



## Plex 3v3 Tournament Series Rules & Regulations (UPDATED 2024)



*\* FIFA rules apply if not modified within \** The following rules have been designed to ensure fair play for all participants. Each coach, player, and referee is expected to understand these rules prior to their participation in the Plex 3v3 Tournament Series Event. Any questions concerning these rules should be directed to Event Staff.

### **TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.**

**Team Registration:** Teams must register and pay all team fees to participate in the event. Teams should register into divisions based upon age, gender and playing experience. 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. In the situation where teams place themselves in the wrong division, The Event staff will attempt to rectify the error, but cannot guarantee proper placement. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

**NUMBER OF PLAYERS PER TEAM:** Six is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they choose. (A team must have a minimum of 2 field players). Players may only play on one team per division. Team payment is based on an individual basis. (Please see individual payment scale on website or flyer for more details.) All team payments and team rosters need to be completed before your first game.

**AGE DIVISION:** In this tournament, player eligibility is determined by their age on the day of the event. The divisions are structured by age groups: 8U, 10U, 12U, and 14U, with each division representing the maximum age limit for that group. For example, the 12U division includes players who are 12 years old or younger. If a player is exactly 12 years old on the day of the tournament, they are eligible to play in the 12U division. However, if a player turns 13 on the day of the tournament, they must compete in the 14U division. This ensures fair competition by keeping players within appropriate age brackets.

**SCORING (IN POOL 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. In the event of a divisional tie, team's selected to move on to the next round will be based on the following criteria:

- 1) Top Point Totals
- 2) Head to Head
- 3) Goals Against
- 4) Goals For
- 5) Coin Flip

**Weather Related Issues:** The PLEX 3v3 Tournament Series Staff 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. Every effort possible will be made to play the games. Where possible, and if game/pool/division winners are discernible, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernible. Team entry fees are non-refundable.

**SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:**

**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. **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):** Referee's have the right to issue a Red Card and 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. If the player receiving the red card was in the field of play at the time of the red card, the team may still play at full strength. (3 against 3) Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the Tournament Director's discretion). 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 may 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) may be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.*

**Coach/Parent Ejection:** Referees 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 may be forfeited in favor of the opposing team.

**Game Duration:** The game shall consist of a one 15 minute period. Games during Pool Play that are tied after regulation play shall end in a tie, Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime. There are no timeouts and the Game Clock does not stop in 3v3 games. The Referee has the official time on the field.

**Substitution:** Substitutions may be made on the fly, regardless of possession. **Substituted players must have fully exited the field before the entering player can step on. The game play will not stop due to a substitution, so substitutions should be made accordingly!**

**Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:**

**KICK OFF:** May be kicked 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.

**KICK-INS:** The ball shall be kicked into play from the sideline, rather than 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.

**INDIRECT KICKS:** All dead-ball kicks (except on field fouls) are indirect. Indirect kicks must only change position before the ball will be considered in play. (Goal Kicks, Out-of- bounds restarts, restarts, etc..) If a free kick is awarded within five yards of the opposing goal arch, the ball will be moved back to five yards from the arch. It is the referee's discretion where the ball will be placed. The defending team may at any point set up a wall to interrupt a dead-ball kick; however they must be 5 yards away from the position of the ball.

**GOAL KICKS:** May be taken from any point of the end line. (Not the goal arch) All Goal Kicks are indirect kicks. Goal kicks can be cleared passed the half line.

**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 arch in line with the direction of play prior to the penalty.

**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) in their offensive half, 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. See below for "Plane of the Goal / Net Interference."

### **Goal Keepers / Off-sides :**

**There are no Goalkeepers in the Plex Tournament 3v3 Series Soccer.**

**No Off-sides in the Plex Tournament 3v3 Series Soccer:**

**Protests of Rules:** Protests are strongly discouraged, as they are frequently based on emotions or referee judgment calls. Referee judgment calls are NOT grounds for a protest. Videotape is not acceptable as a form of protest or decision review. Only Incorrect Interpretation of the Rules (IIR) or Mis-Application of the Rules (MAR) are grounds for a protest. The Process for protesting an IIR or MAR should be as follows: 1) The Head Coach should notify the Referee that an IIR or MAR has occurred, and request an official ruling; 2) If available, a Referee Supervisor, or Event Director should confirm the Interpretation / Application

## **Field Dimensions, Goal Box, Plane of the Goal / Net Interference, Player Uniforms, Game Balls, etc.**

**Field Dimensions:** The playing field is approximately 35 yards long by 25 yards wide for all ages

**The Goal Arch:** There are no goalkeepers in 3v3. The goal arch is approximately 6 feet wide by six foot long located directly in front of the goal. The goals are approximately three feet high by five feet wide. 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 the goal box, 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 the defensive player touches the ball to obstruct a goal scoring opportunity inside the goal arch, or touches the ball inside the goal arch** (Based upon a judgment call of the referee) the offensive team is given a goal.

**If an offensive player touches the ball** after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), **a goal kick will be awarded** to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

**Plane of the Goal / Net Interference:** A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

**Player Uniforms, Jerseys, Protective Casts & Jewelry:** All players must wear **shin guards**, or will not be allowed to play. Players wearing **protective casts** must receive written approval by the Tournament Director and/or Referee Assignor, and will be required to check in prior to each game with the on-field referee to be permitted to play. If the referee 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, Athletic trainer, and/or Referee Assignor re-approve the wearing of the protective cast in writing. Players on the same team should have similar colored uniforms and are highly encouraged to have numbers.

**Game Balls / Sizes:** Teams are responsible for providing game balls.

U12 & below: Size 4 ball ; U14 & up: Size 5 ball

**OTHER: Delay of Game, Forfeits, Overtime:**

**Delay of Game:** The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee 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. The referee has the official time on the field.

**Forfeits:** Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee. All forfeits must be approved by the Plex Tournament Series 3v3 Soccer Director before the game is considered an official forfeit. The Plex Tournament Series 3v3 Soccer Director has the option to replay a forfeited game if deemed necessary.

**Playoff Overtime:** Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Playoff Games shall play into overtime. Overtime periods will be Golden Goal format. Playoff Overtime shall consist of one 3-minute “golden goal” overtime period with a drop ball to start the overtime period. 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 first three players to kick for their team. The remaining field players after the first shootout regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once from the center half dot (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 remaining players on each team’s roster will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If still tied from this point, the shooting order will reset and penalty kicks will be taken from the top of the defending arch.

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