



Golden Heat

3 v 3 Rules



TEAM REGISTRATION

Teams must register and pay the registration fee to participate in the Golden Heat 3 v 3 Tournament. Teams should register into a division based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified their age could be dismissed from the tournament. Teams that span more than one age group must register in the division of the oldest player on the team. Teams are responsible for registering in the appropriate division. Failure to properly register may result in disqualification from the tournament and the registration fee will not be refunded.

OFFICIAL TEAM ROSTER FORM

Each team must complete the official team roster form and medical release form and submit the form to the registrar during Team Check-in (30 minutes prior to their first game) or they may be disqualified from the tournament. All players must be listed on the official team roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game. Tournament officials have the right to demand proof of age for any player included on the roster. Players are required to carry proof of age with them at all times during the tournament.

Number of Players: Six is the maximum number of players on each team's roster: three field players and three substitutes, teams are allowed less than six players if they chose. (A team must have a minimum of 2 field players). Players may only play on one team per division.

RULE 1 - GAME DURATION

The game shall consist of a twenty-four (24) minute game. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 3v3 games.

RULE 2 – KICK OFF

May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kick off is an indirect kick.

RULE 3 – KICK INS

The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

RULE 4 – DIRECT & INDIRECT KICKS

All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box the ball will be moved back to five yards from the box. It is the referee discretion where the ball will be placed.

RULE 5 – GOAL KICKS

May be taken from any point of the end line. This is an indirect kick.

RULE 6 – PENALTY KICKS

Shall be awarded if, in the field marshals opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

RULE 7 – GOAL SCORING

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: 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. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

RULE 8 – 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 is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

RULE 9 - SUBSTITUTION

Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the field marshals attention and players must enter and exit at mid-field.

RULE 10: GOALKEEPERS

There is no Goalkeepers in the Golden Heat 3 v 3 soccer tournament.

RULE 11 – OFF SIDES

There is no offside in the Golden Heat 3 v 3 soccer tournament.

RULE 12 – SLIDE TACKLING

There is no slide tackling! If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

RULE 13 – HAND BALL CLARIFICATION

Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty-kick (at the discretion of the field marshal) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the field marshal).

RULE 14 – PROTESTS OF RULES

There will be no protests.

RULE 15 – GAME BALL / SIZE

Teams are responsible for providing game balls. Here are the following sizes for each group: U5/6, U7/U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

RULE 16 – FIELD DIMENSIONS

The playing field is 40 yards long by 30 yards wide. The goals are four feet high and 8 feet wide. U5/6 & U7/8 playing field is 30 yards long by 20 yards wide.

RULE 17 – GOAL BOX

The goal box is ten feet wide by six foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest in or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward infinitely.

RULE 18 – PLAYERS UNIFORM

All players must wear **shin guards**. All players must wear matching colored shirts. In the playoffs, the higher seed will have the option of wearing alternative shirts. Players wearing **protective casts** must receive approval from the tournament director and will be required to check in prior to each game with the field marshal to be permitted to play. If the field marshal on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until the tournament director and athletic trainer re-approves the wearing of the protective cast.

RULE 19 – DELAY OF GAME

The head field marshal has the official time. Any player may be cautioned with a yellow card if it is deemed by the field marshal that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

RULE 20 – FORFEITS

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the field marshal issues a forfeit. Any team forfeiting one game during the playoffs may be removed from the tournament.

RULE 21 – PLAYOFF OVERTIME

Qualifying games shall end in a tie. Only Playoff Games shall play into overtime.

Golden Goal Overtime Period: Playoff Overtime shall consist of one 3-minute “golden goal” overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.

Shootout: If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team-kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. 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) must 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 must kick twice.

RULE 22 – SPORTSMANSHIP

Coaches will be held responsible for the good sportsmanship of themselves, their players, players’ parents and spectators

RULE 23 – YELLOW CARD

Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

RULE 24 – RED CARD

Field Marshals have the right to eject a player or coach 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 two, three or four 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 (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

***If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*

RULE 25 – COACH/PARENT EJECTION

Field Marshals have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

RULE 26 – WEATHER RELATED ISSUES

The tournament director reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The tournament director has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

RULE 27 – SCORING IN QUALIFYING PLAY

Scoring in Qualifying Play – Games will be scored according to the following:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss.

Tiebreakers – 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 with 1 team receiving a first round draw by random draw.

A forfeit will count as a score of 6-0. Shoot out is shot from half line.

RULE 28 – PLAYOFFS & AWARDS

Four teams advance to the semi-final round based on results from qualifying games. Awards will be awarded to the top team in each age group. ****Subject to change****

**** The Golden Heat Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****