

GSC 3v3 OFFICIAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER/TEAM REGISTRATION: All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age. Calendar year age divisions will be used based on birth year of oldest player on roster.

ROSTERS: If you need to make changes to your roster after registration, this must be completed at team check-in. All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get the referee's attention and enter and exit at the half-field mark only.

HEADING: USSF recommendations for heading will be followed. In 2005 and older age divisions heading will be allowed. In 2006 and younger divisions it will be DISALLOWED and any intentional heading of the ball will be given as an Indirect Free Kick. In the instance where 2006 and 2005 teams must be combined to create a playable division, then heading will be DISALLOWED and treated as a 2006 division for that purpose.

GENDER: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Co-ed division must have at least one female on the field at all times.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams listed as "Home" on the schedule are responsible for providing game balls. Preferred Ball Size for 2011's, 2010's, 2009's = #3; 2008's, 2007's, 2006's, 2005's = #4; 2004's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size. Players need dark and light jersey available (pinnies acceptable) in case of color conflicts. Uniforms do NOT require numbers or need to exactly match, but must be similar enough for referee to tell that the players are on the same team..

FIELD DIMENSIONS: Length - 40 yards, Width - 30 yards (2009's, 2010's, and 2011's age groups play on a 30 by 20 yard field)

GOAL BOX: The goal box, ten feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick 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. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. 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. The goals are a maximum of 4 feet high by 8 feet wide.

GAME DURATION: The game shall consist of two 10 minute halves separated by a two minute halftime period, OR the game shall end when A team reaches a 10 goal lead. Games tied after regulation play shall end in a tie, except playoffs (see PLAYOFF OVERTIME below).

GOAL SCORING: A goal may be scored when ball was last touched (by either team) on the offensive half on the playing field.

POOL PLAY SCORING: 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: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

PLAYOFF OVERTIME: TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period.

NO OFFSIDES AND NO SLIDE TACKLING

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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked into play from the sideline instead of throw in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner kicks and penalty kicks.

GOAL KICKS: May be taken from any point that is both on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER EJECTION (YELLOW/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 the player off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams still play with 3 on the field.

FORFEITS: A forfeit shall be scored as a 5-0 victory.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

**ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; PLAYER PASS, DRIVERS LICENSE, OR BIRTH CERTIFICATE.
SITUATIONS OR OCCURRENCES NOT ADDRESSED BY THESE RULES SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**