



## **ARLINGTON HEIGHTS PARK DISTRICT FRONTIER DAYS 3v3 SOCCER TOURNAMENT RULES**

**IFAB Laws of the Game apply except as modified below.**

### **COACHING:**

No sideline coaching, assistance, or instruction is permitted from parents, spectators, or coaches. Only players may provide instruction to teammates during games. Repeat violations may result in removal at the discretion of the Tournament Director. See "Substitutions" for age-specific exceptions.

### **PLAYER REGISTRATION / ROSTERS:**

One adult will register for each team, and he/she will be considered the team captain. Team captains must submit one roster/waiver that includes all team members. Individual submissions will not be accepted.

Divisions are separated by age, gender, and level (Rec/Travel/High School). Any team or player determined by the Tournament Director to have falsified age or level will be dismissed from the tournament. Players may only participate on one team per division. Each team will be placed in the division of their oldest, highest-level player. Divisions may be combined at the discretion of the Tournament Director. The Tournament Director must approve all roster changes made after the start of the first game, and all such changes will be permanent and irreversible.

### **BRACKET STRUCTURE:**

Bracket formats will be determined by the number of teams in each division and may include: pool play only, pool play followed by single elimination, and/or double elimination. Each team is guaranteed a minimum of three games. Team schedules and field assignments will be distributed to team captains no later than June 30th. Schedules are subject to change up to and during the tournament.

### **NUMBER OF PLAYERS:**

Teams must have at least 2 and no more than 5 players on their roster. Each team plays 3 players at a time. No goalies.

### **SUBSTITUTIONS:**

Substitutions can be made on any dead ball with the referee's permission. Players and/or adult assistants must get the referee's attention before substitutions can be made. All substituted players must enter and leave from the half-field line.

Kindergarten, 1st grade, 2nd grade, and U8 divisions are allowed one adult on the player sideline to assist with substitutions. The adult assistant may not provide instruction, feedback, or direction during play.

### **UNIFORM / EQUIPMENT:**

Each team must bring matching light and dark shirts. Home teams wear light; away teams wear dark. If opposing teams' shirt colors match too closely, the home team will change.

All players must wear shin guards. Cleats cannot have metal or toe spikes. No jewelry is allowed, with the exception of medical alert bracelets that are taped and secured. Non-sports glasses must be secured with an athletic strap. Players wearing casts/braces will be allowed to compete at the discretion of the referee. All casts/braces must be covered with soft material and cannot have any exposed metal elements.

**GAME BALL / BALL SIZES:**

All game balls will be provided by tournament officials.

Kindergarten-1st Grade and U8 | Size 3

2nd - 6th Grade and U9 - U12 | Size 4

7th Grade+ and U13+ | Size 5

**GAME DURATION:**

Games consist of two 10-minute halves separated by a 2-minute halftime period. Teams will switch field sides at halftime.

All fields will use a single centralized running clock. An air horn will signify the start and end of each game.

**SCORING:**

All goals must be scored from the attacking half of the field. Any goals scored from over the half-field line will be nullified, and a goal kick will be awarded to the defending team. The ball must be fully behind the half-field line, not touching it, for a goal to be awarded.

**MERCY RULE:**

Any team losing by 5 or more goals may add a 4th player. If the winning team's lead drops below 5 goals, the extra player must be removed.

**FOULS AND VIOLATIONS:**

Goal Box:

Players are NOT allowed to touch the ball within either goal box. If the attacking team touches the ball within the defending team's goal box, a goal kick will be awarded to the defense. If a defensive player touches the ball within their own goal box, a goal will be awarded to the opposing team, even if the touch did not directly prevent a goal. This rule is enforced to maintain the spirit of goalie-free 3v3 gameplay. No exceptions will be made.

Delay of Game:

Any player found to be intentionally delaying play will receive a yellow card. Referees will determine what qualifies as delay of game.

Slide-Tackling:

No slide-tackling allowed, regardless of age, level, or division.

Offsides and Build-out Line:

No offside; no build-out line

Dead Ball / Restarts:

Dead balls are any stoppage in play that results in a restart. Restarts are methods of re-entering the ball into play. A ball is considered to be in play when it is touched AND moves.

**Kick-offs:** Indirect, may be taken in any direction. Used to start a game/half, or to restart following a goal. Home teams kick-off to start the first half, and away teams kick-off to start the second.

**Kick-ins:** Indirect, taken at the point where the ball went out of bounds in place of a throw-in.

**Goal Kicks:** Indirect, may be taken at any point on the end line. Awarded following end-line out of bounds calls against the attacking team, or for specified penalties.

**Free Kicks:** Indirect, taken in line with the point of infraction. Awarded following foul calls as determined.

**Corner Kicks:** Direct, taken from the corner. Awarded following end-line out of bounds calls against the defending team.

**Penalty Kicks:** Direct, taken from the mid-line with all players behind the ball. Result from an infraction that prevented a scoring opportunity. If a goal is not scored, the other team is awarded a goal kick.

#### Yellow Cards:

A player's second yellow card in one game, or their third yellow card during the duration of the tournament, will be treated as a red card.

#### Red Cards:

Any player who received a red card will be automatically removed from the game. If they receive the penalty while on the field, the offending player's team will have to play down a player for the duration of the game. The offending player will also receive a 1-game suspension, not including the game where the penalty was received. Players who receive red cards must leave the immediate playing area, including both sidelines. Spectators who receive red cards must leave the entire tournament grounds.

#### **CHAMPIONSHIPS / RANKINGS:**

Standard tournament scoring will be used for preliminary matches: 3 pts for a win, 1 pt for a tie, 0 pts for a loss. Records, scores, and team rankings can be viewed at any time via the QR codes posted around the tournament site.

The following tiebreakers will be used to determine ranking:

1. Head-to-Head results
2. Number of goals allowed (up to 6 per game)
3. Number of goals scored (up to 6 per game)
4. Highest goal differential in a single game
5. Shoot-Out

For the purpose of Tiebreakers, a maximum of 6 goals per team per game will be recorded.

#### Overtime:

In the event of a tie at the end of a championship game, the game will enter a 3-minute "Golden Goal" overtime period. Kickoff direction will be decided by a coin toss called by the away team. The first team to score will be declared champion. If neither team scores within the overtime period, the game will enter a shoot-out.

#### Shoot-Outs:

Championship shoot-outs must include the 3 players from each team who were on the field at the end of the overtime period. Exceptions will be made for teams with fewer than 3 eligible players. Shoot-outs to determine a points-based tiebreaker may include any 3 players from each team.

Each team's players will enter a consistent rotation of penalty kicks. The team that scores the most goals after each player shoots will be declared the winner. If the scores are equal following the first round of shots, the same players will continue in the same order until one team scores unanswered, at which point they will be declared champion.

#### **SPORTSMANSHIP AND CONDUCT:**

Officials are the final authority on all rules-related concerns. Any concerns or grievances are to be filed with the Tournament Director, NOT the referee. Communication with referees before, during, and after matches is not allowed from parents, spectators, or players. Any behavior that violates this policy will result in immediate, irreversible ejection from the tournament grounds.

**SITUATIONS AND/OR OCCURRENCES NOT ADDRESSED IN THESE RULES SHALL BE LEFT AT THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**