



**ALBION SC LAS VEGAS PRESENT THE ALBION JUNIORS CUP 3V3 TOURNAMENT, TO BE PLAY SATURDAY, MARCH 12 AT THE CAPRIOLA PARK IN HENDERSON.**

**It is the responsibility of each team rep/coach to familiarize his team with the following tournament rules. These rules will be enforced beginning with the first match. Penalty for not complying will be forfeiture. Games will be played with the official FIFA soccer rules. Any exceptions to the FIFA rules will be listed below.**

**Entry Fee:**

The entry fee is \$100 and \$125 for late registration. Includes a minimum of 3 scheduled games.

**Player Registration:**

All players must be registered on their teams' registration 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. All players must carry proof of age.

**Check in:**

On the day of the tournament, registered teams must submit at the Albion SC tent a Albion Juniors Cup 3v3 Tournament waiver form which includes the signature of the parents or guardian of each registered player on the team. A team using a player that is not included on the registration roster and for whom there is no signed waiver may be disqualified from the tournament. A team using a player that is ineligible for an age division may be disqualified from the tournament.

**Roster:**

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

**Number of players per team:**

A teams can roster a maximum of 6 players – 3 field players and substitutes. Teams are allowed to roster less than 6 players if they choose (A team must have a minimum of 2 field players). Players may only play on one team per age group.

**Game Duration:**

The games are 10 minutes each half. Home team will start with possession. Games during Pool Play that are tied after regulation play shall end in a tie. Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to 3 Penalty kicks per team. The Referee has the official time on the field.

**Uniform/Equipment:**

All teams are required to wear matching color jerseys, shirts or same color pennies (tops). The tops must be permanently numbered on one side. The numbers must be visible at all times and either sewn on or stenciled on. Team shorts and socks don't have to match. Referees will not officiate a match if both teams are wearing the same color top. Soccer cleats or sport/turf shoes and shin guards must be worn. Teams are responsible for providing game balls. No shin guards/cleats = No play. NO EXCEPTION

**Field Size:** 60'x90'

**Goal Size:** 6'x4'

**Substitution:**

Substitutions can be during dead-ball situations, regardless of possession. Teams must gain the referee attention and players enter and exit at mid-field.

**Off-Sides:** There is no off-sides in 3v3 soccer

**Kick Offs:**

May be kicked in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kick off is an indirect kick.

**Kick-ins:**

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.

**Direct and in-direct kicks:**

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

**Goal kicks:**

May be taken from any point of the end line. All Goal Kicks are indirect kicks.

**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). Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**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 is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Goal Scoring:**

A goal may only be scored from a touch (offensive or defensive) within 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 out-of-bounds.

*There are no Goalkeepers in 3v3 Soccer, we don't play with offside and no slide tackling is allowed. If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.*

**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 the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee)..

**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 the referee issues a forfeit. The Soccer Tournament Director must approve all forfeits before the game is considered an official forfeit. Any team forfeiting three games during pool play may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament. Forfeit wins are scored as 3-points for the winner; 0-points for the forfeiting team.

**Play-off Penalty Kick's:**

If there's no winner after the official game time the game will go to shout-outs. A coin toss will decide team-kicking order. The three players from each team remaining on the field at the end of the game 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.

**Scoring (In pool play):**

Win = (3) points; Tie = (1) point; Loss = (0) points.

**Tiebreakers (quarterfinal-semifinal-championship matches only):**

A tiebreaker may be necessary to determine championship game. This will be resolved by a reference of (in the following order): 1) Head to head result 2) Goal differential 3) least # of goals allowed 4) Full-field accuracy shot (first representative to make the shot and the opposition misses).

**Playoff Overtime:**

TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period.

**Mercy rule:**

7 goal mercy rule. During the match, if the goal differential is more than 7 goals the referee will stop counting additional goals. Those goals will not be added in the final score.

**Players/coaches/parents Ejection:**

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. Verbal abuse or intimidation of referees by coaches, parents or players will not be tolerated, and may result in expulsion of the offending team from the tournament at the discretion of the tournament director.

**Sportmanship:**

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.

**Protest:**

No protest will be considered

**Awards:**

Awards shall be given to the players on the teams placing 1st and 2nd for each division.

**ALL PARTICIPANTS MUST CARRY PROOF OF AGE. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**