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XL Regional 3v3 Soccer Tournament

****Fifa rules apply if not modified within**** The following rules have been designed to ensure fair play to all participants. Each player, coach, and spectator are expected to understand these rules prior to their participation in the XL Regional 3v3 Soccer Tournament. Any questions concerning these rules should be directed to XL Sports World Staff.

Master scoreboard / Schedule Changes: It is the responsibility of the team (coach, team contact/manager, or team captain) to check the master scoreboard schedule for any changes after each tournament game. Check the schedule as often as possible as changes do occur. When changes do occur, XL will attempt to notify teams, and will strive to not change any games or locations before the first game. But teams are responsible for checking for updates/changes.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Team registration: Teams must register and pay all team fees to participate in the event. Teams should register into divisions based upon age (birth year) and gender. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams that span more than one age group (birth year) must register in the birth year of the oldest player on the roster. Teams are responsible for registering in the appropriate division. In the situation where team place themselves in the wrong division, XL, will attempt to rectify the error, but cannot guarantee proper placement. It is each team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, registration fees will not be refunded.

- **OFFICIAL TEAM ROSTERS:** Each team must register via Dash and each player must have a Dash account. When the team has been created the coach, player, manager who created the team can add all players to the roster by inviting them with their email address. This will act as the official team roster. All players must have a Dash account prior to their first game, or they may be disqualified from the tournament. Teams cannot add players after the start of the first game.
- **PROOF OF AGE:** Team officials have the right to demand **Proof of Age** for any players on the roster. Players are required to carry proof of age with them at all times.
- **FALSIFYING AGES:** The XL 3v3 Tournament Director/Event Director may dismiss any team from the event – and potentially future events – any player(s) or coach(es) determined by the Tournament Staff to have falsified age or identity where applicable. This is an act of Non-Sportsmanship and will not be tolerated by XL Sports World.

BRACKETING: Rankings, Seeding, and Tie Breakers:

Championship bracket round seeding: Championship bracket seeding for each division will be determined by Win/Loss record for each team. A forfeited game is scored as a 12-0 win for the team that is present.

Referees will provide the winning coach a scorecard, which must be turned into the headquarters desk immediately following the game. For games where the score-card is not turned in to the Headquarters desk, a verbally communicated score will be accepted until the score-card can be produced.



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Seeding Tie Breakers: *For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official).*

When (2) two teams from one pool are tied in record following the Pool Play games, ties between the two teams will be broken by the following:

1. The team that won the game Head-to-Head competition will be the higher seed.
2. If the game between those two tied teams resulted in a tie, or if the two tied teams did not play each other for any reason: then proceed to the (3) three team tie breaking rules process listed below.

When (3) three or more teams from one bracket are tied in record following Pool Play games, ties between the three or more teams will be broken by the following:

- *This process should be followed from one step to the next if (2) two or more teams are still tied, do not revert back to previous steps prior to the final steps.*
1. Head-to-head results / head-to-head win-loss record in head-to-head games between three tied teams.
 2. Goal difference in head-to-head games between the three or more tied teams.
 3. Goals against in head-to-head games for the two or more tied teams.
 4. Goal difference in pool play games for the two or more tied teams.
 5. Goals against in pool play games for the two or more tied teams.
 6. Goal difference in all games played for the two or more tied teams.
 7. Fewest goals against in all games played for the two or more tied teams.
 8. If only two teams are still tied at this point, revert to the two team tie breaking rule (but do not revert to the two team tie breaking rule prior to this step). If still tied in record, proceed to the net step.
 9. Shootout: follow overtime rules for shoot out – each team may pick it's 3 players for the shoot-out.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (please see red card rule). Any player accumulating three yellow cards during the tournament will be automatically suspended for their next game (no exceptions). **Play Ejection (Red Card):** Referees have the right to issue a Red Card and eject a player or coach from the game for continual disobedience or as a result of an incident that warrants a sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at Tournament Directors Discretion)/ Players or coaches that are red carded must leave the immediate playing area, including the fan/team area. If the player delays or refuses, the game may be forfeited in favor of opposing team (regardless of score at the time of incident). ***If player(s) is (are) issued red card(s) for fighting, player(s) may be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.*

Coach/Parent Ejection: Referees have the right to eject a coach or parent for continual disobedience or as a result of an incident that warrants an ejection. Coaches or parents who are ejected by the referee or tournament official must leave the field and area around the field before play can continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.



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RULES DURING PLAY:

Game Duration: The games 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. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie. Games during Playoffs/ Championship Rounds that are tied after regulation play shall proceed to overtimes (see Overtime Rules for Playoffs / Championship Rounds listed below). There are no timeouts, and the game clock does NOT stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The referee has the official time on the field. **THE HOME TEAM IS LISTED FIRST ON THE OFFICIAL SCORECARD.**

Substitution: Substitutions may be made during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and players must enter and exit at midfield when prompted by the referee. **SUBSTITUTIONS MAY NOT BE MADE ON THE FLY.**

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks: KICK OFF: May be kicked in any direction. You can score directly from a kickoff, provided the ball is touched/moved by player 1 and player 2 can strike the ball into the goal (kick off in an indirect kick). **KICK-IN'S:** The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick. **NO DRILBBLE IN IS ALLOWED.**

Direct and Indirect Kicks: All dead-ball kick s (kick ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within 5 yards of the opposing goal box, the ball will be moved back to five yards of the opposing box. It is the referee's discretion where the ball will be placed.

Goal Kicks: May be taken from any point on the end line. All Goal Kicks are in direct kicks. **PENALTY KICKS:** Shall be awarded if, in the referee's opinions, a scoring opportunity was nullified by an infraction (the infractions do not automatically result in a red card). Penalty Kicks are direct kicks taken from the center of the mid field line with all players (on both teams) behind the mid-line. Penalty kicks are a dead-ball infraction). If a goal is not scored, the defense retains possession with a goal kick.

Five Yard Rule: In a dead-ball situation, defending players must stand at least 3 yards away from the ball. If the defensive player's goal is closer than 3 yards, the ball shall be played 3 yards from the goal box in line with the direction of play prior to the penalty.

Five second rule: In all dead-ball situations, attacking players must put the ball in play within 5 seconds of the "all ready to play" signal from the referee, or it becomes a turnover to the opposing team at that same spot. If a 5 second rule violation occurs on a teams' goal kick, a corner kick is awarded to the opposing team. When teams are substituting players, on a dead-ball situation, the 5 second does not begin until the subbing players are off the field and the referee has signaled to start play.

HEADING: Heading is allowed in for team in the 2010 bracket and up.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) with the team's offensive half on the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick in from the out of bounds, unless 2 players touch the ball before a goal is scored. See below for "Plane of the goal/ Net interference).



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Goal Keepers / Offsides / Slide Tackling / Hand Ball Clarification: There are no goalkeepers in our 3v3 Tournament. There are no offsides in our 3v3 Tournament. There is no slide tackling or sliding of any form allowed in our 3v3 tournament, this includes sliding to intercept and/or stop the ball. **Hand ball clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Protests of Rules: **NO PROTESTS WILL BE ALLOWED** (Only exception are protests for team rosters). **No other protests, or forms of protests will be allowed or accepted (including, but not limited to judgement of calls by referee, misapplication of the rules or teams being in the wrong age/skill division), as they are frequently based on emotions or referee judgement calls. Referee judgement calls are NOT grounds for a protest. Videotape is not acceptable as a form of protest or decision view.**

FIELD DIMENSIONS, GOAL BOX, PLANE OF THE GOAL / NET INTERFERNECE, PLAYER UNIFORMS, GAME BALLS ETC:

Field Dimensions: The playing field is approx 35 yards long by 25 yards, for all age groups. The goals are approximately four feet high and 6 feet wide.

Goal Box: There are no goalkeepers in 3v3. The goal box is approximately ten feet wide by six foot long located 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, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in the goal box, or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal / Net Interference: A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear shin guards or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. Players wearing protective casts must receive written approval by the Kick It Tournament Director and/or Referee Assignor, and will be required to check in prior to each game with the on-field referee to be permitted to play. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The



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Tournament Director, Athletic trainer, and/or Referee Assignor re-approve the wearing of the protective cast in writing. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Game Balls / Sizes: Teams are responsible for providing game balls. Any disputations over ball size must be settled prior to the start of the game. For the 2021 XL Regional Tournament Ball Size 3 = 2012

Ball Size 4 = 2011's, 10's, 09's, & 08's

Ball Size 5 = 07's & older

Delay of Game, Forfeits, Overtime:

Delay of Game: The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee. All forfeits must be approved by the Kick It 3v3 Soccer Tournament Director before the game is considered an official forfeit. The Kick It Tournament Director has the option to replay a forfeited game if deemed necessary. A team forfeiting three games during pool play may be removed from the tournament. A team forfeiting one game during the playoffs may be removed from the tournament.

Playoff Overtime: Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Playoff Games shall play into overtime.

- Golden Goal Overtime Period. Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.
- Shootout. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. 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 format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

**** The Kick It 3v3 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****



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