

## 2024 OWSC 3v3 Cup Tournament Rules

### SUMMARY:

- Two 10-minute halves separated by a two-minute halftime period.
- Substitutions are on the 'fly', regardless of dead-ball situations or possession.
- No goalkeepers.
- **Shots on goal must originate past the offensive half of the field for them to count as a goal.** Own goals can be scored from anywhere on the field. Balls kicked into the goal from the defensive half will result in a goal kick.
- **OFFSIDE:** There are no offside violations.
- **SLIDE TACKLING:** No slide tackling will be allowed. Players can, however, slide for a ball that is going out of bounds, if no other players are around.
- **FIVE-YARD RULE:** In all dead ball situations, including kickoffs, 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 foul
- **KICK-INS:** The ball shall be kicked into play from the sideline instead of thrown in.
- **INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs, corner kicks) are indirect.
- **GOAL KICKS:** May be taken from any point on the end line.
- **KICK-OFF:** Is an indirect kick and may be taken in any direction.
- **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). In game penalty kicks are a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. If a goal is not scored, the defense obtains possession with a goal kick.

**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.

**PLAYOFF OVERTIME:** Overtime shall consist of a 3-minute period with a coin toss to decide kickoff/direction. If the teams remain tied after the first 3-minute overtime period, the teams shall play a second 3 minute period. If the teams remain tied after two overtime periods, the winner shall be decided by a shootout.

**Shootout Structure:** Best of 3. Each team shall be afforded a minimum of three shootout attempts from the opposite endline. Shootout order is determined by coin flip. Each player gets one attempt to score from the opposite endline. No goalkeepers. Referees can use their discretion on ball placement based on players' ages.

## **FULL RULES:**

**PLAYER ELIGIBILITY:** All players must be registered on their respective team's 3-v-3 roster which must be completed by no later than April 15th. Rosters will be frozen at the completion of the first game. Players may only participate in one team per division.

**TEAM ELIGIBILITY:** Any team or group may enter the OWSC 3 v 3 Cup. They must enter the correct age division based on the age of their oldest player.

**SKILL DIVISIONS:** Teams will be placed into competitive divisions based on the discretion of the tournament director. A team's skill level will be based upon playing experience.

**NUMBER OF PLAYERS:** The maximum number of players on a team will be 6 and the minimum will be 3

**SPECIAL UNDER-11 AND YOUNGER RULES - HEADING:** Intentional heading of the ball is not allowed. An indirect free kick will be awarded from the point of the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infringement occurred.

**BALL SIZE:** U8-U12 size 4; U13-U19 size 5. Where ages overlap for a skill division, teams will be play with the higher size ball.

**PLAYER EQUIPMENT:** Every player must wear shin guards. Any player without shin guards will not be allowed to play. Numbered jerseys are NOT required.

**SUBSTITUTIONS:** Substitutions are on the 'fly', regardless of dead-ball situations or possession. Players are to enter and exit at mid-field.

**COLOR CONFLICT:** In cases where the referee deems there to be a color conflict the home team (listed first on the official schedule) will be responsible for changing their uniforms.

**TOURNAMENT EQUIPMENT:** Tournament will provide all game balls. Only tournament issued game balls are permitted for game play.

**FIELD & GOAL DIMENSIONS:** The playing field is approximately 40 yards long by 30 yards wide.

**GAME DURATION:** The game shall consist of two 10-minute halves separated by a two-minute halftime period.

**GOAL KEEPERS:** There will be no goalkeepers.

**GOAL SCORING/LIVE BALL:** Shots on goal must originate past the offensive half of the field for them to count as a goal. Own goals can be scored from anywhere on the field. Balls kicked into the goal from defensive half will result in a goal kick. If the score differential reaches 10 goals, then the referee will not tally additional goals for the winning team until the goal differential returns to 9 goals.

**PLAYOFF OVERTIME:** Overtime shall consist of a 3-minute period with a coin toss to decide kickoff/direction. If the teams remain tied after the first 3-minute overtime period, the teams shall play a second 3 minute period. If the teams remain tied after two overtime periods, the winner shall be decided by a shootout.

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**FORFEITS:** A team will be forfeited, at the discretion of the referee, if they are not present within 5 minutes after the start of the game time. Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting one game in the playoffs will be removed from the tournament.

**OFFSIDE:** There are no offside violations.

**SLIDE TACKLING:** No slide tackling will be allowed. Players can, however, slide for a ball that is going out of bounds, if no other players are around.

**FIVE-YARD RULE:** In all dead ball situations, including kickoffs, 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 foul

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**PLAYER EJECTION (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 off. The team may then continue with their remaining players. The player receiving the red card will automatically be suspended for their next game (no exceptions).

**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.

**STANDINGS TIEBREAKERS:** For round robin Divisions, if at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized: 1. Head to head (not used if more than two teams are involved in the tie breaker; three way tie will move to the next tie-breaker and Head to Head will not be used) 2. Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum) 3. Most shutouts 4. Fewest goals allowed 5. Most goals scored (no maximum) 6. Sudden death shootout

**PROTESTS:** No protests will be allowed. All disputes will be resolved immediately by the Tournament Director. These decisions will be final.

**TOURNAMENT DIRECTOR:** In the event of a misapplication of the official 3-v-3 Rules, the Tournament Director reserves the right to overturn a referee decision. The Tournament Director has final authority regarding all event disputes and issues. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.