

Buffalo Wild Wings Blazin' 3v3 Series Rules (Updated 8/10/16)

DRIBBLE-INS NOW ALLOWED FROM SIDELINES and GOAL-LINES, CORNERS

AGE GROUPS:

Boys and Girls: U6-U18

Coed (all must be over 18):

Men's Open (all must be over 18) / Men's Over 30 / Men's Over 40

Women's Open / Women's Over 30

Note: all age groups are for both recreational and competitive divisions (boys and girls). In unexpected instances where there are less than four teams in an age group and or based on skill level, your team may be flighted with the same skill one age group older.

REFUND POLICY: There will be no refunds granted for any reason after the registration deadline closes. This includes team withdrawal for ANY reason (including, but not limited to injury, change of mind, last minute schedule change, etc),

BAD WEATHER POLICY: In case of inclement weather, the Event Director reserves the right to reduce the number of scheduled games and/or the time of games and/or postpone or delay game times and/or cancel the event. Every effort will be made to complete games and the tournament.

AGE BRACKETING POLICY: Every attempt will be made to provide single age group bracketing in the tournament. If we have less than 3 teams entered into an age division, that age division will be combined with either one age group up or one age group down. ALL players on the team must be the declared team age or lower. No players or teams are allowed to play down without prior approval from the Director. Violation of this policy will result in forfeiture of all games and the team's removal from the tournament.

TEAM COMPETING LEVEL DECLARATION: Please properly declare your team's strength (competitive, semi-competitive, and recreational). It helps us with proper bracketing, particularly if we are able to provide gold and silver brackets.

Team Rosters & Applications:

- All players must have proof of identification
- Maximum of 6 players is allowed on the roster (7 with prior approval), with only 3 playing at one time.
- Rosters / I.D must be present at the field for the duration of the game.
- Players may only play on ONE team.
- No changes or substitutions to rosters after a team's first game. NO EXCEPTIONS!

Field Dimensions:

Length – 35 yards, width – 25 yards.

Goal Box:

The goal box is 8 feet wide by 6 feet long; **Players are not allowed to touch the ball in the goal box.

However, a player may move through the goal box. The goals are 4 feet high by 6 feet wide.

**Offensive team is awarded with a direct kick. (Direct Kick info below)

**Defensive team is awarded with a goal kick.

Notes/Explanation: If a defender touches the ball in the box and the ball goes in the goal, the goal will stand and no direct kick will be taken. If the defender touches the ball in the box and the ball does NOT go in the goal, a direct kick will be awarded to the attacking team. If the ball come to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

Goal Scoring: A goal may be scored only from a touch within a team's offensive half of the field.

Game Duration:

The game consists of two 12 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. No timeouts!

Direct (Penalty) Kicks:

U11 & up: It is a direct kick taken from the middle of the half-field line

U6-U10: It is a direct kick taken 10 yards from the goal line.

If shot does not reach the goal, it becomes a goal kick.

No rebounds. Goal kick.

Dead Ball in the Box: 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.

Goal Kicks: 6 seconds to take the goal kick or offensive team will be awarded with a corner kick.

Kick-ins:

All are indirect and the ball is kicked into play from the sidelines instead of thrown in. 6 seconds to take the goal kick or offensive team will be awarded with a kick-in.

Dribble-ins:

The ball may be dribbled into play from the sidelines, the goal line, and the corner. Ball MUST be completely stopped before dribbling in and opposing players must be 5 yards away to start. (why? this will create more 1v1 situations).

Fouls: All are indirect kicks, except Penalty Kicks. Penalty Kicks can only be awarded with for an infraction inside the goal box.

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.

Game Play:

- Co-ed teams must have a minimum of 1 female on the field at all times.
- Minimum to start is 2 players or for co-eds: 1 female and 1 male.
- Teams that play a player not on the roster will be disqualified
- Teams must wear identically colored shirts. Numbers are highly suggested.
- The home team (first listed on schedule) must change if color conflict
- Scheduled games may be reduced or shortened, due to rain or unforeseen circumstances.
- NO OFFSIDES
- Each game will have one Referee, who will call fouls, keep time, and monitor substitutions.
- Overtime periods will be 5 minutes each way (semi-final and final only).
- HEADING IS ALLOWED

Slide Tackling: Slide tackling resulting in contact with any player(s) from the opposite team is not allowed (indirect free kick awarded). Players may slide tackle to stop/intercept a ball (no contact with opposite player (s)). 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) or an indirect kick (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Scoring Point System:

Win = 7 points, Loss = 0 points, Tie = 3 points, Forfeit = 7 points

- Forfeit: Forfeit will be scored as 0-3 loss and a total of seven (7) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

Dangerous/Illegal Equipment:

- The referee has the right to refuse entry into the game any player who, in the Referee's opinion, is wearing dangerous or illegal equipment.
- Casts-properly padded are legal. It is the referee's discretion if a cast is properly padded or not. If a player tries to use a cast in the game to his/her advantage in a striking manner, a red card penalty will be issued immediately.

Substitutions:

- There will be no limit on the amount of substitutions a team makes, as long as co-ed teams meet the necessary requirements (1 female)
- Substitutions are "on the fly", meaning at any time during the game. This includes when the ball is live, at free-kicks and throw-ins, goal-kicks and corner-kicks for or against.
- Players must leave the field of play before being replaced.
- Substitutions must be made at the half way line. Free-kicks may be awarded if not done so.

Clock:

The clock is continuous. The Referee may stop the clock if, in his/her opinion, there is a possible extended delay in the game (e.g. serious injury). The clock will not stop on minor injuries (e.g. player hit by ball). It is the Referee's discretion to decide between a minor injury and a serious injury.

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):

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

Yellow/Red Cards:

• Any player receiving a red card will automatically be required to miss the 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 the Tournament Director's discretion). The Tournament Director reserves the right to review any and all red card offenses and take further action upon the player, coach if the offense is deemed violent or abusive in any such manner.

• Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants 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. Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

**If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.

• 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 a tournament will automatically be suspended for

their next game (no exceptions).

- The Tournament Director reserves the right to disqualify any team, player, coach or spectator who strikes threatens, physically or verbally, any participant or spectator.

NOTE: IF ANY PLAYER, COACH OR TEAM IS DISQUALIFIED FROM THE TOURNAMENT, NO REFUNDS WILL BE GIVEN

Forfeits:

- Forfeited games will result in 6 points. However, if the game has begun and a team has to forfeit for any reason, the score on the field at the time of the forfeit will stand in the point system. If a team forfeits when they are winning then the game will be counted as a loss for that team and scored as 0-3 loss.
- A game will be a forfeit if: (a) a scheduled team is not ready to play within 10 minutes of the scheduled time. (b) A team does not have the minimum number of players needed to participate.

Game Cards:

- Coaches must check-in and sign the Referee's score card at the end of the game.

Protests: THERE WILL BE NO PROTESTS

Tie-Breakers: To determine preliminary winners and runners up, if necessary:

Please be advised that the GotSoccer scoring software has been known to misapply the official Tournament tiebreakers under the STANDINGS & RESULTS. The schedule will, however always reflect the advancing team.

- Winner of head to head competition
- Highest goal differential (goals for minus goals against) up to 7 per game.
- Least total goals against (no maximum).
- Most shut-outs (includes 0-0 ties).
- Most goals scored (no maximum).
- Least number of negative points for yellow or red cards issued against team.
- Red Card = 3 negative points
- Yellow Card = 1 negative point
- Penalty Kicks
- For semi-finals and final games
- Two 5 minute overtime periods.
- If still tied, best 3 penalty kicks by 3 players of each team.
- If still tied, alternate penalty kicks shall continue until first team misses.
- Only players on the field of play at the end of overtime may participate in taking of the penalty kicks.

NO OFFSIDES IN 3-V-3 SOCCER

SHINGUARDS ARE MANDATORY

NO SLIDE TACKLING

ALL PARTICIPANTS MUST CARRY PROOF OF AGE

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