

Kalida Classic 3v3 Soccer Tournament

August 13, 2011

OFFICIAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered on their teams' Application Form. All player Release Forms must be turned in to the registration tent 30 minutes prior to their first game. Any team or player determined by the Tournament Committee to have falsified age will be dismissed from the tournament. All players must carry proof of age (birth certificate) and be able to present it when requested by the Tournament Committee.

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| U-8 | 8 or under as of August 1 |
| U-10 | 10 or under as of August 1 |
| U-12 | 12 or under as of August 1 |
| U-14 | 14 or under as of August 1 |

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: FOUR 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 referees attention, enter, and exit at the half-field mark only.

EQUIPMENT: All players must wear shin guards. Any players without shin guards will not be permitted to play. Players with casts will not be permitted to play. Jewelry and body piercings must be removed.

Ball Size: The Tournament Committee is responsible for providing game balls. # 4 size ball will be used for U-8, & U-10. # 5 size ball U-12, U-14, & U-16.

CLOTHING: The Tournament Committee will supply a T-shirt for players to wear as their uniform jersey. Extra clothing may be worn under the provided tournament T-shirts.

FIELD DIMENSIONS: The field will be 20 yards wide and 30 yards long.

GOAL BOX: The goal box 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 within the goal box, a goal is awarded to the offensive 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. The goals are 3 feet high by 4 feet wide.

GAME DURATION: All games shall consist of two 12-minute halves separated by a 3-minute halftime period. Games tied after regulation play shall end in a tie.

GOAL SCORING: A goal may be scored from any location on the playing field, regardless if last touched by a defensive or offensive player.

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: Ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) total goal difference based on actual goals scored.

NO OFFSIDES OR NO SLIDE TACKLING IN 3v3 SOCCER: Contact is not permitted when sliding and kicking the ball. Sliding to kick the ball is permitted.

10 FOOT RULE: In all dead ball situations, defending players must stand at least ten feet away from the ball. If the defensive player's goal area is closer than ten feet, the ball shall be placed ten feet 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 a throw in.

INDIRECT KICK: 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.

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 middle of the half-field 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.

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. The Tournament Committee will decide suspension from additional games.

FORFEITS: A forfeit shall be scored as 5-0 and 3 points awarded to the winner.

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.

CHALLENGES: There will be no challenges. All decisions of the Tournament Committee are final.

INCLEMENT WEATHER: The Tournament Committee shall have the authority to make any changes to game schedules or field assignments due to inclement weather.

SITUATIONS OR OCCURENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT COMMITTEE.