

Kids4Kids 3v3 Soccer Tournament Rules **(FIFA RULES APPLY IF NOT MODIFIED WITHIN)**

Player Registration: All players must be registered on their team's Official Registration/Waiver Form before the tournament begins. All rosters are final upon completion of the team's first game.

Number of Players: Six is the maximum number of players on a Carnaval de Futebol 3 v 3 team: three field players and three substitutes. (A team must have a minimum of 2 field players to play). Placing a player on multiple rosters is allowed, however not in the same division. For example a player could play on both a 2008 Silver team and a 2008 Gold team, but not on two 2008 Silver teams.

Gender: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. 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 U7-U8 = #3; U9-U12 = #4; U13 and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

Uniforms: All players must wear uniform jerseys/shirts during play. If both teams are wearing the same color, a coin flip in pool play will determine which team must wear an alternate color shirt or pinnies. Hard casts properly wrapped and approved by the referee are allowed. Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Field Dimensions: Length - 40 yards, Width - 30 yards.

The Goal Box: The goal box is ten feet wide by six foot long and situated directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches the ball after it has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.

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 a 10 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.
Scoring (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. A forfeited game is scored as a 6-0 win for the team that is present.

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 3) Fewest goals against in Pool Play; 4) Most goals for 5) playoff team shootout with entire rosters.

Playoff Overtime: Playoff overtime shall consist of a 3-minute “golden goal” overtime period with a coin toss to decide kick off/direction of play. 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 by a shootout. The three players from each team on the field at the end of the overtime period, will take a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick showdown until one team scores unanswered.

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: 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) are indirect with exception to corner and penalty kicks.

Goal Kicks: May be taken from any point on the end line, and not 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 an infraction (the infraction does not automatically result in a red card). It is a direct kick taken on goal from the center of the midfield line. All players must be behind both the mid-field line and the kicker. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Substitution: Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referees attention and players are to enter and exit at mid-field. Substitutions due to player injury may be made at any time at the discretion of the referee.

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

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.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game.

Weather Related Issues: Tournament 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 times as deemed necessary.

Unforeseen Circumstances / Rules Interpretation: Tournament Director has final authority on all needed decisions not covered above.

Tournament Proceeds: After expenses are paid ALL proceeds will be donated to charities. 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