

Louie's Kickoff: 3 V 3 Tournament Rules

- **Player Registration:** All players must be registered. All rosters are final upon the beginning of the team's first game.
- **Number of Players:** Six is the maximum number of players on a roster: three field players and three substitutes. Placing a player on multiple rosters will not be allowed. There must be a minimum of 3 players to start a game. **An adult supervisor/coach must be present for each team for the duration of the game.**
- **Uniforms:** All players must wear uniform jerseys/shirts during play. (same color jersey or shirt and shorts) If both teams are wearing the same color, a coin flip in pool play will determine which team must wear an alternate color shirt or pinnies. No hard casts, soft casts, or braces with exposed metal will 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.
- **Divisions:** Boy and Girl divisions. No co-ed Teams. Teams are open to any Club, or rec players. Pool play followed by knock-out play. Pools will be determined by the # of teams. Brackets will be determined by a seeding process.
- **Point System:** Win: 3pts Tie: 1pt Loss: 0 This will determine who advances to bracket/knock-out play. **A forfeit shall be scored as 4-0.**
- **Tiebreakers:** In pool play, ties between two or more teams will be broken by;
 - 1) head to head results between tied teams;
 - 2) goal difference in pool play
 - 3) Fewest goals against in pool play
 - 4) Most goals for in pool play
- **Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Soccer balls, Goals, Pinnis are all provided. The Referee will determine possession and field direction with a coin flip before the game.
- **Field Dimensions:** Length - 30 yards, Width - 20 yards.
- **Game Duration:**
 - The pool games shall be 20 minutes of continuous play.
 - **All games will start and finish at the sound of the horn. All play stops at the final sound of the horn. Time will be kept by an official timekeeper.**
 - Knockout games will consist of two, 12 minute halves.
 - Games tied after regulation play shall end in a tie in pool play

-Games ending in a tie during Knock-out play will have a 6- minute overtime period, first goal wins. Playoff overtime shall consist of coin toss to decide kick off/direction of play. The first team to score in overtime is the winner. If no team has scored in the 6-minute overtime, the winner shall be decided by a shootout. The three players from each team on the field at the end of the overtime period, will take a rotation of 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 showdown until one team scores unanswered (see **Penalty Kicks** below)

- **Goal Scoring:** Goals must be scored from a touch on the offensive side of the field. No goalkeepers.
- **Goal Box:** The goal box, 8 feet wide by 6 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. ****An infraction occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. 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.***
- **NO OFFSIDES**
- **NO HEAD BALLS:** Offense =Indirect Free Kick
- **NO SLIDE TACKLING:** Offense =Indirect Free Kick (Penalty Kick at Referee's discretion)
- **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 in line with the place of the penalty.
- **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 except for corner and penalty kicks.
- **Goal Kicks:** May be taken from any point on the end line, and not in the goal box area.
- **Kick Off:** May be taken in any direction.
- **Penalty Kicks:** Shall be awarded if, in the referee's ruling, a scoring opportunity was obstructed by a penalty. It is a direct kick taken on goal from the center of the midfield line. All players must be behind both the mid-field line and the kicker. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
- **Substitution:** Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referees attention and players

are to enter and exit at mid-field. Substitutions due to player injury may be made at any time.

- **SPORTSMANSHIP:** Players, coaches and spectators are always expected to act in the nature of good sportsmanship. Abuse of the referees will not be tolerated.