

SOCCER YOUTH 3v3



DATE: Saturday, July 19 & Sunday, July 20

SITE: Amend Park • King Ave & S Billings Blvd

DEADLINES & FEES: by July 1 • Early Bird Pricing & Guaranteed T-Shirt Deadline

- \$150/team

July 2 - July 10 • Registration Closes

- \$200/team

July 10 • Roster Change Deadline

- Free through July 10 - after this date, all changes must be made and paid for onsite.

- \$30 Onsite All-Inclusive Roster Changes.

- No roster changes after the first team game has started.

PROCESSING FEES:

- \$2.95 + 2.5% added at checkout or \$12/team for paper registration

TEAM SIZE: Minimum three players - maximum six players.

All players must be on a roster before their first game and may only play on the team for which they are rostered. Open to teams of all abilities.

EVENTS	SKILL	GENDER
(Age 7 & 8)	3 v 3	Male
(Age 9 & 10)		Female
(Age 11 & 12)		

COMMISSIONERS: John Krebs • jkrebs22@gmail.com • (406)671-3540

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TEAM DRESS: Each team must have two different colored shirts (one primary and one alternate color). **Shin guards are required with socks over.**

SCHEDULES/BRACKETS: Brackets will be posted at bigskygames.org/sports/soccer_youth/

SPECIAL INFO: Date of birth is required on registration form. Ages as of first day of competition. Minimum of four teams per division. Divisions may be combined or reassigned and the schedule may change at the discretion of the Commissioners.

TEAM T-SHIRT INFO:



- Team Contact must pick up Team* t-shirts at Billings Hotel & Convention Center during T-Shirt Pickup Hours.

- o Team T-Shirts are based on roster at end of day July 1.

- Players will not be able to pick up individual shirts.

- *Any roster changes made onsite will not be reflected.

SOCCER 3V3 RULES

Registration & Rosters

- Player Registration: All players must be listed on their team's roster 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.
- 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 is the maximum number of players on a team; three 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.

Uniforms & Equipment

- Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. Shirts do not need to have numbers. If both teams are wearing the same color a coin flip in qualifying play will determine the team to 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.
- Equipment: Teams are responsible for providing game balls. The following sizes for each group: U7-U8 = Size 3; U9-U12 = Size 4; and U13 and up = Size 5.

Field Dimensions

Maximum Length - 40 yards, Width - 30 yards. U8 and under will play on smaller fields, minimum dimensions 30 x 20.

Goals & Goal Box

- The goal box 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. 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. The goals are to be a maximum of four feet high by eight feet wide.

Game Duration

- Two 12-minute halves separated by a 2-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.

Game Scoring

- 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.
- Scoring (in qualifying 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(after qualifying play): Ties in standings between two teams will be broken by:
 - 1) head to head results between tied teams;
 - 2) goal difference in qualifying play;
 - 3) goals scored in qualifying play;
 - 4) least goals allowed;
 - 5) shootout.

- Ties between three or more teams will be broken by:
 - 1) goal difference in qualifying play;
 - 2) goals scored in qualifying play;
 - 3) least goals allowed;
 - 4) shootout with one team receiving a first round bye by random draw.
- If the criteria for three or more teams eliminates all but two 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 3-0.
- Playoff Overtime: The winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of overtime will alternate with each penalty 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 field players will rotate in a sudden death penalty kick format until one team scores unanswered.

Rules of Play

- 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 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 thrown in.
- Indirect Kicks: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of 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 the infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Other Rules & Regulations

- Player Ejection (Red Card): Follow FIFA Law.
- 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: The Tournament Committee, and/or host organization will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT DIRECTOR.