



2017 Rock On! 3v3 Soccer Tournament

Youth Division Rules

FIFA RULES APPLY IF NOT MODIFIED WITHIN TOURNAMENT RULES:

All players must be registered with a US YOUTH SOCCER STATE ASSOCIATION or a US SOCCER FEDERATION (USSF) affiliate member (i.e., **Washington Youth Soccer** [WYS], **AYSO**, **U.S. Club Soccer**). Teams will be placed into divisions based upon age and gender. Teams that span more than one age group will be placed into the division of the oldest player on the team; co-ed teams will be placed in the boys' division. Based upon registration of teams, age groups may be combined if necessary. All teams are guaranteed a minimum of three games for the tournament.

AGE GROUPS for the 2017 Rock On! 3v3 Soccer Tournament:

U8	Born in the year 2009 or later
U9	Born in the year 2008
U10	Born in the year 2007
U11	Born in the year 2006
U12	Born in the year 2005
U13	Born in the year 2004
U14	Born in the year 2003
U15	Born in the year 2002
U16	Born in the year 2001
U17/18	Born in the year 1999 or 2000

PLEASE NOTE:

Age groups are based on 2016-2017 season. Teams should register for the age group they played in *last* fall (2016) or this spring (2017), *not* the age group they will be playing in in September 2017.

TEAM FORMATION:

Teams may be comprised of players from different league teams and/or clubs as long as the **appropriate paperwork for all players on the roster accompanies the team registration**. Every player must provide **proof of being properly registered** with a USSF affiliation, **proof of age**, and **proof of insurance** through the USSF organization. If a current WYS player, a registrar-signed roster meets all of these requirements. North Whidbey Soccer Club (NWSC) players who played in the Fall 2016 and/or Spring 2017 season(s) are automatically eligible for participation. If other than a WYS player, proof of USSF affiliation (copy of player card), proof of age (copy of birth certificate or passport), and proof of insurance through the USSF organization must accompany the team's registration form. Players who wish to participate but who are not currently affiliated with a USSF member, may register through North Whidbey Soccer Club prior to being placed on a team roster; proof of age must be verified before individual registration is complete. Successfully completed NWSC individual registration meets all player requirements. Any team or player determined by the Tournament Disciplinary Committee to have falsified age will be ejected from the tournament.

ROSTER CHANGES:

Roster changes may be made up to five days prior to the event, providing the team's age division is not affected by the change. In special circumstances, a player may be replaced up to the start of the first game with approval of the Tournament Director. A coach or a player may make a change, but the request must be accompanied by all appropriate paperwork. The person making the change must have the WYS Player Replacement Form filled out and the player must meet the following criteria: (1) Player has the appropriate travel papers, (2) Player has proof of age, (3) Player's birth date qualifies the player for that age division, (4) Player's skill level qualifies the player for that skills division, (5) Player can provide proof of WYS insurance coverage. No roster changes may be made once the team begins its first game.

NUMBER OF PLAYERS:

The maximum roster size for teams U11 and older is **five** players; the maximum roster size for teams U10 and younger is six players. A team must have a minimum of two field players. Players may play on only one team per division. The game is played with a maximum of three players per team on the field; there are no goalkeepers in 3v3.

TEAM CHECK-IN:

Team check-in will be available the day before the start of the tournament at the Tournament Headquarters tent located at the tournament fields. If unable to check in during this time period, teams may check in at least 60 minutes prior to their first game. Team managers must



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present **proof of permission to travel** if from outside WYS. No team will be allowed to play without having provided all of the required information for every player, all of which should accompany the initial team registration. No refunds will be given for teams who have failed to provide the required information by check-in.

TEAM UNIFORMS:

All players must wear like-colored jerseys/shirts during play. In the case of color conflict, the home team will change jersey colors. The first team listed on the schedule is considered to be the home team. The referee must approve any proactive casts worn by players. Hard casts or braces with exposed metal will not be allowed. No jewelry may be worn, including earrings, necklaces, and bracelets. The only exception will be players wearing medical bracelets. All players must wear shin guards. Any player without shin guards will not be allowed to play. Unique numbers are required on all jerseys.

TOURNAMENT EQUIPMENT:

Game balls will be provided by the tournament.

U8-U12: Size 4

U13-U18: Size 5

FIELD DIMENSIONS:

The playing field is 40 yards long by 30 yards wide.

THE GOAL BOX (NO-PLAY ZONE):

There is a No-Play Zone, which is a box in front of the goal that is approximately 10 feet wide and 6 feet deep. The goals are approximately 3½ feet high by 5½ feet wide. There is no ball contact allowed within the No-Play Zone. However, any player may pass *through* the No-Play Zone. If the ball comes to rest in the No-Play Zone, a goal kick is awarded, regardless of who touched the ball last. Any part of the ball or the player's body on the line is considered *in* the No-Play Zone and is treated as such. If a defender touches the ball in the No-Play Zone or in the plane of the No-Play Zone, a goal is awarded to the offensive team. If an offensive player touches the ball within the No-Play Zone or the plane of the No-Play Zone, a goal kick is awarded to the defensive team. The plane of the No-Play Zone extends upward from the No-Play Zone lines.

GAME DURATION/START AND END OF GAME:

All games start at the sound of the horn and end at the sound of the horn, no matter where the ball is on the field (shots on their way into the goal do not count if the ball reaches the goal after the sound of the horn). The game consists of two 12-minute halves with a 2-minute halftime period OR the first team to reach 12 goals, whichever comes first. Additional time will not be added for a delayed start. A coin toss will determine direction and possession before the start of the game. Pool games tied after regulation play will end in a tie. Semi-final and championship games that end in a tie will continue with overtime, as defined in "PLAYOFF OVERTIME" section. If a team is not present within 5 minutes after the scheduled game time, a 6-0 forfeit win will be recorded for the opposing team. There are no timeouts in 3v3.

DELAY OF GAME:

Any player may be cautioned with a yellow card and the ball turned over to the other team, if it is deemed by the referee that the player is intentionally wasting time; for example, if a player intentionally kicks the ball a long distance away from the playing field in order to waste time. If a player, coach, or fan holds a ball that goes out of bounds instead of putting it right back into play, and the referee deems it to be a time-wasting tactic, a turnover will be called and the opposing team will take a free kick.

GOAL SCORING:

A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field. For the purpose of this rule, the halfway line will be considered part of the offensive half of the field. If a player in his or her 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.



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SUBSTITUTIONS:

Substitutions will be made on the fly. The player being subbed must be completely off of the field before the subbing player may enter the game. Players are to enter and exit at midfield.

THERE ARE NO OFFSIDES IN 3V3 SOCCER.

NO SLIDE TACKLING:

There is no slide tackling permitted. However, players may slide for a ball if there is no contact or intent to contact an opposing player. For example, a player may 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 kick-offs, 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 will be placed five yards from the goal area in line with the place of the penalty.

KICK-INS:

The ball will be kicked into play from the sideline instead of thrown in. The ball is considered in play when it is touched by either team.

INDIRECT KICKS:

All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner kicks and penalty kicks.

GOAL KICKS:

Goal kicks may be taken from any point on the goal line, except within the No Play Zone.

KICK-OFF:

The kick-off is an indirect kick and may be taken in any direction.

PENALTY KICKS:

Penalty kicks will be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction and the infraction did not automatically result in a red card. It is a direct kick taken from the center of the halfway line with all players behind both the halfway line and the player taking the kick. If a goal is not scored, the defense obtains possession with a goal kick.

HAND BALLS:

Deliberate handling of the ball that denies the opposing team a goal or an obvious goal-scoring opportunity will result in a penalty kick being awarded. Additionally, the player committing the foul may be sent off and shown a red card (at the referee's discretion).

CAUTIONED PLAYERS (YELLOW CARD):

Receiving two yellow cards in one game will result in a red card. Any player accumulating three yellow cards during the tournament will automatically be suspended for their next game in the tournament (no exceptions).

PLAYER EJECTION (RED CARD):

Referees have the right to eject a player or coach 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 two, three or four players. However, if the player receiving the red card was on the field of play, the team must complete the rest of the game a player short on the field. The player receiving the red card will automatically be suspended for his or her next tournament game (no exceptions). Players that are red carded must leave the immediate playing area, including the fan and team areas.

Within 48 hours of the end of the tournament, the Disciplinary Committee Chair will report the issuance of yellow and red cards to players' home state associations.



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Should circumstances warrant, players, coaches or fans receiving yellow or red cards may be subject to additional penalties and/or sanctions imposed by their home club, league or state association within their respective jurisdiction with regard to any matters arising from the tournament or games.

SCORING (IN POOL PLAY):

Games will be scored as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- 1 point for each goal for the first 3 goals

Accumulated points during pool play will determine seeding for semi-final or final matches. Semi-final games will be used to determine participants in the championship match if the number of teams in the bracket warrants them. Otherwise, the first- and second-place teams after pool play will advance to the championship match.

TIEBREAKERS:

If two teams are tied in record, and if one team forfeited a game, the team that forfeited is the lower seed. In pool play, ties between two or more teams will be broken by: (1) head to head results between the tied teams, (2) goal difference in pool play games, (3) goals against in pool play games, (4) shootout. Ties in record between two teams who have tied each other will be broken by: (1) goal difference in pool play games, (2) goals against in pool play games, (3) shootout. Each tie-breaking criterion is carried out to its fullest in determining the seeds in ties between three or more teams. When a criterion establishes only partial seeding in ties between three or more teams, leaving the remaining two teams tied, the tie-breaking process starts over with the first criterion.

PLAYOFF OVERTIME:

Playoff overtime will be a 3-minute overtime period with a coin toss to decide kickoff and direction. If the game remains tied after the 3-minute overtime period, the winner will 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 three 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 two 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.

FORFEITS:

If a team is not present within five minutes of the scheduled game time or if it does not have a minimum of two field players to start the game, that team will forfeit the match and a 6-0 win will be recorded for the opposing team. 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.

MATCH AND SCORE REPORTING:

Referees will report match results, cautions, and ejections to the Tournament Headquarters immediately following each match. If referees do not have time to deliver the results before their next match, they may designate another individual to run them to the HQ tent.

PROTESTS:

REFEREE JUDGMENT CALLS ARE NOT GROUNDS FOR PROTEST. Formal protests must be submitted to the Tournament Director within 30 MINUTES of completion of the game by the coach of the team that is protesting. The protest fee will be the amount of one entry fee. The only acceptable form of payment is cash. If the Disciplinary Committee rules in favor of the submitting party, the protest fee will be returned. The Disciplinary Committee will make a decision within 30 minutes of the protest form being submitted. No protest will be heard until the fee is paid and the appropriate paperwork is completed. All decisions made by the Disciplinary Committee are final and not subject to appeal.



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SPORTSMANSHIP:

Players, coaches and spectators are expected to act with good sportsmanship at all times. Fighting will not be tolerated! Players, coaches, and fans guilty of fighting will be banned for the duration of the event. Abuse of the referee, verbal or otherwise, will not be tolerated. The referee will have the authority to eject any offending party. Any indication of such behavior by a player, coach, or parent will result in immediate ejection from the tournament site. The purpose of this tournament is to play soccer and have fun.

REFUNDS:

If the *Rock On! 3v3* is cancelled by the host organization prior to the start of the tournament, registration fees will be refunded to all pre-registered teams. If a portion of the tournament is cancelled by the host organization, that portion of the registration fee which is equivalent to the percentage of games not played will be refunded to participating teams. If a pre-registered team withdraws from the tournament for any reason, refunds will be given according to the following:

- 100% if withdrawn prior to the tournament registration deadline
- 50% if withdrawn prior to the date that is 5 days prior to the tournament
- No refund if withdrawn within 5 days of the tournament date

SITUATIONS OR OCCURRENCES that these rules do not address shall be left to the sole discretion of the Tournament Director. The Tournament Director has final authority regarding all event disputes and issues.

Rock On! 3v3 Tournament Director:

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