



Midstate Futsal 3v3 Tournament



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; FOUR is the minimum; 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. Adult Co-ed division must have at least one female on the field at all times.

EQUIPMENT: All u8-HS players must wear shin guards. 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 be officially over when a team reaches an 8 goal lead. Game will be played out unless LOSING team wishes to discontinue playing. 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 player shoots from their own half & it is deflected in on a defensive touch in the opponents half then this is not considered a goal).

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 a designated 4 players.

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 by using a designated 4 players from each team. This can be any 4 players. Shootout shots are against no goalkeeper but from a designated distance. Every player of the 4 designated has to kick. Team who scores the most after 4 kicks each is the winner. If score is still tied, sudden death penalty kicks will occur. Kicks will be repeated in sequence from the first kicker again.

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

THREE YARD RULE: In all dead ball situations, defending players must stand at least three yards away from the ball. If the defensive player's goal area is closer than three yards, the ball shall be placed three 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.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs, corner kicks) are indirect with exception penalty kicks, and free kicks awarded in opponents half.

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: Penalty is 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) on the offensive side of the midfield line with all other players behind the midfield line. For youth divisions u8-u14 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. YELLOW CARD= player sits for 2 minute penalty, but can be replaced so play is still 3v3. RED CARD suspension = Rest of game PLUS next game(if RED CARD is deemed violent, threatening, intimidating, or includes foul & abusive language & any other act that is considered RED

CARD worthy at discretion of referee and/or tournament director. 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.

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.