



## **RULES for VC Challenges 3v3 SOCCER 2003**

### **REGISTRATION**

All players must be registered on their respective 3v3 team roster. Roster changes, substitutions and additions must be made before the completion of a team's first game. Any team or player determined by the Event Director to have falsified age or skill level will be dismissed from the tournament.

**ALL PARTICIPANTS 16 years AND OVER MUST CARRY PROOF OF AGE** - drivers license, school ID, or a photocopy or their passport or birth certificate.

Teams will be placed into **DIVISIONS** based upon age, gender and playing experience. A team with any player that has three or more years of competition experience will be placed into the competitive division. Teams that span more than one age group will be placed into the division of the oldest, most experienced player on the team.

All players may play in more than one division however, the Tournament Director will not make scheduling concessions. Note: Tournaments have been arranged so adult players may play on one team within their division, as well as one team in the co-ed division without schedules conflicting.

### **NUMBER OF GAMES**

All teams will play a minimum of three (3) games in a round robin play format. Top four teams will advance into to the semi-final knock-out round.

### **NUMBER OF PLAYERS**

FIVE is the maximum number of players on a team. There are no goalkeepers in 3v3. **Co-ed teams** must have a minimum of one (1) female on the field at all times. A team must start the game with three (3) players. One or two players may finish the game. No changes may be made to the roster after the first game. Any changes to the roster must be approved by the Tournament Director.

### **TEAMS UNIFORMS & EQUIPMENT**

All players must have two like/similar soccer strips or T-shirts during play- one dark and one light. IF both teams are wearing the same colour, a coin flip in pool play will determine which team must change. In play-offs the higher seed will have the option of which colour they wish to play in.

Numbers on shirts are not required.

**Shin pads are MANDATORY.**

### **GAME BALLS.**

Ball size -	U8 – U12	size 4
	U13 and up	size 5

### **SUBSTITUTION:**

Substitutions are unlimited and done on the fly, but players must leave the field before the substitute enters. Both the player leaving and the substitute entering must do so from midfield line, turn-over of possession will be awarded otherwise.

### **FIVE (5) MINUTE FORFEIT**

All games must begin no later than five (5) minutes after the designated start time. A team must have three (3) players on the field within five (5) minutes after which the game will be forfeited. PA announces start and forfeit times. Forfeit games will be recorded as a 1 – 0 win to 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 play offs will be removed from the tournament.

### **FIELD DIMENSIONS**

Fields are thirty five (35) metres long and twenty four (24) metres wide.  
(U 8 fields are thirty (30) metres long x twenty (20) metres wide)

**THE GOAL BOX** is three (3) metres wide by two (2) metres long and 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 and is an extension of such. 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.

**GOALS** are six (6) feet wide x three and a half (3.5) high x three and a half (3.5) deep.

### **GAME DURATION**

It is the responsibility of the Coach or Team Captain to check the schedule for any changes the morning of the tournament; you will not be notified of any changes except if your first game time is changed.

Games will consist of **two (2) twelve (12) minute halves** separated by a two (2) minute halftime OR the first team to reach twelve (12) goals, whichever comes first. Play may continue but the score will not be kept once 12 goals are scored. Games tied after regulation time shall end in a tie, except in the play-offs when the [golden goal rule](#) will be enforced, followed by penalty kicks. There are no time-outs in 3v3.

Games are timed on a central clock and will begin and end at the same time over a public address system.

### **GOLDEN GOAL RULE**

Golden goal overtime will consist of one (1) five (5) minute period, with a coin toss to decide kick off and direction. The first team to score during that period will be declared the winner. If the game is still tied, [penalty kicks](#) will be taken to determine a winner.

### **PENALTY KICKS**

Penalty Kicks are awarded if an infraction occurs nullifying a scoring opportunity OR to determine a play-off game winner. Penalty kicks are taken from the CENTRE of the midfield line. All players must be behind the midfield line. After the penalty kick has been taken, the kicking team CANNOT play the ball until after a defensive player touches it or the ball rebounds off a the goal. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of overtime.

### **PENALTY KICKS TO DETERMINE A PLAY-OFF GAME WINNER**

The three players from each team that were on the field at the end of the final golden goal period will alternate taking the penalty kick. The team that has scored the most penalty kicks at the end of the first round wins. If it is still tied at the end of the first round, the same players will rotate in a sudden death penalty kick format until a winner is decided.



### **KICK – OFFS**

Kick –offs may be taken from midfield or the end line. The ball may be played in either direction and is noted as in-direct.

### **NO OFF SIDES**

### **NO THROW-IN**

The ball is kicked in from the sidelines.

### **GOAL KICKS**

Goal kicks may be taken from any point on the end line

### **DEAD BALL SITUATIONS**

Kick-offs, kick-ins and free kicks are all indirect, except for corner or direct kicks. The defensive players must stand at least two (2) metres from the ensuing kick. If the kick is closer than two (2) metres of the goal box, the ball must be moved until it is at least two (2) metres from the box.

### **NO SLIDE TACKLING**

Players can slide for a ball if there is no contact/intent to contact initiated. For example, a player can slide for a ball that is going out of bounds or in the goal as long as there are no players around.

### **PLAYER EJECTION (Red Card)**

Referees have the right to eject a player from the game for continued disobedience or a result of an incident that warrants a 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 entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions).

### **DISPUTES**

Only the captain may communicate with anyone on the Tournament Committee. Decisions by the Tournament Committee are final. Once play has resumed after a dispute, the problem is considered a dead issue.

The Tournament Committee has the right to disqualify a team for any of the following:

- a) Illegal Players – any player NOT on the original roster
- b) False Information – entry forms determine divisions by age, sex and experience
- c) Unsportsmanlike Behaviour – rough or dirty play will not be tolerated

### **EJECTIONS**

Referees have the right to eject players, coaches, or parents from the tournament. The game will not restart until the opposing player, coach or parent has been removed, yet the game clock will continue. If a player, coach or parent refuses to leave, the game may be forfeited in favour of the opposing team. All referees decisions are final.

**GOOD SPORTSMANSHIP** must be used by players, coaches, and spectators at all times. Abuse of the referees and tournament staff will not be tolerated and could warrant disqualification of the offending person and/or team from the tournament.

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



### **SPECIAL CO-ED RULES**

A co-ed team may be made up of any combination of male and female players. However, during play there must be at least one female player on the field at all times. A team may have up to three (3) females on the field at any one time.

### **DETERMINING WINNERS (Point allocation)**

Division Play:

3 points for a win  
1 point for a tie  
0 points for a loss

Ties taken in order by:

- goal difference (Goals FOR minus goals AGAINST)
- goals for
- goals against
- penalty kicks

### **WEATHER RELATED ISSUES**

V.C. Challenges 3v3 Soccer reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game time. You will not be notified about cancellations. In case of bad weather, call (09) 6303 999 or check the website [www.vc-challenges.co.nz](http://www.vc-challenges.co.nz).