



## Ohio Premier Eagles 3v3 Tournament Rules

**Player/Team Registration:** All teams must check in at the registration table at least 30 minutes prior to the start of their first game. The maximum roster size is six players. All Players must show proof of age such as birth certificate, player pass or passport. Any player determined to have falsified age will be dismissed from the tournament. All games that player participated in will be forfeited.

**Entry Fee:** \$150 per team.

**Game Duration:** 24 minutes straight through without time outs **OR** **the first team to reach a 10 goal lead**, whichever comes first. Team must report to the field 10 minutes before the scheduled start time. Teams not present will forfeit. Games tied after regulation will end in a tie, except Play Off games.

**Field Dimensions:** The playing field is 30 yards long by 20 yards wide for all ages

**Coaches:** Each team will have no more than 2 adults on the sideline of the game. Spectators must remain in the designated areas.

**Equipment:** Shin Guards are mandatory, cleats or indoor shoes are recommended. Shoes with toe cleats are not allowed.

**Ball Used:** The Holiday Cup will use futsal balls for all games. Futsal balls are slightly smaller than size 4 balls and are weighted, so they stay on the ground and bounce less. These balls help improve the skills of any player playing with them.

**Home team/Uniforms:** The home team is listed first on the schedule and is required to change shirt if there is a conflict. Numbers on uniforms are not mandated.

**Substitutions:** On any Dead ball. Not on the fly.

**Start of the Game:** To be determined by coin toss, called by the home team.

**Kick Off:** To be taken in any direction.

**No Slide Tackling:** Players must remain upright and on their feet to avoid making contact with other players. A player sliding to get the ball when no other player is around is not slide tackling and is therefore not in breach of this rule.

**Goal Scoring:** A goal may only be scored from the offensive half of the field. The ball must be completely over the half way line and not touching the line to be considered in the offensive half.

**Penalty kicks:** PK's are awarded if the referee deems a scoring opportunity was nullified by an infraction. A PK shall constitute a direct kick taken from the middle of the half way line with all other players behind the ball. After the kick is taken the offensive team may not touch the ball unless it is touched by a defensive player or hits the goal frame (post or crossbar.)

**Goal Arc:** There is no ball contact allowed inside the goal arc. A player touching the arc or who is inside the arc becomes an extension of the arc. If a player has one foot inside the arc the arc is extended to the player's other foot thus creating an arc violation. The plane of the arc extends upward and therefore a player can create an arc violation with any part of the body. Any Player may enter the arc as long as the ball is not touched while inside. If the ball comes to rest in the arc a goal kick is awarded regardless of who touched it last. If a defender touches the ball in the arc a goal is awarded. If an offensive player touches the ball in the arc a goal kick is awarded.

**Offside Rule:** No Offside.

**Kick Ins:** The ball shall be kicked into play, no throw ins.

**Indirect Kicks:** Kick ins, free kicks and kick off are indirect. Corners kicks and Penalty Kicks are direct.

**5 Yard Rule:** In dead ball situations the defending players must give five yards of space to the kicker. If a team continuously infringes this rule the ball may be moved five yards closer to the goal in a direct line.

**Goal Kicks:** Goal Kicks can be taken from any spot on the endline.

**Corner Kicks:** Must be taken from the corner arc, on the side of the field where the ball left.

**Sportsmanship:** Players, Coaches and Spectators are expected to act in a sportsmanlike manner at all times. Fighting, abusing the referees or other unsocial behavior will not be tolerated in any way. The referee and field Marshals will have the authority to eject any offending party. Any party ejected in such manner will be asked to leave the tournament site immediately.

**Ejections:** The referee has the right to eject a player coach or spectator from the game. Any player red carded will sit the remainder of that game, the team will be allowed to substitute that player and will therefore still have three players on the field. Any Coach Ejected from a game will sit out the rest of that game and the following game. Any Spectator ejected from the game will be asked to leave the site for the remainder of the tournament.

**Scoring (in Bracket play):** Games are scored accordingly; 6 points for a win, 2 points for a tie, 1 point for goals scored (maximum of 3), 1 goal for a shutout.

Examples

3-0 win = 10 points for the winning team

3-2 win = 9 points for the winning team and 2 points for the losing team

2-2 tie = 4 points for each team

**Progress to the knockout stages:** The team(s) with the most points will progress to the next round (including any crossover games). In the case of a tie on points the tiebreaker procedure is as follows.

Head to Head

Total Points from your own group games

Overall Goal Difference

Most Shut outs

Most goals scored (max 5 per game)

Least Goals conceded (max 5 goals per game)

PK Shootout (see below)

**Playoff Overtime:** OT will consist of one 5 minute Sudden death, Golden Goal period. First team to score wins. If there is no winner at this point the three players on the field will participate in a PK Shootout. The three players will take one PK each alternating kicks. After three kicks each the winner is declared. If the game is still tied the same three players will continue to alternate in a shootout until one team scores unanswered.

**Protests:** No protests are allowed. The referees decision is final.