

Official Rules: Wolves-Hawks 3v3 Challenge

FIFA rules apply if not modified within.

Each coach and player is expected to understand these rules prior to their participation in the WH-3v3 Soccer Event. Any questions concerning these rules should be directed to Staff.

SCHEDULES: GotSoccer / Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the GotSoccer Schedule for any changes after each tournament game (you will be notified of changes). Check GotSoccer often, as changes do occur to the schedule. When a change does occur, We will attempt to notify teams, and will strive to not change any game times or locations before the first game; but teams are responsible for checking for updates in GotSoccer after each game.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc. Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age (birth year), gender, playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams that span more than one age group (birth year) must register in the birth year of the oldest player on the team roster. Teams are responsible for registering in the appropriate division. In the situation where teams place themselves in the wrong division, WH3v3 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.

Skill Level: Teams must register into the correct division based on their players' competitive experience when applicable. When available, teams with Elite experience should apply for the Elite divisions. Official Team Roster Form, Player Registration & Proof of Age Requirements:

OFFICIAL TEAM ROSTER: Each team must complete the Official Team Roster Form and Waiver, and submit the form to the WH-3v3 Event Staff during Team Check-In, or PRIOR TO THEIR FIRST GAME. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.

PROOF OF AGE: Tournament officials or Coaches have the right to demand Proof of Age for any player included on the roster PRIOR TO THE START OF ANY GAME. Players are required to carry Proof of Age with them at all times during the event. If there is an age questioning, it is the job of ONLY the COACH to speak with the tournament director.

FALSIFYING AGES OR SKILL LEVEL: The Tournament Director may dismiss any team from the event – and potentially future events - any player(s) or coach(es) determined by the Tournament Staff to have falsified age, identity, or skill level where applicable. This act of non-sportsmanship will not be tolerated.

BRACKETING: WH3v3 - will make the best effort to have true age groups and appropriate levels but by signing up understand your team may be placed 1 birth year up or down depending on numbers (example – u10/u11 Boys). If your team is made up of split birth years your team could have players playing then 2 years up but that is not under the control of WH3v3.

Tie-Breakers: To determine bracket winners the following will be considered in the order below.

Points – 3 points – Win, 1 point – Tie, 0 points – Loss

Head to Head

If head to head cannot be used...

Goal Differential +5 or -5 Max per game

Shootout (kicks will be taken from one end of the field having to score on a goal with no goalkeeper. Best of 3 kickers and if still tied sudden elimination).

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, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. 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.

RULES DURING PLAY: Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime. Rock paper scissors will determine possession and direction before the start of the game. 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 (see Overtime Rules for Playoffs / Championship Rounds listed below). There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The Referee has the official time on the field.

Substitution: Substitutions may be made during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee. Substitutions may NOT be made on the fly! Only - 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.

DIRECT & INDIRECT KICKS: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed. **GOAL KICKS:** May be taken from any point of the end line. All Goal Kicks are indirect kicks.

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 defense obtains possession with a goal kick.

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 box 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.

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no Goalkeepers WH3v3 Soccer. No Off-sides WH3v3 Soccer! No Slide Tackling in WH3v3 Soccer: If a player is sliding for the ball, contact with any player(s) from the other team is NOT 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, so long as no contact is made with an opposing player. 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).

Protests of Rules: Protests are strongly discouraged, as they are frequently based on emotions or referee judgment calls. If there is any issue during the event...Our staff will only communicate through the head coach or team captain. We believe that modeling responsible behavior for the players is more important than any result.

Field Dimensions- The playing field is 40 yards long by 30 yards wide. The goals are 3 feet tall by 6 feet wide.

Goal Box: There are no goalkeepers in 3v3. Players must be 2 yards away from the goal or the referee can award a goal or penalty kick at their discretion.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear shin guards, or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, rock

paper scissors - in pool play will determine which team must change. In playoffs, the higher seed will have the option. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Game Balls / Sizes: Teams are responsible for providing game balls **Ball Size:** Ball Size 4 = U7-U12; Ball Size 5 = U13 & up **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 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 team forfeiting three games during pool play may be removed from the tournament. A team forfeiting one game during the playoffs may be removed from the tournament.

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. • Golden Goal Overtime Period. Playoff Overtime shall consist of one 3-minute “golden goal” overtime period with rock paper scissors to decide kick-off/direction. The first team to score in overtime is the winner. If the game is still tied the teams will play 1v1 until someone scores.