

# **BLUE SKY 3 v 3 TOURNAMENT RULES**

## **(FIFA RULES APPLY IF NOT MODIFIED WITHIN)**

**PLAYER REGISTRATION:** All players must be registered on their teams' registration form and waiver before the tournament begins. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. All players must present proof of age at check-in and keep it with them throughout the tournament.

**PROOF OF AGE:** For youth teams - a birth certificate OR a signed Spring 2009 **outdoor** roster or player registration form from SDL, PAL, or NTSSA. No handwritten birthdates will be accepted. \*\*NTSSA Indoor ID cards WILL NOT be accepted.\*\*

**TOURNAMENT CHECK-IN:** Teams are required to arrive at check-in at least 30 minutes prior to their first scheduled tournament game. Teams will present proof of age for all players at check-in.

**PLAYERS:** SIX is the maximum number of players on a team; three field players at one time. Teams must have at least 2 players on the field for game to start or continue. Players may only play on one team per division. If there are multiple divisions in an age group (silver and gold), a player may play in both skill divisions.

**EQUIPMENT:** All players must wear shin guards and socks that COMPLETELY cover the shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. U6-U8 uses size 3 soccer balls (may use a size 4 if BOTH teams agree prior to the start of the game), U9-U12 uses size 4, U13-Adult uses size 5.

**FIELD DIMENSIONS:** Field sizes are based on age group and skill divisions. Field will be either 40 yards long by 30 yards wide or 30 yards long by 20 yards wide. The goals are approximately 4 feet high by 8 feet wide.

**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. 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. 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.

**GAME DURATION:** The game shall consist of two **12-minute halves** separated by a two-minute halftime period OR the first team to reach a 10 goal lead, whichever comes first. *Games tied after regulation play shall end in a tie, except playoffs, which will have a 3 minute golden goal period followed by a shootout, if necessary.*

**SUBSTITUTIONS:** Allowed at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

### **NO OFFSIDES AND NO SLIDE TACKLING**

**GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field. A team may not score in their defensive half of the field.

**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. Referees will warn a team once per game for not standing back five yards from the ball on a dead ball kick. After the first warning, violations of the five yard rule will result in a penalty kick for the offensive team

**KICK OFFS:** May be taken in any direction.

**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 and penalty kicks.

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

**CORNER KICKS:** Must be taken within one yard of the corner where the end line meets the sideline.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction or for repeated violations of the "five yard rule". A penalty kick is a direct kick taken from the top of the center circle on the offensive side of the midfield line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Players, including the player taking the penalty kick, are NOT to run when the ball is kicked. The penalty kick is over when the ball comes to rest.

**GAME TIME IS FORFEIT TIME:** Teams must be able to field a team (min. of 2 players) at game time.

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

**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. No additional points for goals scored or "shut-outs".

**SCORE REPORTING:** At the end of the game, the referee will give a scoresheet to the winning team. The winning team must turn the sheet in to tournament staff within 1 hour or the game will be scored as a 3-3 tie.

**PLAYOFF TIEBREAKERS:** In pool play, ties between three 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) playoff team shootout.

**PLAYOFF OVERTIME:** TEAMS WILL HAVE ONE 3 MINUTE "GOLDEN GOAL" If the score is still tied, the winner shall be decided by shootout. Teams may choose any 3 players on roster.

**PLAYER MISCONDUCT (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. The tournament director will decide suspension from additional games.

**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 TEAMS MUST PRESENT PROOF OF AGE FOR ALL PLAYERS AT CHECK-IN AND KEEP IT WITH THEM THROUGHOUT THE TOURNAMENT.**

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