

### Cheney 3 V 3 Shoot-out Rules

*\* FIFA rules apply if not modified within \**

The following rules have been established in order to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the tournament.

Teams will be placed into divisions based on age and gender. Any team or player determined by the Tournament Committee to have falsified age will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on their roster.

1. **Player Registration:** All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. All players must be registered with US Club Soccer or another US Soccer affiliate.
2. **Falsifying Ages:** A team, player or coach determined by the Tournament Committee to have falsified age or identity will be dismissed from the tournament and potentially future events.
3. **Proof of Age:** All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).
4. **Age of Participants:** The age group of the team is determined by the birth date of the oldest player on the roster and is set for the age group the players will be playing in during the fall season.
5. **Number of Players:** Six is the maximum number of players on a roster; three field players and three substitutes. (A team must have a minimum of 2 players). Players may only play on one team. There are no goalkeepers in 3v3.
6. **Uniforms/Protective Casts:** All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine which team must change. In playoffs, the higher seed will have the option. The Tournament Director and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, necklaces and bracelets. The only exception will be players wearing medical bracelets.
7. **Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Tournament Committee will provide balls as follows: U8-U12 = Size 4; U13 & up = Size 5.
8. **Schedule Changes:** It is the responsibility of the Coach or Team Manager to check the schedule for any changes after each game (you will not be notified of changes after the Tournament has begun).
9. **Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.
10. **Field Dimensions:** The playing field is 40 yards long by 30 yards wide for all ages. The goals are 4 feet high and 5 feet wide.
11. **The Safe Zone:** The Safe Zone is an arched eight foot radius located directly in front of the goal. There is no ball contact allowed within the Safe Zone, however, players may pass through the Safe Zone as long as they do not touch the ball while in the area. If the ball comes to a rest in the safe zone, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the safe zone is considered in the safe zone. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team.
12. **Goal Scoring:** A goal may be scored from anywhere on the field. The only exception to this rule is you cannot score directly from a kick-off or a kick-in from the sidelines. The ball must be touched by another person, either offensive or defensive and you cannot score from inside the Safe Zone.
13. **Game Duration:** The game shall consist of two 15-minute halves separated by a 3 minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop.
14. **Forfeits:** Teams are given 5 minutes before a forfeit is issued by the referee. The Tournament Director has the option to replay a forfeited game if deemed necessary.
15. **Substitution:** Substitutions may be made "on the fly" or during dead-ball situations, regardless of possession. Players must enter and exit at mid-field.
16. **Delay of Game:** A player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.
17. **Playoff Overtime:** Shall consist of two complete three minute overtime periods with a coin toss to decide kick-off/direction. If no team has scored in the overtime periods or the score remains a tie, the winner shall be decided in a shootout with a coin toss to decide which team kicks first. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The kickers will rotate, alternating teams with each kick. The first round of shootouts will consist of each player on the field kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order until one team scores unanswered.
18. **No Off-sides!**
19. **No Slide Tackling:** If a player is sliding, no contact is 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.

20. **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) or 2.) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).
21. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions). All cards given during or after tournament play will be sent to Washington Youth Soccer for review and possibly further adjudication.
22. **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 remainder of the game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident). All cards given during or after tournament play will be sent to Washington Youth Soccer for review and possibly further adjudication  
 \*\*If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.
23. **Coach/Parent Ejection:** The Tournament Director has the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.
24. **Kick Off:** May be taken in any direction. You cannot score directly from a kick off.
25. **Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.
26. **Five Yard Rule:** In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be played 5 yards from the goal box in line with the direction of play prior to the penalty.
27. **Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.
28. **Goal Kicks:** Will be taken from any point of the end line.
29. **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. If a goal is not scored, the defense obtains possession with a goal kick.
30. **Scoring (In Bracket Play):** Games will be scored according to the following 10 point scale: 6 points for a win; 3 points for a tie; 0 points for a loss. Each goal counts as an additional point, up to 3 points for both winning and losing teams. 1 point is awarded for a shut-out. A forfeited game is scored as a 3-0 win (10 points) for the team that is present. **Referees will return scorecard to Headquarters Tent immediately following the game**
31. **Forfeits:** Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.
32. **Tie-Breakers:** For teams that are tied in points, advancement will be determined as follows: 1.) Head-to-head 2.) Goal differential 3.) Fewest goals scored on and 4.) Coin toss
33. **Protests:** Protests are strongly discouraged. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting.
34. **Weather Related Issues:** The Tournament Committee 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 lengths.
35. **Adult Coed Divisions:** There must be at least 1 player of opposite sex on the field at all times, i.e. 1 female/2 male or 2 female/1 male, all other 3 v 3 rules apply including scoring.

***\*\* The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. \*\****