



# **JIM WITTE 3V3 WINTER CLASSIC TOURNAMENT RULES**

**Updated 12/2020**

## **GAME DURATION**

The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director, will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no timeouts in 3v3 soccer.

## **GOALS AND GOAL BOX**

The goal box, 12 feet wide and 8 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.

The box rule is only invoked if a player touches the ball when either any part of the player or the ball is in the box. The box area extends upward from the lines. Touching the ball in the air above the box is a violation.

If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. 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.

A goal can only be scored when last touched (by either team) while in the OFFENSIVE half of the field. A goal cannot be scored directly from a kick off. For a goal to be awarded during a kick-off, the ball must first be kicked completely off the halfway line,

into the offensive half of the field. If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded.

## **STANDINGS**

Games in Qualifying Play will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss.

Tiebreakers – after Qualifying Play – Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) goal difference in qualifying play, 3) most goals scored in qualifying play, 4) least goals allowed, 5) if head coaches agree, a coin toss, if not, a shootout. Ties between three or more teams will be broken by; 1) goal difference in qualifying play, 2) most goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first-round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as a score of 6-0.

## **PLAYOFF OVERTIME**

Playoff games that end regulation in a tie shall play a sudden death overtime period with a maximum length of three minutes. A coin toss will decide the kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three-minute overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of overtime will alternate with each penalty kick, with the higher scoring team winning after the first round of all three players taking a kick. If the score remains tied after the first round of penalty kicks, the same field players will rotate in a sudden death penalty kick format until one team scores unanswered.

## **ADDITIONAL RULES**

**NO OFFSIDES** and **NO SLIDE TACKLING IN 3V3 SOCCER.**

**FIVE YARD RULE:** In all dead ball situations, defending players must stand at least five yards (15 feet) 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 infraction.

**KICK-INS:** The ball shall be kicked into play from the sideline instead of a throw in.

**RESTARTS:** All dead ball kicks to restart play (kick-ins, free kicks, kick-offs), with exception of corner and penalty kicks, are considered to be indirect free kicks. The rule

defining when a kicked ball is in play after the first touch in a restart is from full sided soccer. Our rules do not alter that rule in any way. In the full sided game of soccer, the ball is considered in play when it is kicked and moved. The distance to be moved is minimal and the kick need only be a touch of the ball with the foot in a kicking motion or being dragged with the top or bottom of the foot. Simply tapping the top of the ball with the foot or stepping on the ball is not sufficient.

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

**KICK OFF:** May be taken in any direction. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offense half of the field when last touched, no goal will be awarded).

**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 halfway line with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**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 the player off. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

**FORFEITS:** Any team forfeiting two consecutive games in qualifying play, or forfeiting a game in playoffs, will be removed from the tournament.

**PROTESTS:** There will be no protests.

**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. Spectators are prohibited from entering the field of play at any time during the match. Any instance of such conduct will disqualify the responsible team from the event.

**GENERAL:** Challenge Sports and/or the host organization will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of any Division or any part of this tournament.

\*MECHANICAL AND ARTIFICIAL NOISE MAKERS ARE PROHIBITED.

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