



## 3v3 WINTER SHOOTOUT TOURNAMENT RULES

### **RULES OF THE EVENT**

The following rules have been designed to ensure fair play for all participants. Good sportsmanship is to prevail at all times. Any questions concerning these rules should be directed to Megan Hill at [megan.hill@bufordcityschools.org](mailto:megan.hill@bufordcityschools.org) or Mike Wentzler at [michael.wentzler@bufordcityschools.org](mailto:michael.wentzler@bufordcityschools.org)

### **DIVISIONS**

Teams will be placed into divisions based upon their grade. Divisions are 1st & 2nd graders, 3rd & 4th graders, 5th & 6th graders, and 7th & 8th graders. Teams are set by grade of the oldest player. A player can register with a team one division older than their own age.

### **SCHEDULE CHANGES**

It is the responsibility of the team's coach to check for schedule changes via the tournament webpage: [www.bufordwolves.com](http://www.bufordwolves.com), click on ATHLETICS, scroll to SOCCER, select either BOYS or GIRLS, and then click 3v3 Tournament tab at the top of the page.

### **NUMBER OF PLAYERS**

Teams can have up to 5 players, and must be comprised of players from the grades listed for each Division, with the one exception noted above. There will be 3 field players during the course of normal play. A team must have a minimum of 2 field players at all times. Players may only play on one team in the tournament. There are NO goalkeepers in this 3v3 event.

### **PLAYER REGISTRATION**

All players/teams must be registered by the team manager (parent) at the event 30 minutes prior to the first game. After check-in, no roster changes are permitted. The age group of each team is determined by the grade for the oldest rostered player.

### **UNIFORMS/PROTECTIVE CASTS**

All players must wear jerseys/shirts during play and each team must have a dark and light colored jersey/shirt. In the case of both teams wearing the same color jersey/shirt, a coin toss will decide which team alters their uniform. No hard casts, jewelry except medical alert tags, or eyeglasses will be allowed. Sport goggles are allowed.

### **TOURNAMENT EQUIPMENT**

Shin guards are mandatory and will be checked prior to play.

Ball size is as follows:    1st & 2nd graders - Size 3  
   3rd & 4th graders - Size 4

5th & 6th graders - Size 4  
7th & 8th graders - Size 5

Teams are responsible for providing game balls.

### **FIELD DIMENSIONS**

For all age divisions the field size will be 30 yards long by 25 yards wide.

### **GOAL SCORING**

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player, offensive or defensive, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

### **GAME DURATION**

The game shall consist of two halves of twelve (12) minutes separated by a two (2) minute halftime break. A coin toss will determine direction and possession before the start of the game. Games that end in a "tie" at the end of regulation play will be scored as a "tie" during round robin play. There are no timeouts and the game clock does not stop. Official time will be kept on the stadium scoreboard with a running clock

### **MERCY RULE**

If a team at any point possesses a ten (10) goal lead, the team that is ahead must remove one player from the field of play and compete 2 v 3 until the lead is less than ten (10 ) goals. If the mercy rule applies to a match, goals against and/or goal differential will "freeze" at the score at which the mercy rule is applied.

### **SUBSTITUTIONS**

Substitutions are allowed during dead-ball situations regardless of ball possession. Teams must gain the referee's attention and all players must enter/exit at mid-field.

### **OFFSIDE**

There is no offside in this event.

### **SLIDE TACKLING**

No slide tackles are allowed in this event. A free kick will be awarded in the event of a slide tackle.

### **KICK-OFF**

Kick-offs may be taken in either direction. You cannot score directly from a kick-off. Opposing players must be three (3) yards away on the kick-off.

**KICK-INS**

Kick-ins are awarded for all re-starts other than the kick-off. Opposing players must be two (2) yards away on all kick-ins.

**DIRECT/INDIRECT KICKS**

All dead ball kicks (kick-ins, kick-offs, free kicks) are considered INDIRECT. Corner kicks and penalty kicks will be deemed DIRECT KICKS.

**GOAL KICKS**

Can be taken from any point on the end line.

**PENALTY KICKS**

Will be awarded if the referee deems a scoring opportunity was nullified by an infraction. Penalty kicks will be taken from the center of the mid field line with all other players behind the mid field line. If a goal is not scored, the defensive team will take possession with a goal kick. A current field player and not a substitute must take the penalty kick.

**SCORING**

3 points will be awarded for a win; 1 point for a tie, and 0 points for a loss. A forfeited game will be considered a 5-0 win for the winning team. The designated HOME team's coach is responsible for turning in the scorecard into the field marshal at the completion of each game.

**TIE BREAKERS**

For teams that are tied in points at the completion of round robin play, if one team forfeited a game they will not be eligible to advance to the knock-out round. The following hierarchy will be used in order to break ties between teams that finish round robin play with an equal number of points. This process will be followed in sequence until a team is eliminated. In the event three teams are tied, Head to Head cannot be used. The process will begin using Goal Differential until one team is eliminated. The remaining two teams will then begin again using Head to Head.

A. Head to Head

B. Goal Differential in pool play (Maximum of +5 per game)

C. Least goals allowed in pool play

D. Greatest number of shutouts

E. Shootout -Kicks are taken on an undefended goal from midfield. Any player can be used to take kicks from the mark, but all players must be used before any player is permitted to kick again. The Shootout will consist of three (3) kicks. The team with the most goals considered the winner. If the score remains tied after the initial Shootout, the format will revert to sudden death until a winner is determined.

**TEAMS WITH FOUR (4) GAMES**

Teams that play a fourth game will be locked for all scoring (wins, losses, ties, goals for and goal against) after completion of their third game. Their opponent will use the result of the game to finalize their scoring.

**PLAYOFF OVERTIME**

A three (3) minute “golden goal” overtime period will be played with a coin toss to determine initial possession and direction. The first team to score will be the winner. If at the end of the three (3) minute period the score is still tied, one (1) player from each team will be pulled from the field and play will continue for one minute using 2v2. If no goal is scored during the 2v2 minute, play will continue 1v1 until a winner goal is scored. There are no substitutions in overtime.

**FORFEITS**

Teams are given 5 minutes before a forfeit is issued by the referee. All forfeits must be approved by the tournament director before an official forfeit is recorded.

**YELLOW CARD**

Players who receive 2 yellow cards in one game will be issued a red card and sit the remainder of that game. Any player accumulating 3 yellow cards during the tournament will automatically be suspended for their next game.

**RED CARD**

If a red card is issued to a current field player, the team must complete the remainder of the game with one less player on the field. The player receiving the red card will be suspended for their next game.

**PLAYING AREA/RESTRICTIONS**

ALL parents are to stay outside of the fence (in bleachers) in the stadium area at all times on tournament day unless beckoned by a member of the Buford coaching staff or a field marshal due to an injury or other concern involving a youth player.

Be assured that our objective is to provide a safe and orderly environment for all tournament participants, and in that spirit, we feel that allowing anyone other than tournament workers and players on the field would compromise it.

The youth coach will escort the players back to you in your designated waiting area in the stands once their games are complete, and the parents are free to take them around to the contest tents, concession stand and other activities outside the stadium. The team manager and parents will need to be responsible for meeting back at the team’s waiting area 15-20 minutes before their next game so they can go down on the field with their youth coach.

The Tournament Director will have the final say on all disputes and interpretations of the tournament rules.