

KANSAS CITY 3v3 TOURNAMENT RULES

PLAYER ELIGIBILITY:

All players must be registered on their respective team's 3-v-3 roster which must be completed online at www.htgsports.net. Rosters will be frozen at the completion of the first game. Players may only participate in one team per division. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

ALL PARTICIPANTS MUST CARRY PROOF OF AGE (PLAYER PASS, DRIVER'S LICENSE or BIRTH CERTIFICATE).

TEAM ELIGIBILITY: Any team or group may enter our 3 v 3 tournaments. They need not necessarily be from the same club team. They must enter the correct age division based on the age of their oldest player and the correct skill level division. Any team that withdraws after the deadline will forfeit their entry fee.

SKILL DIVISIONS: Teams may register onto the premier/competitive division OR the recreational division. A team's skill level will be based upon playing experience. Teams with a combined three years or more competitive experience will be classified as competitive teams. (i.e., If three players have one year of competitive experience or if one player has three years competitive experience). All other teams will be classified as recreational unless the team opts to play in the competitive divisions.

NUMBER OF PLAYERS: The maximum number of players on a team will be 6 and the minimum will be 3.

BALL SIZE:

- U6-U7 size 3
- U8-U12 size 4
- U13-U19 size 5

AGE DIVISIONS FOR QUALIFYING TOURNAMENTS (held prior to January 1st):

Players will play in divisions based on the age of their oldest player. As with USYSA tournaments the cut-off will be January 1st. For example, players aged 11 on Jan 1st of the tournament year will participate in the U12 division.

PLAYER EQUIPMENT: Every player must wear shin guards. Numbers are NOT required but are recommended.

SUBSTITUTIONS: Substitutions may be made at any dead-ball situations, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field. There are no substitutions on the 'fly'.

COLOR CONFLICT: In cases where the referee deems there to be a color conflict the home team (listed first on the official schedule) will be responsible for changing their uniforms.

TOURNAMENT EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls.

FIELD & GOAL DIMENSIONS: The playing field is 40 yards long by 30 yards wide.

THE GOAL BOX: The goal box, ten feet wide by six feet long, is directly in front of the goal. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box. If a defender touches the ball in 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.

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 the playoffs. A team will be forfeited, at the discretion of the referee, if they are not present at game time.

GOAL KEEPERS: There will be no goalkeepers.

GOAL SCORING/LIVE BALL: Shots on goal must originate past the offensive half of the field for them to count as a goal. Own goals can be scored from anywhere on the field. Balls kicked into the goal from defensive half will result in a goal kick.

PLAYOFF OVERTIME: Overtime shall consist of a 3-minute sudden death period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided by a shootout. 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 alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes 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. Shoot outs are taken from the half field with no goalkeepers.

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

OFFSIDE: There are no offside violations.

SLIDE TACKLING No slide tackling will be allowed. Players can, however, slide for a ball that is going out of bounds, if no other players are around.

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 foul.

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 except for corner kicks and penalty kicks.

GOAL KICKS: May be taken from any point on the end line.

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 an infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the 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 off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions).

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: If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

1. Head-to-head (not used if more than two teams are involved in the tie breaker)
2. Goal difference (i.e., goals scored minus goals allowed with a 4 goal maximum)
3. Most shutouts
4. Fewest goals allowed
5. Most goals scored (no maximum)
6. Sudden death Penalty Kicks

PROTESTS: No protests will be allowed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

QUALIFYING TO THE NATIONAL TOURNAMENT The top 4 teams in each age division will qualify for the Kick it 3v3 Regional finals and Soccer Live 3v3.

TOURNAMENT DIRECTOR: In the event of a misapplication of the official 3-v-3 Rules, the tournament director reserves the right to overturn a referee decision. The event director has final authority regarding all event disputes and issues.

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