

NSC 3v3 Tournament Rules

NSC 3v3 events will be played under FIFA Laws and Regulations in effect January 1, 2018 with the following modifications:

I. TOURNAMENT FEES

- Please refer to tournament website for tournament fees.
- Teams that drop from the tournament will not be refunded their team application fee.

II. TOURNAMENT HEADQUARTERS

NSC Campus
1700 105th Avenue Northeast
Blaine, MN 55449
Contact: Tournament Director listed on website.

III. FINAL TEAM CHECK-IN

- All teams must check in 90 minutes before the team's first game or earlier with Tournament Headquarter staff.
- Updated game schedules will be provided at Final Team Check-in.
- All participants must complete a waiver prior to attending the tournament.
- Teams will be accepted on a first-come first-serve basis through the application deadline (divisions may fill before this date).
- Please refer to the website regarding divisions offered for specific event and age eligibility.

IV. The Field

- The field shall be 30-40 yards long by 20-30 yards wide. The field shall be marked with lines four inches in width.

V. The Ball

- A size 4 ball will be used for the tournament will be used for divisions under 12.
- A size 5 ball will be used for the tournament will be used for divisions over 13.

VI. Equipment

- Jerseys with numbers are required for each team. The team is responsible for their own jerseys.
- Shin Guards are required and mandatory for fall players and must be covered by socks.
- Outdoor Event Footwear: Players may use flat, turf, molded or plastic cleats (no screw-in studs or metal cleats allowed)
- Indoor Event Footwear: Players may use flat or futsal shoes. (No cleats allowed.)
- NO JEWELRY allowed

VII. Number of Players and Eligibility

- The game shall be played by two teams each consisting of not more than three players on the field, no goalkeepers allowed. Teams must have a minimum of two players to start a game.
- Adult co-ed division, one of the players must be female. If the team does not have a females, they must play down.
- All players must be listed on their team's roster, have completed an NSC liability waiver and must show proof of age to be eligible to play for all youth divisions. Rosters are frozen which means all waivers must be completed and proof of age shown by team's first game. Any player without a completed NSC liability waiver or who has not shown proof of age after the deadline will be crossed off the roster and is an ineligible to play.
- For youth games, an adult must be present on the player sideline for the game to start and to continue.

- Rosters are frozen at the start of your first game.
- Girls may play on boys' teams, boys cannot play on girls' teams.
- Players may **NOT** play on more than one team in the same age division. If a player is found to be in violation of any of these rules, their team must forfeit the game. For example, a U13 girl may not play on more than one U13 girls' team in the U13 age division. However, a girl may play on a U13 girls' team, as well as a U13 boys' team.

VIII. Substitutions

- Substitutions are limited to the size of the roster up to a maximum of 6 players. Only players on your roster who have completed all paperwork by the required forms deadline are allowed to participate in the tournament.

Substitutions on the Fly

- A "flying" substitution is one that is made when the ball is still in play. The number of "flying" substitutions made during a match is unlimited. A player who has been replaced may return to the field as a substitute for another player.
- For "flying" substitutions the following conditions shall be observed:
 - The player leaving the field shall do so from the touchline crossing over at the sector called the substitution zone. The substitution zone is the area directly in front of the player's bench.
 - The player entering the field shall also do so from the substitution zone, but not until the player leaving has passed completely over the touchline.
 - The substitution is complete when the substitute enters the field at which moment he becomes a player and the player whom he is replacing ceases to be a player.
 - A substitute shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.

Infringement

- If during a "flying" substitution, a substitute enters the field, or a replaced player leaves it from a place other than the substitution zone, the referee shall allow the game to continue, and when the ball goes out of play, he shall caution the offending player.
- If a player exits or enters the field in an illegal manner, i.e. from an area significantly away from the substitution zone, and the player's team gains an unfair advantage by doing so, the referee may immediately stop the game and award the offending player(s) a yellow card for unsporting behavior. He shall caution the replaced player, caution the substitute, and restart the game by an indirect free kick to be taken by the team opposing the infringing player from the spot where the ball was situated when the game was stopped.

IX. Duration of Game

- The duration of the game shall be two periods of 12 minutes each with the understanding that:
 - Games will be played during a **30-minute** time block. Referees will shorten games to conclude within the 30-minute block.
 - For each half, the referee may compensate for the time, which is lost due to time-wasting tactics and stoppage for injuries. The referee keeps the official time, but will make every effort to stay on time.
 - The duration of either half shall be prolonged to enable a penalty kick to be taken.
 - The half-time interval shall not exceed 2 minutes.
 - During Playoffs, if a game is tied at the end of regulation, it will advance immediately shootout.

X. Start of Play

- The first team listed on the schedule is the home team. The home team shall kick off at the beginning of the game. The visiting team shall kick off at the beginning of the second half. You **CANNOT** score directly from a kick-off.

- Each team will begin by defending the goal farthest from their players' bench.
- When the referee has given a signal, the game shall be started by the player taking a place kick, i.e. a kick at the ball while it is stationary on the ground in the center of the field. On the kick-off to start the game or to begin play after a goal, the ball **DOES NOT** have to go forward. A player may play the ball any direction from the kick. All players shall be in their own half, and the players of the team opposing that of the player taking the kick shall remain at a distance of not less than 10 feet from the ball until it is kicked. The kicker shall not play the ball a second time until it has been touched or played by another player.
 - Goals may only be scored anywhere in the offensive half of the field.
 - After a goal has been scored, the game shall be restarted in the same manner as mentioned above with the kick-off being taken by a player of the opposite team to the one that scored.
 - After the half-time interval, the teams shall change ends and the kick-off shall be taken as stated above.
 - When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these laws, and provided that immediately preceding the suspension the ball has not passed over the touch or goal lines, the referee shall drop the ball at the place where it was when the play was suspended. However, when the ball was in the goal area when play was stopped, ball shall be dropped at the point outside the goal area nearest the ball when the game was stopped. In one team is in clear possession of the ball when play is suspended, that team shall receive a direct free kick. If no one was in possession it shall be a dropped ball.

During a drop ball, the ball shall be deemed to be in play the moment it has touched the ground. If, however, it crosses over the touch or goal lines after the referee has dropped it, but before it is touched by a player, the referee shall drop it again. No player shall play the ball until it has touched the ground. If this last provision is not in compliance, the referee shall again drop the ball.

Infringement

For any infringements of points a, b and c of this law, the restart shall be retaken. However, if the player taking the kick-off plays the ball again before it has touched or is played by another player, a indirect free kick shall be awarded to the opposing team from the place where the infringement occurred.

XI. Ball in and Out of Play

- The ball is out of play:
 - When it has wholly crossed the goal line or touchline, whether on the ground or in the air.
 - When the referee has stopped the game.
- The ball is in play at all other times from the start of the match to the finish, including:
 - If it rebounds from a goal post or the crossbar into the field.
 - If it rebounds off the referee when they are on the field.
 - In the event of a supposed infringement of the laws until a decision is made.

Goal Box

- The ball is touched in the goal box:
 - If offensive player touches the ball in the goal box it results in a goal kick.
 - If a defensive player touches the ball in the goal box it results in a penalty kick.
 - If the ball becomes static and does not move in the goal box area results in a goal kick for the defending team
- The lines belong to the areas of which they are boundaries. Consequently, the touchlines and goal lines belong to the field of play.

- When a match is being played on a field covered by a roof and the ball accidentally hits the roof, the game shall be restarted with a direct free kick to the opposing team with the ball on the ground below the spot where it hits the roof. In the event the ball hits the roof above the goal area, the referee shall place the ball at the closest to the point outside the goal area where the ball hits the roof and award a direct free kick to the opposing team.

XII. Methods of Putting the Ball in Play

• Kick-in

- When the whole ball passes over the touchline, either on the ground or in the air, it shall be kicked back into the game in any direction from the place where it crossed over the touchline by a player of the opposite team to that which touched it last. The ball must be stationary on the touchline or within 1 foot of the touchline "outside of the field of play." Even if the ball is placed outside of the field, the rules will perform as if the ball is placed "on the line." Therefore, a miss-kick that results in the ball not entering the field will result in a loss of possession of the kick-in, since the ball was started "in bounds" or on the line. It shall be deemed in play immediately once it has been touched. The kick-in shall be taken within 6 seconds of the time it is placed on the line. The player taking the kick-in shall not play the ball a second time until it has been touched or played by another player. The player of the opposing team shall be at least 10 feet away from the spot where the kick-in is being taken.
- A goal **CANNOT** be scored directly from a kick-in.
- **Infringement**
 - If the ball is improperly kicked in, the opposing team shall take possession of the kick.
 - If the kick-in is taken from any position other than the appropriate point where the ball passed over the touchline, a player of the opposing team shall retake the kick.
 - If the kick-in is not carried out within approximately 6 seconds from the time the player taking the kick places the ball, the opposing team shall retake it.
 - If the player taking the kick-in plays the ball a second time before it has been touched or played by another player, a direct free kick shall be taken by a player of the opposing team from the place where the infringement occurred, unless it was committed within the goal area, in which case the direct free kick shall be taken from outside the goal area at the point nearest to the spot where the infringement occurred.
- If the referee feels the player taking the kick-in did not make an appropriate attempt to properly place the ball, both still and in the correct location, then he will consider the taking of the kick-in an "infringement of the rules" and award the kick-in to the opposing team.

• Corner Kick

- When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the defending team, a corner kick shall be awarded. On a corner kick, the ball shall be stationary and placed within 18 inches of the corner of the field.
- The corner kick shall be taken from the side of the field closest to where the ball went out of bounds. The player taking the corner kick shall not play the ball a second time until it has been touched or played by another player. The player of the opposing team shall be at least 10 feet away from the spot where the corner kick is being taken. A goal **CAN** be scored directly from a corner kick.

• Goal Kick

- When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the attacking team, results in a goal kick. A goal kick is also issued when the offensive team touches the ball in the goal box. Goal kicks must be taken from the end line, not in the goal area. The ball shall be deemed in play

as soon as it has passed outside the goal area. The player of the opposing team shall be at least 10 feet away from the spot where the goal kick is being taken.

- A goal **CANNOT** be scored directly off of a goal kick provided it meets the above criteria.

XIII. Methods of Scoring

- A goal is scored when the whole ball has passed over the goal line between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arms by a player of the attacking side.
- A goal must be scored in offensive half of the field.
- The team scoring the greater number of goals during the game shall be the winner. If no goals or an equal number of goals are scored, the game shall be termed a draw. In the result of a tie during playoffs, a winner must be decided. There will be no overtime, but the game will advance directly to a shootout and the procedure for FIFA kicks from the mark should be used. Only the players on the field at the end of regulation time will be allowed to take part in the kicks from the mark.

XIV. Scheduling

- Teams will be divided into groups of 3, 4 or 5 for round robin play.
- Teams are guaranteed 3 preliminary games.
- All games do count in the group standings for determining play-off placement
- If there are an insufficient number of teams in a group/flight, the tournament reserves the right to combine age groups or flights. When this occurs, teams will be notified.
- Abandoned Match: If a game in progress is cancelled for any reason, it is considered complete when one half of a game is completed.
- Forfeits: The tournament will make every effort to avoid a forfeit. A forfeit may only be decided by Tournament Headquarters. The tournament philosophy is to put its effort into playing tournament games rather than declaring forfeits. In general a forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 1 hour of the start time. The tournament staff reserves the right to determine whether or not a team who forfeits during group play will advance to the playoffs regardless of the standings.

XV. WORLD CUP GROUP RANKING

- No overtime will be played during group competition.
- Teams will be awarded three points for a win and one point for a tie.
- A forfeit score will be recorded as a 3-0 victory.
- The maximum recorded "goal differential" in any one game shall be 7.
- Score should be verified with referee at the end of each match. Any scores that are marked incorrectly on the game card will affect the standings.
- Following preliminary rounds, criteria in order of importance will determine placement for the play-off brackets:
 - Greater number of points. Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.
 - Head to head record. (This will not be considered if three or more teams are tied)
 - Goal difference. Subtract total goals allowed from total goals scored.
 - Goals Scored.
 - If still tied, teams will advance to kicks from the mark prior to the playoff game.

XVI. ADVANCEMENT PROCEDURES

- Top two teams from each group will advance to the playoffs.
- If the teams are tied after regulation in playoffs (including finals), will advance directly to kicks from the mark.

- The FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine who advances.
- A 3 person shoot-out will take place, if still tied will go to sudden death.
- In Adult coed divisions, the team must alternate genders.

XVII. UNSPORTING BEHAVIOR

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Zero tolerance for verbal or physical acts of discrimination by players, coaches, other match officials or spectators.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage moral and social responsibility.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.
- Profanity is not tolerated and is subject to cautions or dismissals.
- Any player, coach spectator or participant who is ejected from a game or participates in any misconduct will be contacted by tournament headquarters at a minimum and the local authorities will be called if necessary. Misconduct by any of the above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary

XVIII. Fouls and Misconduct

- An INDIRECT free kick is awarded to the opposing team if a player commits any foul or infringement.
- A DIRECT kick will take place as a penalty kick when an infraction was committed by the opposing team denying the other team a scoring opportunity. Penalty kicks will take place from the center of the mid-line with all players (on both teams) behind the mid-line and not in the center circle. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.
- **Goal area**
 - Defensive players are allowed only 5 seconds inside the goal area **for each play**. If the player extends the time in the goal area, an indirect free kick shall be awarded to the opposite team. If a player continues to infringe the rule, the player shall be cautioned with a yellow card.
- **Slide Tackles**
 - Indoors,
 - no slide tackles are allowed for this tournament. An indirect free kick shall be awarded in case of a slide tackle.
 - Outdoors
 - No slide tackles are allowed for this tournament for adult divisions. An indirect free kick shall be awarded in case of a slide tackle.
 - Slide tackles are allowed for this tournament for youth divisions. An indirect free kick shall be awarded in case of a slide tackle.
- **Yellow Cards**
 - If a player receives a yellow card during a game, he must leave the playing field and sit on his bench for 2 minutes running time. The official will keep the time. Another player **MAY** be

substituted for the cautioned player. If the team is playing only with four rostered players, they will have to play short for 2 minutes running time.

- A player shall be cautioned if: During a "flying" substitution, he enters the field before the player being replaced has entirely left it, or if player enters the field from an incorrect position.
 - Player persistently infringes the Laws of the Game.
 - Player shows by word or action dissent with any decision of the referee.
 - Player is guilty of unsporting behavior.
 - Player fails to respect the proper distance at a re-start of play.
 - Player deliberately delays the restart of play.
- For any of these above offenses, the referee shall award an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

- **Red Cards**

A player shall be sent off the field if, in the opinion of the referee, he:

- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Uses offensive, insulting or abusive language.
- Receives a second yellow card violation in the same game.
- Spitting at an opponent or any other person.

The player must leave the playing area and his team shall play short until the first stoppage in play after 5 minutes running time, excluding any stoppage of time by the referee for injury, half-time, or any other reason.

Once expelled, the player concerned may not re-enter the game, nor may he sit on the reserves bench. His team may, however, replace the ejected player 5 minutes after the expulsion, as explained in the preceding paragraph. The referee shall keep control of these 5 minutes. The 5 minutes shall start to elapse as soon as the ball comes back into play after the expulsion. The player who enters the game for the one expelled shall only enter the field when he has received the consent of the referee and the ball is not in play.

If play is stopped by reason of a player being sent off the field for one of the above offenses, the game shall be restarted by an indirect free kick awarded to the opposing team from the place where the infringement occurred.

- **SUSPENSIONS**

Any player that is ejected for 2 yellow card violations (soft red) in the same game must serve a one game suspension in the next scheduled game.

Any player ejected from a game as the result of a hard red card shall serve a minimum of a one game suspension from the next scheduled games. If the tournament director, after consultation with the referee, determines that a modified (longer or shorter) suspension is warranted, he may rule for a suspension of more or less than one game.

Any player ejected from a second game in the event, as the result of a soft or hard red card ejection shall serve a minimum of a two game suspension from the next consecutively scheduled games.

The Tournament Director has the final authority on the duration of all suspensions.

XIX. Penalty Kick

- A DIRECT kick will take place as a penalty kick when an infraction was committed by the opposing team denying the other team a scoring opportunity or if the defending team touches the ball in the goal box.

Penalty kicks will take place from the center of the mid-line with all players (on both teams) behind the mid-line and not in the center circle. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

XX. WEATHER PROVISIONS (FOR OUTDOOR EVENTS)

- Severe weather is a possibility. All weather decisions are the sole decision of the tournament committee and are based on the Weather Sentry storm tracking system and weather spotters used by Anoka County Airport, TPC Golf Course and the NSC Victory Links Golf Course.
- If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning the rearrangement or cancellation of games for any reason. **Every effort is made to play all games in their entirety.** Fees are non-refundable, if games or the tournament are cancelled for any reason.

The tournament committee has the right to:

- Institute water breaks, if the heat index is high. This is not a coaching break; players must remain on the field.
- Shorten the length of games.
- Suspend games due to lightning.
 - A game may be suspended by the tournament committee without being cancelled or considered complete if in the second half of play. If the decision to terminate a game is made, and, if one half of the game has been played before termination for weather conditions, the game stands as a completed match.
 - If it is necessary to suspend games, suspension and “all clear” announcements will be made over the radios to the field managers. Information will also be posted on the website.
 - When games are suspended, coaches and players are instructed to proceed to the nearest safe location: team buses, cars, or the buildings on the NSC campus. Teams should not be on the playing fields, in tents or shelters during game suspension due to lightning.
 - Teams are requested to stay with their teams. A team representative may come to tournament headquarters to await updates.
 - Teams should stay in a safe location until they see tournament staff return to their posts with radios.
 - Teams should then proceed to their respective field to receive instructions on resuming games.