



FIFA rules apply if not modified within.

**PLAYER REGISTRATION:** All players must be listed on their teams' 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. All participants must provide proof of age if asked by a tournament official. Players and coaches are required to have their proof of age at all times.

**NUMBER OF PLAYERS:** FIVE is the maximum number of players on a team with THREE field players at one time. In Coed, one female must play on the field at all times. (There are no goalkeepers in 3v3 soccer.) A female may play in the place of a male on a men's team. Substitutes may occur at any time with a tag of a teammate. Players must enter and exit at the half-field mark only.

**TEAM UNIFORMS & EQUIPMENT:** All players must wear jerseys/shirts during play. If both teams are wearing the same color an official coin flip will determine the winning teams' choice of uniform. All players must play barefoot. Ball size is determined by age group. U6-U12 = Size 4; and U13 & up = Size 5. Only "One World" Futbols will be used and are provided by the tournament.

**FIELD DIMENSIONS:** Fields are Length 30 yards, Width 20 yards

**GOALS & GOAL BOX:** The goal box is a 12 foot half circle centered on 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, or as an extension of the goal box, a goal is awarded to the offensive team. 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 a maximum of 3 feet high by 5 feet wide.

**GAME DURATION:** The game shall consist of one 20 minute running clock game or first to 13 goals, whichever comes first. There will be one 30 second time out available to each team during regulation. THERE ARE NO TIMEOUTS IN OVERTIME.

**PLAYOFF OVERTIME:** A sudden death overtime period will be played in the event of a tie in regulation. It will be a maximum length of three minutes played with only TWO players from each team. A RoShamBo will decide kick-off and direction. The first team to score in overtime is the winner. If no team has scored in the three-minute overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the shootout. All players will alternate with each penalty kick until one team scores unanswered.

**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. A goal cannot be scored directly from a kick off or a kick in from out of bounds. For a goal to be awarded during a kick off the ball must first be kicked completely beyond the halfway line, into the offensive half of the field (If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded).

**AFTER A GOAL HAS BEEN SCORED:** When a goal has been scored, the team that was just scored on will restart the ball with a goal kick and the defending team must start all players in their own half of the field.

**NO SLIDE TACKLING.**

**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. There are no throw-ins.

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks. There are no throw-ins.

**GOAL KICKS:** A defensive kick taken from any point on the end line except the goal box area.

**KICK OFF:** The kickoff will be decided by RoShamBo and may be taken in any direction. For a goal to be awarded during a kick-off, the ball must be kicked completely beyond the halfway line, into the offensive half of the field. If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded. This is determined by the referee.

**PENALTY KICKS:** A kick 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 halfway line with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**FORFEITS:** ALL TEAMS SHOULD ARRIVE 20 MINUTES BEFORE THE START OF THEIR GAME. GAMES WILL BE HELD FOR ONLY 10 MINUTES AFTER THE SCHEDULED START TIME. ANY TEAM MISSING THIS CUTOFF WILL FORFEIT THEIR GAME AT THE TOURNAMENT DIRECTORS DISCRETION. 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. No refunds for forfeited teams.

**REFEREE CALLS ARE FINAL:** Referee judgment calls are NOT grounds for a protest. Protests may result in a warning or penalty kick.

**PROTESTS:** There are no protests as this is a friendly tournament.

**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.

**CONDUCT:** In a proactive effort to maintain the family fun spirit of this tournament a warning may be issued by the referee at their discretion for any unsportsmanlike conduct or improper behavior. The intent of Barefoot soccer is technical and clean play. The referees will stop play on any contact above the waist or with hands. They will also stop play for anyone playing out of control or in an overly aggressive manner. Warnings may be issued for any of the following:

- Persistent infringes upon any of the rules of the game.
- Shows dissent by word of mouth or action to decisions given by the referee.
- Is guilty of vulgar or profane language.
- Is guilty of unsportsmanlike conduct.
- Slide tackling.
- Any combination of player, team, coach, parent, or fan receiving two warnings during one game could constitute a penalty kick for the opposing team.
- Disorderly conduct, damage to facilities, or violations of rules in the opinion of the tournament staff will cause you and your team to be ejected from the tournament. You will immediately forfeit all subsequent games and all fees/admissions paid.

**RED CARDS:** If a player receives a red card he/she will have to sit out the remainder of that match as well as his/her team's following match and the team will receive a 2 Minute penalty. The team being assessed the 2 minute penalty will play a person short until the 2 minutes expire or a goal is scored by the opposing team. Players shall be sent off (i.e., shown the red card) for:

- (a) Serious foul play
  - (b) Violent conduct
  - (c) Foul or abusive language
  - (d) Second instance of cautionable offense (i.e., second yellow card)
  - (e) Intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
  - (f) Intentionally impeding a clear goal opportunity in the penalty area by handling the ball
- Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the top of the basketball three point arc when the infringement takes place in the goal box).

**YELLOW CARDS:** Players shall be cautioned (i.e., shown yellow card) when:

- a substituting player enters the pitch from an incorrect position or before the player he/she is substituting has entirely left the pitch.
- he/she persistently infringes the Laws of the Game.
- he/she shows dissent with any decision of the referee.
- he/she is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement.

#### **Yellow Card Accumulation**

If a player receives an accumulated three yellow cards during the round robin play of competition, he/she will NOT be permitted to play in their team's next match.

**PLAYER 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. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension. Ejections may be issued for any of the following:

- Is guilty of violent conduct, fighting, or serious foul play.
- Uses abusive language or gestures toward a player, spectator or official.
- Persists in misconduct after receiving a warning.

**GENERAL:**

- Teams are responsible for providing their own medical supplies (ice, tape,...) and personnel.
- No flyers/brochures may be distributed for other tournaments/camps/clinics at any HUB Sports Center event without approval from the HUB Sports Center office. Anyone caught doing so without permission will be ejected from the tournament.
- HUB Sports Center and all staff members are not responsible for injuries to players, coaches, spectators, or guests. Injuries are the responsibility of the player's own health insurance.
- The tournament director may combine age brackets.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF TOURNAMENT DIRECTOR OR FIELD MARSHALL.