



# Heat FC 3v3 Holiday Classic Information and Rules Summary

**Master Scoreboard/Schedule Changes:** It is the responsibility of the coach or team captain to check the Master Scoreboard schedule for any changes after each tournament game (you will not be notified of changes). A team will receive 6 points for a win, 3 points for a tie, and 1 point for each goal scored up to a total of 4. Tie breakers for pool play: head to head result, cumulative goal differential, cumulative goals for, cumulative goals against, penalty shoot out. Tiebreaker limits are 4 for goal differential, 8 for goals for, and 8 for goals against in any single game. For a forfeited game, the winner will be credited with a 2-0 win and awarded eight points. If neither team is present, a double-forfeit will result in a score of 0 points for both teams.

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the sportsmanship of their players and spectators.

**Skill Level:** Every attempt will be made to place teams in divisions based on their players' competitive experience.

**Waiver:** Every player, their parent or guardian if under 18 must read and sign the attached waiver form. It is the responsibility of each coach/manager, to complete and turn in the waiver form.

**Protests:** Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. The Tournament director or his designee is the final authority in all matters and reserves the right to alter the format to enhance fair play.

**Inclement Weather:** The Heat FC Holiday Classic 3v3 staff 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. Team entry fees are non-refundable.

## **The FIFA Laws of the Game shall govern tournament play, except as stated herein:**

**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 in pool play will determine which team must change. In playoffs, the higher seed will have the option. The Tournament Director and/or the assignor must approve players wearing protective casts. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until the Tournament Director and/or referee assignor re-approve the wearing of the protective cast. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be for players wearing medical bracelets.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls: U6-U8 = Size 3; U9-U12 = Size 4; U13 and up = Size 5.

**Game Duration:** The game shall consist of two 12-minute halves (10-minute halves for U5/U6) separated by a two minute halftime period OR the first team to reach a +10 goal differential, whichever comes first. 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 in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. In the event that a field is behind schedule, the referee may shorten the halftime period or limit warm-up time prior to game.

**The Goal Arc:** The ball must enter the goal arc area prior to any player entering area to play the ball. All players may pass through the goal arc area when the ball is not in the goal area; however, if a defender enters the goal area ahead of the ball and subsequently plays the ball (except when closely marking an attacker in possession of the ball), the attacking team is awarded a penalty kick. If an attacking player enters the goal area ahead of the ball and subsequently plays the ball, the defending team is awarded a goal kick. **THE GOAL ARC WILL NOT BE USED FOR THE U5/U6 DIVISIONS.**

**Substitutions:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players enter and exit at mid-field.

**Goal Scoring:** A goal may only be scored from the touch (offensive or defensive) within the offensive half on the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example: kick-off). If a player in their 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. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

**Off-Sides: No Off-sides in 3v3 Soccer**

**Throw-ins/Kick-ins:** When the ball passes over a touchline, play is resumed with either a throw-in or a kick-in by a player from the opposite team of the player that last touched the ball.

**Goal Kicks:** A goal kick is awarded to the defending team under the following conditions:

1. When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar, having last been touched by a player on the attacking team.
2. When an attacking player touches the ball within the goal area.
3. When an attacking player commits a foul within the goal area.
4. When a penalty kick fails to cross the goal line between the goal posts.

The goal kick is an indirect free kick that is taken from any point on the goal arc, by any player on the defending team. For the U5/U6 divisions, the goal kick is taken at any point along the goal line.

**Corner Kicks:** When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar, having last been touched by a player on the defending team, a corner kick is awarded to the attacking team. The goal arc rules stated above apply for the corner kick.

**Direct/Indirect Free Kicks:** All free kicks are indirect, except for a penalty kick. Players defending a free kick must be at least four (4) yards away from the ball. If a foul is committed by a defender in or within four (4) yards of the the goal area, an indirect free kick is taken from a spot four (4) yards from the point on the goal arc nearest the spot where the foul was committed.

**Penalty Kicks:** If a defender commits a goal arc violation, a penalty kick from the bottom of the center arc, with all players positioned behind the ball. If a goal is not scored, the defending team is awarded a goal kick. There are no penalty kicks in the U5/U6 divisions.

**Yellow and Red cards:** If a player receives two yellow cards (cautions) in a single game they will be ejected from the game (soft red card). A player receiving a red card will be ejected (sent off). A point will be deducted for each red card issued. The team can replace the ejected player in 3v3 play. The ejected player will be suspended from the team's next scheduled match.

**Slide Tackling: 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.

**THE TOURNAMENT DIRECTOR WILL HAVE FINAL SAY ON ALL DISPUTES AND INTERPRETATIONS OF TOURNAMENT RULES.**