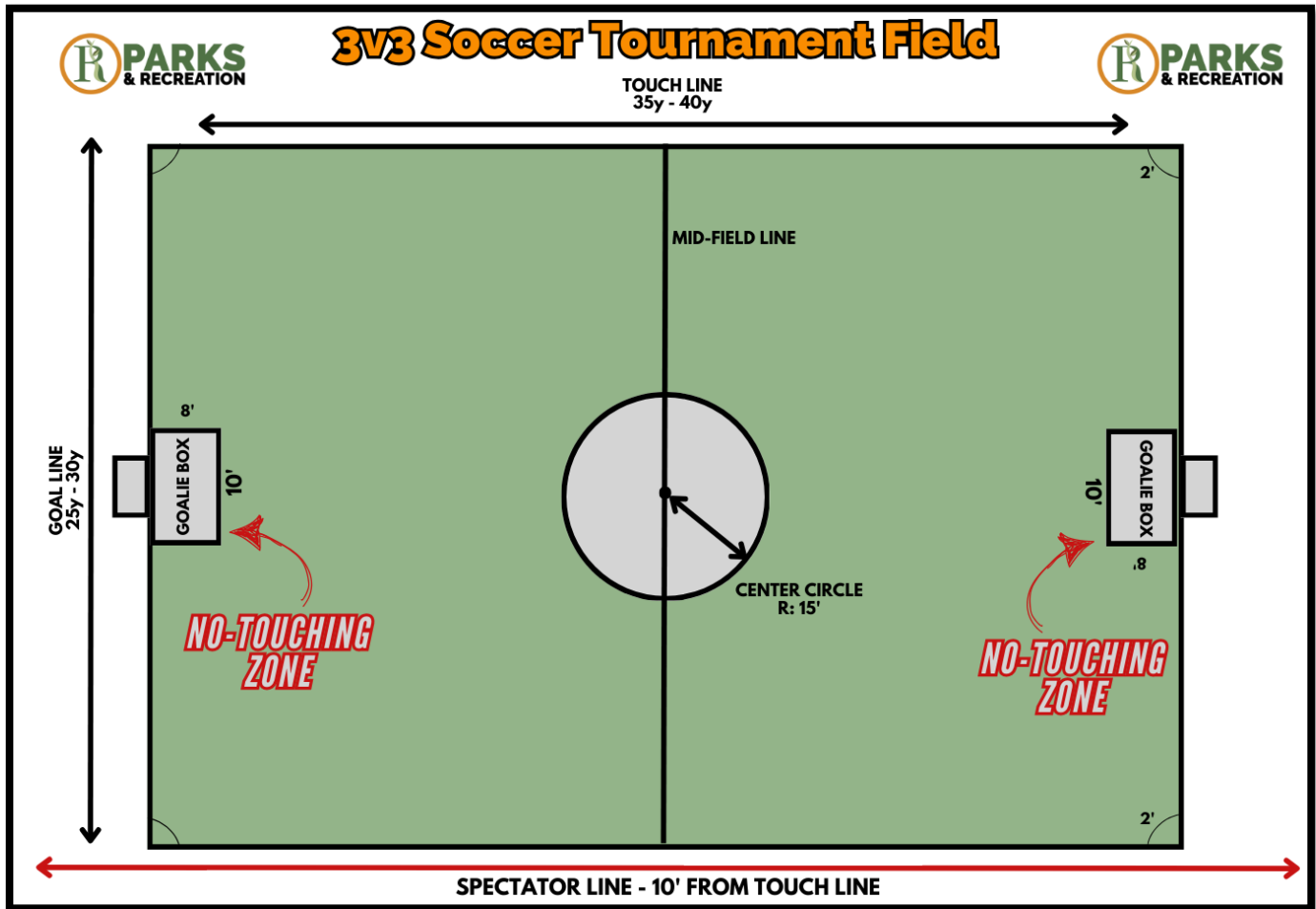
September 16th – October 16th

Tournament Dates:

October 24th & October 25th

Coaches

There should be no more than three (3) coaches per team. Coaches may not cross the midline and shall remain near their team's sideline area.



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The Goal Box Area and Scoring Goals

All games will be played on goals with reduced dimensions (4' h x 6' w). No player may touch the ball within the goal box, however any player may move through the goal box. If any part of the ball or player's body is on or across the line, it is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. 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, regardless of which team touched it last, a goal kick is awarded to the defensive team.

A goal may only be scored from within the team's offensive half of the pitch. This means that teams cannot score with a direct shot from the halfway line or from within their own half. If they do happen to score directly from their defensive half, they are not given a point. A goal kick is instead awarded to the opposition team. If a defensive player kicks the ball across the halfway line and the ball hits another player before scoring, then the goal stands.

Substitutions

Substitutions may occur at any dead ball situation. Players must get the referees attention to enter and exit. Players should wait to enter field from the half-field mark only.

Kick Offs

May be kicked in any direction. You cannot score directly from a kickoff (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kickoff is an indirect kick.

Kick-ins

The ball shall be kicked into play from the sideline, rather than thrown in. There will be no throw-ins. The ball must come to a stop, then may be kicked into play as quickly as possible. 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.

Direct and 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, but not in the goal box. 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 the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions and will not be a live ball. If a goal is not scored, the defense obtains possession with a goal kick.



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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.

Goal Keepers / Off-sides / Slide Tackling / Five Yard Rule

There are no Goalkeepers in 3v3 Soccer, there is no offsides, and no slide tackling is allowed. 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.

Hand Ball 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) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Uniforms and Equipment

- a. Teams must wear matching colors with jerseys displayed outside or over any jackets. Team colors must differentiate from the opposing team. In the event teams have similar colored jerseys and neither team has an alternate jersey, colored pennies will be provided for the away team. Jerseys can be DIYed since this a neon tournament. We welcome creativity!
- b. Shoes, shin guards, and tall socks covering the shin guards are required for all players.
- c. Earrings, bracelets, watches, and all jewelry are prohibited and shall not be worn during play.

Tie-Breakers and Overtime

In the event of teams being tied in the standings, the following procedure shall be used to determine the group winner:

1. Head-to Head; winner of game played between the two tied teams (In the event of a 3-way tie, head-to-head is thrown out)
2. Goals Allowed. If there is still a tie, proceed to step 3.
3. Goal Differential. If there is still a tie, proceed to step 4.
4. Coin Flip

In bracket play, there will be no ties (with the exception of a consolation game). Overtime will consist of a single 3-minute period, with sudden death scoring. If the score remains tied after overtime, the three players on the field at the end of will participate in a three-round PK shootout, with 3 players selected from each team.

The Recreation Superintendent reserves the right to make final determination on any rules or interpretations that may arise throughout the tournament.

Behavior that threatens the integrity of the Parks and Recreation program, staff, facilities, or its participants will not be tolerated. Violations may result in individuals being permanently suspended from programs offered by the Parks and Recreation Department.

