



Warrior Challenge 3v3 Rules

Laws/Rules are same as would be in full sided competition, unless modified in the rules below. All events will take place at the City of Socorro Athletic complex. Check in will be at the City of Socorro convention center building, just north of the fields and off Highway 60.

There are six competition divisions: U10, U12, U14, U16, U18 and ADULT. Age divisions are based on youth soccer calendars (August 1st to July 31st).

PLAYER REGISTRATION: All players must be listed on their teams' roster form before the tournament begins. Any team or player determined by the event director to have falsified age will be dismissed from the tournament and will not be eligible for a refund.

TEAM CHECK-IN: All teams must check-in Friday night, NO EXCEPTIONS. Check-in will begin at 4 PM at the main building next to the rodeo arena. You must be checked in BEFORE your players can complete in the Skills Challenge. You can check-in until all Friday night events are complete. **For divisions U10-U18, signed roster and player cards from a valid soccer organization (AYSO, USSF, NMYSA, etc.) must be presented at check in.** This is NOT required for the ADULT division.

ROSTERS: No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the team's first game.

NUMBER OF PLAYERS: SIX (6) is the maximum number of players on a team; THREE (3) field players at one time. Players may only play on one team in the tournament. There are no goalkeepers in 3v3 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

NUMBER OF GAMES: Each division is limited to 6 teams. All teams will play five games, the final two teams of each division will have championship game.

COACHES: Three (3) is the maximum number of coaches that can accompany a team on the sideline during a match. Coaches may not cross beyond the midline and shall remain in close proximity to the team's sideline area.

TEAM UNIFORMS & EQUIPMENT: All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. The player number must be on the back of every jersey. If both teams are wearing the same color, the home team will change uniforms. In playoffs the higher seed will have the option. All players must wear shin guards. Any player without shin guards will not be allowed to play. A player must not use equipment or wear anything that is dangerous to them or another player (including any kind of jewelry). No hard casts are allowed. The home team for each match must provide the game ball. Here are the following sizes for each group: U10-U12 = Size 4; and U14 & up = Size 5.

FIELD DIMENSIONS: fields are Length 35 yards, Width 25 yards.

GOALS & GOAL BOX: The goals are a maximum of four feet high by eight feet wide. The goal box, 12 feet wide and 8 feet deep, 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. If any part of the ball or player's body is on or across the line it is

considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. 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.

GAME DURATION: The game shall consist of two 12 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no time outs in 3v3 soccer.

GOAL SCORING: Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be touched (either by offense or defense) within the attacking team's offensive half of the field. A goal cannot be scored directly from a kick off. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offense half of the field when last touched during kick off, no goal will be awarded and a goal kick will be given).

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: (standings after pool play) Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) total goal difference; 3) most goals scored in qualifying play; 4) least goals allowed, 5) if head coaches agree, a coin toss; if not a shootout. Ties between three or more teams will be broken by; 1) goal difference; 2) most goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

PLAYOFF OVERTIME: Shall consist of sudden death overtime period with a coin toss to decide kick-off direction. The first team to score in overtime is the winner.

NO OFFSIDES and NO SLIDE TACKLING IN 3V3 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards (15 feet) 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 infraction.

KICK-INS: The ball shall be kicked into play from the sideline instead of throw in.

RESTARTS: All dead ball kicks to restart play (kick-ins, free kicks, kick-offs), with exception of corner and penalty kicks, are considered to be indirect free kicks. The rule defining when a kicked ball is in play after the first touch in a restart is from full sided soccer. Our rules do not alter that rule in any way. In the full sided game of soccer the ball is considered in play when it is kicked and moved. The distance to be moved is minimal and the kick need only be a touch of the ball with the foot in a kicking motion or being dragged with the top or bottom of the foot. Simply tapping the top of the ball with the foot or stepping on the ball is not sufficient.

GOAL KICKS: May be taken from any point on the endline, and not in the goal box area.

KICK OFF: May be taken in any direction. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offense half of the field when last touched, no goal will be awarded).

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 middle of the halfway line with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER EJECTION (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. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

FORFEITS: Any team forfeiting two consecutive games in qualifying play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

PROTESTS: There will be no protests.

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.

GENERAL: SHS Warrior Soccer will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of any Division or any part of this tournament.

CASTS: Orthopedic casts of any kind are not permitted; however, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee. The referee has the final say at each game for soft braces.

MECHANICAL AND ARTIFICIAL NOISE MAKERS ARE PROHIBITED. SITUATIONS OR OCCURRENCES THAT THESE RULES OR STANDARD RULES OF PLAY DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT COORDINATOR.

SKILLS CHALLENGE INFORMATION

Since we do require check-in on Friday night, we want to have some fun. You are not required to compete in the skills challenge but we will award gold and silver medals in each skill event for each age division. Your players will have a chance to display their soccer skills and win a medal! The fields will be open for teams to warm up for each competition.

PK Shootout

This challenge is setup just like a 5-shot PK shootout. Teams will compete in their own age division and will complete in a single-elimination format leading to a final championship shootout. A full team is five shooters and one goalkeeper. Each team must supply a properly-sized and properly-inflated ball.

If your team roster is less than six, first your goalkeeper may shoot to get in all five shots. If you are still short, a player may shoot twice (but not more than twice) until you get all five shots. If tied at the end of five shooters, sudden-death (one-on-one) competition will begin. The goalie may not shoot in sudden death. The referee's judgement is final.

Dribbling Relay

There will be one race per age division. Four players will represent their team and will line up with 2 players at each end of the course. Each competitor will dribble approximately 40 yards through 5 flags placed at approximate 5 yard intervals. Failure to dribble through the cones will result in disqualification. The next player may not start until the dribbler has crossed the end line. Fastest time wins. Each team must supply a properly-sized and properly-inflated ball. Judges' decisions are final.

Juggling

One player for each team will complete and teams compete in their own age divisions. U10 through U12 will juggle for 30 seconds. U13 and older will juggle for 45 seconds. Players will be judged on style, ball control, repetition and ability to use all body parts. You do not have to maintain the ball in the air the entire time, if it drops, just start again. The tournament will supply balls for this event. Judges' decisions are final.