

WORLD FUTBOL TOUR

3v3 RULES

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Player Registration:

All players must be listed on their teams' roster form before the tournament begins. Any team or player determined by the event Director to have falsified age or skill level will be dismissed from the tournament.

Rosters:

No changes or substitutions to rosters may occur after the start of a team's first game. All rosters are final once a team's first game has started.

Number of Players:

SIX is the maximum number of players allowed on each roster; THREE players from each team are allowed on the field at one time. A minimum of TWO players must be on the field at all times for each team. Players may only play on one team per age division per tournament. For example, a player may play in a U12 division and a U13 division in the same tournament. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get the referees attention and enter and exit at the half-field mark only.

Team Uniforms & Equipment:

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color a coin flip in qualifying play will determine the team to change uniforms. In playoffs matches, the higher seed will have the option. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls.

Ball Size:

Here are the following sizes for each group: U6-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions:

U6-U8 = length: 20 yds x width: 15 yds, U9-U12 = length: 30 x width: 20, U13-HS = length: 35 x width: 25.

Goals & 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. 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. The goals are a maximum of four feet high by eight feet wide.

Goal Arc: (new rule)

Game Duration:

The game shall consist of two 10 minutes 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 time outs in 3v3 soccer.

Goal Scoring:

Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be touched (either by offense or defense) within the attacking team's offensive half of the field.

Scoring (in Qualifying 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.

Five-Yard Rule:

In all dead ball situations, 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.

Playoff Overtime:

Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide 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 a 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. 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.

No Offsides & No Slide Tackling in 3v3 Soccer

The only time a slide tackling is allowed is when a player is by him/herself, with no opponents within three yards.

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) goals scored in qualifying play;
- 4) least goals allowed,
- 5) shootout.

Ties **between three or more teams** will be broken by;

- 1) goal difference in qualifying play;
- 2) goals scored in qualifying play,
- 3) least goals allowed,
- 4) shootout.

A forfeit will be entered as score of 6-0.

Kick-Ins:

The ball shall be kicked into play from the sideline instead of throw in.

Indirect Kicks:

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks.

Power Play: (new rule)

Goal Kicks:

May be taken from any point on the end line, and not in the goal box (**arc**) area.

Kick Off:

May be taken in any direction. You cannot score directly from kick off since the ball completely has to be on the offensive half.

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.

Cautions (Yellow Card): (new rule)

Intentional Defensive Clearance: (new rule)

Player Ejection (Red Card): Ejections (Red Card): (new rule)

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/she may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

Forfeits:

A forfeit will be entered as score of 6-0. Any team forfeiting two consecutive games in qualifying play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

Protests:

There will be no protests allowed.

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.

Refund & Bad Weather Policy:

Teams understand that there will be no refunds granted for any reason after the registration deadline. This includes, but is not limited to inclement weather, etc. In case of inclement weather, the Event Director reserves the right to reduce the number of scheduled games and/or the time of games and/or postpone or delay game times and/or cancel the event. Every effort will be made to complete games and the tournament.

General:

The Tournament Committee, and/or host organization will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament.

Situations or occurrences that these rules do not address shall be left to the sole discretion of the Tournament Director. The Tournament Director has final say on all tournament decisions and issues.

2011-12 WFT 3v3 Rules Changes

(The Winter Season will serve as a trial period to address any situations to the rules that can be added before the summer season.)

1. **Arcs**, not boxes (8ft arc-16ft wide):
Reasoning: Opens up play and allows for more natural movement around the area
2. **Power Play (3 fouls):** Upon accumulating 3 fouls in each half and every 3 fouls thereafter in the half, the player committing that 3rd foul must serve a 1-minute penalty at midfield. If the opposing team scores, the player may re-enter the game. If necessary, time will be extended for the duration of the 1-minute penalty if the match time has less than one minute remaining and the game is tied or within 1 goal.
Reasoning: This rule will encourage more creative and attacking futbol while helping players develop sounder defensive techniques.
Situations:
3. **Cautions (yellow cards) Players U8-HS/Coaches U6-HS:** If a player is shown a yellow card, they must leave the field to serve a **1-minute penalty** at midfield. Should the opposing team score, the player (or another teammate from the bench) may re-enter the match. If a coach is booked (card not shown) for a yellow card, he/she must select a player to serve a 1-minute penalty.
Reasoning: By treating misconduct more harshly, a cleaner and more free flowing game is created. This also deters coaches from behaving in an unsporting manner.
Parent/Spectator behavior contrary to Code of Conduct will be dealt with through the coach starting with a Verbal Warning following the 1st Offense. Each offense thereafter will be penalized with a 1-minute time penalty as outlined above.
Intentional Defensive Clearance in the Air: This is a cautionable (yellow card) offense for delay of game, which is an automatic 1-minute penalty.
Reasoning: To deter players from clearing the ball to delay the match.
4. **Ejections (red cards) Players U8-HS/Coaches U6-HS:** If a player is shown a red card (ejection), they must leave the playing field to the bench area for the remainder of the game. A mandatory 2-minute penalty will be served by the team, regardless of the number of goals scored by the opposing team. Time will be extended for the duration of the 2-minute penalty if the match time has less than two minutes remaining and the game is tied or within 1 goal. If a coach is booked (card not shown) for a red card, he/she must pull a player from the field of play and the team will serve the above mentioned time penalty. In addition, the coach must leave the immediate playing field area for the remainder of the game. There must be an adult (18 years or older) present with the team at all times.
Reasoning: By treating ejectionable misconduct more harshly, a cleaner and more free flowing game is created. This also deters coaches from behaving in an abusive and violent manner.

The intention of these rules changes is to create a game that requires players and coaches to be more engaged in the mental aspect of the game when the team is attacking or defending. They also help reduce foul play and encourage fair play. The rules also encourage attacking futbol. Parents will be more engaged as their children are challenged to perform as a complete footballer (developing offensive and defensive skills) while encouraging them to play clean.