

# Indy Premier Moonlight 3v3 Classic Rules

## **RULES OF THE GAME** \* FIFA rules apply if not modified within \*

**Rosters:** All rosters must be signed and submitted prior to the team's first game. All rosters are final upon completion of the team's first game.

**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. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

**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). Players may only play on one team per division. There are no goalkeepers in 3v3. Substitutes may occur at any dead ball situation, but players must get referee's attention and enter and exit at the mid-line only.

**Gender:** No males will be allowed to participate in any female divisions, except co-ed division. No females will be allowed to participate in any male divisions, except co-ed division. Co-ed division must have at least one female on the field at all times.

**Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred ball size for 2010's/2011's = #3; 2009's-2006's = #4; 2005's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

**Field Dimensions:** Length- 35 yards, Width- 25 yards, Goal Arc- 3 yards

**Skill Level:** Teams are placed in divisions/brackets based on the number of teams that sign up for the tournament and ability. There will be a Travel and Recreational division in each age group. Indy Premier has the right to combine ages or genders if it deems necessary.

**Uniforms:** All players must wear the team issued "Moonlight 3v3 Classic" jersey/shirt during play.

**The Goal Arc:** The goal arc has a 3 yard radius located directly in front of the goal. There is no ball contact allowed within the goal arc, however, **all players may pass through the goal arc as long as they do not touch the ball while in the arc.** If the ball comes to a rest on the goal arc, a goal kick is awarded regardless of who touched the ball last. If a defensive player touches the ball after it has entered the plane, a penalty kick is awarded to the offensive team to be taken from the center of the mid-line with all players (on both teams) behind the mid-line. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal arc extends upward.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half of 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 mid-line and the ball hits another player (offensive or defensive) 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.

**Goal Differential:** The maximum goal difference per game is 6 goals.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period. Home team will kick off. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop in 3v3 games. 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.

**Forfeits:** Teams are given five minutes before a forfeit is issued by the referee. **All forfeits must be approved by the Tournament Director before the game is considered an official forfeit.** The Tournament Director has the option to replay a forfeited game if deemed necessary. A forfeit shall be scored as 6-0.

**Substitution:** Substitutions can be made during any stoppage (ie. kick-ins, goal kicks, corner kicks, etc). However, players must get referee's attention and enter and exit at the mid-line only.

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**Playoff Overtime:** Shall consist of a 3-minute "golden goal" overtime period with home team getting kick-off. The first team to score in overtime is the winner. 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. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The penalty kicks will be taken from the mid-line. 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 will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.

**Offside Rule:** There is no offside rule in 3v3 soccer.

**No Slide Tackling:** If a player slides, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

**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 offending player must be immediately replaced by a substitute and may not reenter the game. 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 will be forfeited in favor of opposing team (regardless of the score at the time of the incident). The offending player is suspended for the rest of the present game PLUS the next game. The Tournament Director may eject the player for rest of tournament.

**Kick Off:** May be taken 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).

**Kick-Ins:** 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 and moves one full rotation.

**Five Yard Rule:** In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal arc is closer than 5 yards, the ball shall be placed 5 yards from the goal arc in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-ball kicks (i.e. kick-ins, kick-offs, free kicks, corner kicks) are indirect except penalty kicks.

**Goal Kicks:** May be taken from anywhere inside the goal arc.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defensive team obtains possession with a goal kick.

**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 6-0 win for the team that is present. **Referees will provide the winning coach a scorecard, which must be turned into the Headquarters immediately following the game!**

**Forfeits:** Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

**Tie-Breakers:** For teams that are tied in record, if one team forfeited a game they will automatically be considered the lower seed (unless otherwise decided by a tournament official. Ties between two or more teams will be broken by (1) head to head results between the tied teams (2) total goal difference (3) total goals against up to the max differential per game of six (4) total goals for up to the max differential per game of six (5) most shutouts (6) penalty shootout with entire team rosters.

**Protests:** Protests are strongly discouraged as this is a friendly tournament. **Referee judgment calls are not grounds for a protest.** A team wishing to protest must do so to the Tournament Director before the end of the game in question. The formal protest must be made from the head coach of the team protesting. **Videotape is not acceptable as a form of protest or decision review.** Protests are not accepted after the game is completed.

**Weather Related Issues:** The Indy Premier 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. Entry fees are non-refundable.