

Whiskeytown Quickdraw 3v3

Soccer Tournament 2021

WHISKEYTOWN QUICKDRAW 3v3 SOCCER TOURNAMENT OFFICIAL RULES (FIFA RULES APPLY IF NOT MODIFIED WITHIN)

COST:

\$200 per team

Early bird and late fees may apply at registration. See [Whiskeytown Quickdraw 3v3](http://www.CaliforniaSoccerPark.com) at www.CaliforniaSoccerPark.com

\$5 admission per day for spectators (12 & under free. Team members free.)

DIVISIONS:

Youth Divisions Boys & Girls: 10U-19U

*age example: For U10 (under 10) you have to be 9 or less during the event.

Adult Divisions: Open, Over 30 (Females 17 and over may play in the Over 30 division)

Registration deadline date is May 31, 2021

Payment is due on May 31, 2021 –To be accepted to the tournament, payment must be made.

Full legal name and age/birthdate are required for each player.

All players are required to sign a Liability and Media Consent Waiver. For players less than 18 years of age a parent or guardian must sign for them.

Liability and Media Consent Waiver forms for players will be provided to the managers of each team and will be available to sign at the California Soccer Park. Players under the age of 18 will need to have a parent/guardian signature. Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament.

WITHDRAWING FROM THE TOURNAMENT:

If a team withdraws after registered, that team will forfeit all entry fees.

TOURNAMENT CHECK-IN:

All teams are required to check in at the Tournament Check-In desk at least 30 min prior to their first match.

All players must provide proof of age with one of the following valid forms of ID: US Club or USYSA Player pass, driver's license, passport or birth certificate before or at team check-in.

FORMAT FOR GAMES:

The number of teams per age/gender division will be determined by the Tournament Director depending upon the number of qualified teams accepted per age/gender. The number of teams per flight, play-off advancement procedure, process of determining a winner, and number of games played will depend on the number of teams per age/gender.

ADVANCING TO PLAY-OFF GAMES:

To be determined by number of players.

PRE-GAME CHECK-IN:

All teams are required to check in with the referee at least 10 min before the start of each match.

ROSTERS:

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

NUMBER OF PLAYERS:

Six (6) is the maximum, Four (4) is the minimum number of players on a team roster; three (3) field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. You are

not required to have a coach for your team. Every team is required to have a contact over 16 years of age to handle communication. If 3 players are not on the field at kick-off time, they will forfeit.

GENDER:

No male players will be allowed to participate in any female division. Females may play in male divisions.

EQUIPMENT:

All players must wear shin guards. Any player without shin guards will not be allowed to play. Preferred Ball Size for U10, U12 is size 4; U14 and up is size 5. In the event that age divisions are combined, the teams should use the older division's ball size. Game balls will be provided by the tournament organizer.

UNIFORMS:

Teams must have matching colored uniforms/t-shirts. Numbers are encouraged but not required. If there is a uniform conflict between two teams the home team is required to change or wear matching colored pinnies that differ from the color of their opponent. Fun (but safe) uniforms are encouraged.

FIELD DIMENSIONS:

Length-35 yards, Width-30 yards

GOAL BOX:

The goal box is 10 feet wide by 8 feet deep and is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball within the goal box including the line; a penalty kick is awarded to the attacking team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defending team. Repeated infractions in the goal box MAY result with a Yellow Card being given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are approximately 4 feet high by 6 feet wide.

GAME DURATION:

The game shall consist of two eighteen (18) minute halves separated by a 4 minute halftime. Group games tied after regulation play shall end in a tie. Playoff games cannot end tied and must have overtime. There will be NO additional stoppage time added.

PLAYOFF OVERTIME:

Teams will have a 3 minute "Golden Goal" overtime period. If the score is still tied, the winner is decided by a shootout.

SHOOTOUT:

To determine a winner after the 3 minute "Golden Goal" period ends in a tie the teams will select a kicking order in a "Best-of-3" shootout. All players on the roster may participate in the shootout. The winner of a coin flip may choose which team kicks first. The teams will take turns taking penalty kicks from the kick-off mark. If the score remains tied after the first three kickers from each team (3-3) then the shootout becomes a 1 for 1 competition. Teams must reduce to equate when taking kicks (For example if one team only has 5 eligible players an opposing team of 6 would have to reduce their numbers to 5 kickers). If the score is still tied when the last players have taken their kicks, the shootout will continue with the first kickers from each team.

GOAL SCORING:

A goal may be scored from a legal touch on the offensive half of the playing field.

SCORING (IN REGULAR PLAY):

3 points for a win; 1 point for a tie and 0 points for a loss.

FORFEITS:

A forfeit shall be scored as 5-0 win for the non-forfeiting team.

TIEBREAKERS:

In group play, ties between two or more teams will be broken by;

- 1) Head to head results between tied teams
- 2) Goal difference in group play
- 3) Fewest goals against in group play
- 4) Goals scored
- 5) Shootout

FIVE YARD RULE:

In all dead ball situations defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS:

The ball shall be kicked in to play from the sideline instead of thrown in. The ball must be stopped.

INDIRECT KICKS:

ALL dead ball kicks including fouls are indirect (kick-offs, goal kicks, kick-ins, corner kicks, etc.) except penalty kicks. (penalty kicks are from half-field line with no goalie)

GOAL KICKS:

Goal kicks may be taken from any point on the end line.

PENALTY KICKS:

Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the kick-off mark on the midfield line with all other players behind the midfield line and at least 5 yards from the kicker. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are NOT live balls.

ADDITIONAL MODIFIED RULES:

There is no offside in 3v3 soccer.

Slide tackling or sliding to save a ball is not allowed at any time. Sliding is considered dangerous play and an indirect free kick shall be given to the non-offending team; the referee may show a yellow card for sliding challenges. Sliding is considered an attempt to play the ball where the player uses any other part of the body to touch the ground, except their feet, in order to keep their balance.

SUBSTITUTIONS:

Substitutions may occur at any dead ball situation. Players must get the referee's attention and enter at the half-field line only. The substitute may not enter the field until the player leaving has fully exited the field. Players exiting the field may leave the field at any location.

PLAYER EJECTION (YELLOW/RED CARD):

Referees have the right to eject a player from the game for continual disobedience, dissent, or as a result of an incident that warrants sending the player off. A RED CARD, or the accumulation of 2 YELLOW CARDS by the same player within a single match, will result in the ejection from the rest of the current game plus the next game. A RED CARD will also result in a 1 point deduction from the team's total points in group play. Tournament Director may rule to eject the player for rest of tournament. Teams still play with 3 on the field even if a player is ejected.

ZERO TOLERANCE:

ZERO TOLERANCE FOR FIGHTING. If a player is ejected for fighting he/she WILL be dismissed for the remainder of the tournament.

HEADING:

For all divisions U12 and below, players may not deliberately play the ball with their head. An offense will result in an indirect free kick by the non-offending team.

SPORTSMANSHIP:

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

ADMISSION:

General gate admission for all persons 13 and older will be \$5 per person per day. All registered players and coaches will gain FREE entry.

MEDICAL ASSISTANCE:

Any injuries should be reported to the Field Marshall and Tournament Director. Field Marshall shall complete an accident report for all injury reports. In the event of a serious injury, emergency medical services will be called in requested by the parent, coach, or referee.

WEATHER:

California Soccer Park is an all weather park; therefore tournaments will not be canceled due to severe weather except lightening or smoke. If the tournament is canceled any uncommitted entry fees will be returned to all participating teams with due allowance made for games played, awards, programs, and other unrecoverable expenses.

OTHER SITUACIONS:

Under no circumstances will alcoholic beverages of any kind, tobacco products, or animals (except for service dogs) be allowed within the confines of the tournament complex. **NO STAKES MAY BE USED ON ANY OF THE PLAYING SURFACES.**

AWARDS:

1st place team awards will be presented in each division including each player and one coach (if applicable).

All game results will be final. No protest will be considered.