

Ozark Summer Sizzler 3v3 Soccer Tournament Rules

1. **Roster Limits:** Five is the maximum number of players on a team (three field players and two substitutes). A team must have a minimum of two field players. Players may only play on one team per division. There are no goalkeepers in 3v3.
2. **Age of participants:** The age group of each team for this tournament is based on the player's MYSA classification for the upcoming fall season.
3. **Coed Teams:** Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Coed teams are allowed to play in the male divisions, in which case the standard coed rule does not apply.
4. **Uniforms/Protective Casts:** All players on the team must wear the same color jersey/shirt during play. Protective casts must be approved by a tournament official. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, necklaces and bracelets (except medical bracelets).
5. **Tournament Equipment:** All players must wear shin guards. Teams are responsible for providing game balls. (U8 = size 3, U10/12 = size 4, older size 5).
6. **Goal Scoring:** A goal may only be scored from a touch 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 midline 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.
7. **Game Duration:** The game will consist of a 20 minute running clock. A coin toss will determine direction and possession before the start of the game. Games tied at the end of regulation play shall end in a tie. There are no timeouts and the game clock does not stop in 3v3 games. In the spirit of good sportsmanship, do not waste time during the game. The referee will caution and or card players who they deem to be wasting time.
8. **Substitutions:** may be made during all dead-ball situations, regardless of possession. Substitutions should not be made on the fly.
9. **No Offsides** in 3v3 soccer!
10. **No Slide Tackling** in 3v3 soccer! If a player is sliding, no contact is allowed. A player may slide to stop/intercept a ball where contact is not initiated during the slide (for example, a player may slide to save a ball from going out-of-bounds).

11. **Hand Ball Clarification:** Deliberately handling of the ball that denies a team of an obvious goal-scoring opportunity will result in a penalty kick.
12. **Red Cards:** If a player on the field is issued a Red Card and sent off by a referee, the team will complete the game down a player. The player receiving a red card will be suspended from their next game (no exceptions). Players or coaches receiving a red card must leave the playing area immediately.
13. **Kick-off:** Kick-offs 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 in the offensive half). However, if the ball hits a defensive player before going into the goal on a kick-off, a goal will be awarded.
14. **Kick-Ins:** The ball shall be kicked into play from the sideline instead of being thrown in. The ball must be placed on the touchline for the kick-in.
15. **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 in line with the direction of play prior to the penalty.
16. **Direct and Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.
17. **Goal Kicks:** May be taken from any point on the end line. The ball must be set on the end line for the goal kick.
18. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. 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.
19. **Point System:** 3 points for a win, 1 point for a tie, no points for a loss. A forfeited game is scored as a 6-0 win for the team that is present. Teams should be present 5 minutes before scheduled kick-off. Games will be forfeited at the referee's discretion when the game clock starts unless the team present agrees to a late start (shortened game).
20. **Tie-Breakers:** (1) head to head results between tied teams; (2) goal differential; (3) goals against; (4) goals scored; (5) coin toss.
21. **Weather Related Issues:** The tournament organizers reserve the right to modify, reschedule or cancel the tournament due to inclement weather. If games cannot be completed on Saturday, an attempt will be made to complete them in the afternoon of the following day, but entry fees are non-refundable.