



Midstate Futsal 3v3 Tournament Rules (2017)



PLAYER REGISTRATION: All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age.

ROSTERS: All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3-v-3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

GENDER: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

EQUIPMENT: All players must wear shin guards with the exception of adult divisions. Any player without shin guards will not be allowed to play. Midstate will provide game balls for each field. These will be regulation futsal size 5 balls.

FIELD DIMENSIONS: Approximately 30x20yds to PUGG goals

GAME DURATION: The game shall consist of two 12 minute halves separated by a two minute halftime period, OR the game shall end when a team reaches an 8 goal lead. Games tied after regulation play shall end in a tie. Except Playoffs, this will be a 3 minute golden goal period followed by a shootout.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field but not inside the designated goal boxes. If a goal-scoring body part is on or inside the line of the box it is considered inside the box. If a shot is taken & goes through the corner hole of the pug net it counts as a goal. The chain is considered the goal-line. If a shot is taken & stops on the goal-line it is NOT considered a goal. If a player from the defending team does not let the ball come to a complete stop when it could still spin into the goal, a penalty kick is awarded to the attacking team. The ball must clear the entire goal chain to be considered a goal unless it goes through the corner hole. If the ball hits the top of the goal and moves the goal back to where the ball crosses the entire chain & is in the goal it is considered a goal. It is NOT considered a goal if the ball hits the top of the net & lands in the box, behind the goal or anywhere not over the goal-line.

SCORING (IN POOL PLAY): Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play Maximum of 5 goals per game; 3) Fewest goals against in Pool Play; 4) playoff team shootout with entire rosters.

PLAYOFF OVERTIME: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period. Shootout shots are against no goalkeeper but from a designated distance.

NO OFFSIDES IN 3-V-3 SOCCER AND NO SLIDE TACKLING IN 3-V-3 SOCCER

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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

KICK-INS & CORNER KICKS: The ball shall be kicked into play from the sideline instead of throw in. u8 divisions are permitted to dribble in but cannot directly score from the dribble in (see updated rules below) *

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs, including corners) are indirect with exception penalty kicks.

GOAL KICKS: May be taken from any point on the curved goal box line, or in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. Penalty also awarded when the defensive player touches the ball inside their own defensive goal box. Defensive players can enter the goal box area but cannot touch the ball. It is a direct kick taken from the top of the center circle (15ft. line) half way line with all other players behind the midfield line. For youth divisions u10-u12 they will be taken from line at approx. 10ft. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are *not* live balls.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams still play with 3 on the field

FORFEITS: A forfeit shall be scored as 5-0.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

HEADING: There will be NO heading of the ball by the U8 and U10 age groups. If a player heads the ball intentionally or unintentionally it will result in an indirect free kick for the opposing team. Encourage all teams to play the ball on the ground as often as possible.

BACK PASS: If a player is in the attacking half & plays the ball back into their defensive half resulting in an own goal it will be counted as a goal for the opposing team.

DRIBBLE IN'S: U8 teams may either dribble in or pass the ball in if the ball goes out on the sidelines or their own end line and are awarded possession of the ball. Before a goal is scored the ball has to be played to a teammate. Players can NOT dribble in & directly score a goal. U8 Players playing in a u9/u10 division have to adhere to the kick in rule as normal for older players.

DEADBALL: If the ball comes to a complete stop within the penalty box or on any line including goal line (pugg strap) the ball is dead and a goal kick awarded to the team defending that goal.

ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; PLAYER PASS, DRIVERS LICENSE OR BIRTH CERTIFICATE. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.