

## John Glenn 3v3 Soccer Bobcat Brawl Rules (2009)

### DAY OF TOURNAMENT

**30 Minutes before your flight starts** Beginning around 7:30 am, near the concession stand, at each facility there is a mandatory rules review meeting for all coaches and referees. Following the rules meeting, Coaches should familiarize their players with the rules. Important: All players need to remember to bring shin guards and a light t-shirt.

Both coaches and the referee will be asked to sign a game card immediately following each game. The cards will be collected by the tournament facility director, for recording on the tournament tally board near the concession stand.

### TOURNAMENT GAME SCHEDULE

The tournament game schedule will be e-mailed to participants by December 4th, 2009.

**ROSTER CHANGES:** Roster changes must be made PRIOR to the start of a team's first game. The person making the change must have an official John Glenn 3-v-3 registration form filled out with signed parent waiver for the replacement player. The player's birth date and skill level must be appropriate for the team requesting the roster change. No refund will be given for the player replaced. In the event of an injury or voluntary withdrawal of a player at any point during the tournament, that team must play the remaining scheduled games without a substitute.

**NUMBER OF PLAYERS:** Four is the maximum number of players on a team: three field players and one substitute. Players may play on only (one) team per division. There are no goalkeepers in 3-v-3.

**SUBSTITUTIONS:** Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit promptly.

**TEAM UNIFORMS:** All players will receive a white jersey/shirt for use during play. Each team MUST additionally bring a dark (navy or black) colored jersey/shirt. The team designated as the visiting team shall have choice of shirt/jersey worn. A tournament official or referee must approve players wearing a protective cast. A hard cast will not be allowed. Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**TOURNAMENT EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Non-scuffing soled shoes are required. Cleats are not allowed. The John Glenn Soccer Program is responsible for providing game balls.

**FIELD DIMENSIONS:** Any reasonable wall may be used in the play of the game. Therefore, the playing field dimensions will be dictated by the gymnasium size, physical structure, and age group appropriateness. Wherever possible, each building will host a flight from start to finish.

**THE GOAL BOX:** The goal box, ten feet wide by six feet long, is directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. If a defending player touches the ball in the goal box, a goal is awarded to the attacking team. If an attacking player touches the ball within the goal box, a goal kick is awarded to the defending team. Once the ball has broken the plane of the goal box, if the ball is touched by the defending team, a goal will be awarded. If the attacking player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

**GAME DURATION:** The game shall consist of two 12-minute halves separated by a two minute halftime period OR when one team that has scored at least 12 goals reaches an 8 goal differential after 5 minutes into the second half, whichever comes first. Visiting team will determine direction and the home team will kick-off. Games tied after regulation play shall end in a tie. If a team is not present 5 minutes after the scheduled game time or at the discretion of the referee, a 6-0 forfeit win will be recorded for the winning team. If a team receives a second forfeit, they shall be removed from the tournament. No refund will be given. There are no timeouts in 3-v-3.

**GOAL SCORING:** A goal may be scored only from a touch within a team's attacking half of the field (ball must be completely on the offensive half of the field: can not be touching the mid-line). If a player in their defending end kicks the ball across midline and the ball hits another player (attacking or defending) and the ball goes in the goal, a goal will be awarded.

**THERE IS NO OFFSIDE IN 3-v-3 SOCCER**

**NO SLIDE TACKLING:**

Players must stay upright (on their feet) any contact with an opposing player will result in a yellow card.

**FIVE YARD RULE:** In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If a defending 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 penalty.

**KICK-INS:**

The ball shall be kicked into play from the sideline instead of thrown in. Kick-ins are indirect.

**INDIRECT KICKS:**

All dead balls kicks (kick-ins, free kicks, kick-offs) are indirect with the exception penalty kicks.

**GOAL KICKS:** Any reasonable wall may be used in the play of the game. Goal Kicks will be awarded when the ball is unplayable because it has left the field of play and cannot be physically played without endangering the athletes or spectators. Facility officials will advise all interested parties which areas are reasonable, and which areas will result in a kick-in. Goal kicks may be taken from any point on the **endline**.

**KICK-OFF:**

Is an indirect kick and may be taken in any direction. The ball must make one full rotation before another player touches it.

**PENALTY KICKS:** A **goal** shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. A shoot-out is a special case, and is addressed in that section of the rules.

**PLAYER CAUTION (YELLOW CARD):** Referees have the right to caution a player from the game for continual disobedience or as a result of an incident that warrants a caution. Two (2) cautions (yellow cards) will equal one (1) red card. See below for player ejections.

**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, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game. Players that are red carded need to leave the immediate playing area, including the fan and team areas.

**DELAY OF GAME:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally time wasting e.g. if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**SCORING (IN POOL PLAY):**

The point system for the tournament is as follows:

**3 points for a win 1 points for a tie 0 points for a loss**

**PLAYOFF OVERTIME & SHOOTOUTS:** Shall consist of two 3-minute "golden goal" overtime periods with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime periods, the winner shall be decided by a shootout. The alternate player from each team will play as a goalie, and the three players from each team remaining on the field at the end of the overtime periods, will enter a rotation of (3) penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players may kick twice.

**TIEBREAKERS:**

In pool play, ties between two or more teams will be broken by;

- (1) head to head (discarded if three or more teams are tied).
- (2) goal differential, 1 point for every 2 goals difference (3 = 1 ½).
- (3) goals for, 1 point for every 3 goals scored (3 = 1).
- (4) goals against, the team with the fewest goals against will gain 1 point.
- (5) shootout

**PROTESTS:**

There are no protests allowed in this tournament.

**TOURNAMENT FACILITY DIRECTORS:** Each building will have a Facility Director. They have the responsibility of managing the event in that building. In the event of a misapplication of the official 3-v-3 Rules, the Tournament Facility Director reserves the right to overturn a referee decision. The Tournament Facility Director has final authority regarding all event disputes and issues.

**SPORTSMANSHIP:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. There will be no abuse of referees or tournament officials tolerated, verbal or otherwise. Any indication of such behavior by a coach or parent will result in immediate removal from the tournament site. We are all here to play soccer and have fun.

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT FACILITY DIRECTOR.**