3v3. Turkey Cup Rules

Field Dimensions: Games will be played on 1/3 of our Turfs (Approximately 60'x80')

No Offsides in 3v3 Soccer!

No Slide Tackling: Players must stay upright and "on their feet" and may not make contact with an opposing player.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Can not be touching the midline).
If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.
After every goal the team that was scored on will kick the ball in from their own end line.

The Goal: Pugg Goals, No Goalie!

Game Duration: The game shall consist of two 12minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.

Playoff Overtime: Shall consist of a 3minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

Cautioned Players (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).

Player Ejection (Red Card): Referees 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 that are red carded need to leave the immediate playing area, including the fan and team areas.
If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the 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 may be forfeited in favor of the opposing team.

Five Yard Rule: In all deadball
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 place of the penalty.

KickIns:
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 with a foot and moves one full rotation.

Indirect Kicks: All deadball kicks (kickins, free kicks, kickoffs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

Kick Off: May be taken in any direction.

Number of Players: Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). *5 Players are recommended for 3v3 Soccer*. Players may only play on (one)

team per division. There are no goalkeepers in 3v3. Coed teams must have a minimum of one female player on the field at all times; this only applies to adult teams. Teams that have only one female will forfeit their remaining games if the female participant is no longer able to compete.

Player Registration: All players must be registered on their team's roster form before the tournament begins (player must be on roster before the first game).

Substitutions: Substitutions may be made at any deadball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at midfield.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

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. eg: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Scoring (In bracket play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 60 win for the team present.

TieBreakers:

For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between two teams in record whom have tied each other will be broken by (1) goal difference in pool play games (2) goals against in pool play games (3) shootout. Each tiebreaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Protests: Protests are strongly discouraged as this is a friendly tournament. **Referee judgment calls are not grounds for a protest.**

Age of Participants: The age group of each team is determined by the birthdates of the oldest player on the roster and the age group he/she will be playing in after August 1st of the current year (fall season).

Coed Rules: A coed team may be made up of any combination of male and female players. However, during play, there must be at least one female player on the field at all times.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Athletic trainer and referee must approve players wearing proactive cast, hard cast will not be allowed. Braces will 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.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

The Tournament Director has the right to move or reschedule games, as well as the right to shorten game times.

**** The Tournament Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules ****

Contact Tim at 215-996-1740 for more info