



3v3 Indoor Soccer Tournament – Rules

USSF / FIFA Laws of the Game will be used to administer the game with the noted exceptions:

Duration of Game: Two 8 minute halves with no guaranteed half-time. In order to keep all games on time, this is how the game clock will work:

The clock will be set to 19:00 or 20:00. When the clock hits 18:00, the game will begin. When the clock hits 10:00, the first half will be over and teams will get a quick drink and switch ends. When the clock hits 8:00, the second half will begin. Thank you in advance for helping us keep the tournament running on time!!

Field: Approx. 30 yards in length by 20 yards in width with a box 7' from the wall and 14' wide around goals. No players are allowed in the box except to take a goal kick. Goal is approx.. 6'W x 3.5'H x 3.5'D

Number of Players: A team may roster up to 5 players. Three players per team are allowed on the field at one time. A minimum of 2 players must represent a team on the field at all times. All players must wear shin guards completely covered by soccer socks.

Substitutions: Allowed on all restarts and with Referee approval.

Kickoffs: Taken from the middle of the center line. A kick off may go backwards. A goal may NOT be scored directly from a kickoff.

Goal Area Rule and Violation: No players are allowed to touch the ball while in the goal area. All fouls result in our modified PK's as the restart. Here is how the rule will be enforced by the officials' discretion:

- the attacking player intentionally entered the area to interfere with play - award the foul, and the resulting PK
- the DEFENDING player intentionally entered the area to interfere with play - and it was to Deny an Obvious Goal Scoring Opportunity (DOGSO) in doing it - AWARD THE GOAL, no pk required.
- the DEFENDING player intentionally entered the area to interfere with play - but it wasn't DOGSO - (perhaps on the outside of the box, against the wall) PK will be awarded.
- the player didn't intentionally enter the area, but they touched the ball while in the area, or interfered with play - award the foul and PK.
- the player didn't intentionally enter the area, (momentum carried them in, etc.) and didn't interfere with play - No whistle, no foul, no pk

Goal Kicks: The ball is in play if it hits the wall behind the goal EXCEPT if it hits the netting above the walls, if it gets stuck behind the goal, or if it comes to rest within the goal box. In any of those cases a goal kick will be awarded if the attacking team last played the ball. The goal kick is taken from any point within or on the line of the box surrounding the goal. Also, goal kick is issued in case the ball hits the ceiling or any other superstructure.

Corner Kicks: The ball will be deemed out of play for a corner kick according to the same criteria as for goal kicks, if the ball is last played by the defending team. Corner kicks will be taken from within 1 yard of the corner of the field.

Kick-In's: Used in place of thrown in's. The ball is spotted on the touchline. Indirect.

Other Restarts: Goal kicks, corner kicks and kick-ins are all indirect. NO RESTART MAY DIRECTLY HIT THE BACK WALL. Restarts MUST touch a player on the field before striking any wall. Any foul or infraction that under FIFA rules would normally result in a direct or indirect free kick will result in a penalty kick being taken. Defenders must be a minimum of 5 yards from the spot of the ball on all restarts.

Penalty Kicks: Taken from the centerline on an open goal for U10 and under and from the opposite goal box for U12 and above. All other players will be stationed behind the penalty taker. The penalty kick will either result in a goal scored or a goal kick being taken by the opponent.

Offside: No Offside

Sliding/Tackling: No Slide Tackling is permitted. All players must remain upright or on their feet when challenging an opponent for the ball.

Cautions: The Referee has the right to send a player off for any serious foul play, violent conduct, reckless play, spitting at any person, denying an opposing team an obvious goal scoring opportunity by deliberately handling the ball, denying an obvious goal scoring opportunity to an opponent moving towards the players goal by an offence punishable by a free kick or a penalty kick and for using offensive, abusive or insulting language and / or gestures as well as for receiving a second caution in the same match. Any player or coach receiving a red card will be suspended for the remainder of the tournament. Teams will be allowed to continue play with 3 players on the field despite having a player sent off.

Scoring: Points for the match are as follows: Win: 3 points, Tie: 1 point, Loss: 0 points. The maximum goal differential for any game is 5 goals. Advancement Tiebreaker will be decided by 1. Head-to-head 2. Goal differential up to 5 goals 3. Goals allowed 4. Coin Toss

The Apex Sports Zone Tournament Directors and officials decisions are final and no protests are allowed.