**2016-2017 Off The Wall Indoor 3v3 RULES**

3v3 - Three field players - No goalie

Games consist of one 12-minute period

4 Game Guarantee

Maximum roster size is 5 players\*\*

**Registration**

Please check in at the registration desk 30 minutes prior to first match. Please have roster completed online and payment due. Liability waiver is signed on behalf of entire team by the individual doing the team registration. No player cards are necessary. Falsified player information will result in disqualification from the tournament.

**Please report to your field at least 5 minutes prior to your game time.**

***Duration of Games & Overtime and Ball Sizes are as follows***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Division** | **Length** | **Finals** | **Overtime** | **Ball** |
| U07-JV | 12 Minutes | 12 Minutes | 3 Minutes | Futsal |

**Games will begin PROMPTLY**. Teams MUST be ready to play as soon as the game before them

ends. Usually there is NO time for warm up on the field before the next game is to begin. Teams should arrive at their field at least 5 minutes ahead of time and proceed to their "player bench" (see Team Field Position below) when the game before them ends. Starting players should go right onto the game field.

\*\*In the event of overtime, games may get slightly delayed but all games will begin and end on the same air horn. \*\*Group play games tied after regulation will remain a tie, no overtime will be played.

\*\* Final games tied after regulation will play **one 3 minute overtime period Golden Goal**. After each minute of play, one player per team leaves the floor. At 1v1, play continues until there is a winner.

**Substitutions**

Substitutions are on the fly. Player exiting the field must exit along the midfield boards and must not interfere with play as the sub enters the field.

**Restarts**

Game starts with a Drop Ball. Ball must hit the ground before being kicked.

All restarts are indirect. Opposing player must be 3 yards from the ball. Restarts must be played in a timely fashion (referees discretion). The only time the ball will be out of play is when it leaves the field of play or if it hits the nets. Play will then be restarted as with any foul.

Goals can be scored only from the offensive half. A goal originating from the defensive half will be disallowed. Play will resume with a goal kick (indirect).

Defensive players must remain outside of the arc surrounding the goalmouth, unless the ball has entered the arc. Violations will result in an indirect free kick from the halfway line. Repeated offenses will result in a yellow card. Two yellow cards in the same game will result in a red card and suspension from next game.

**Players Equipment**

Teams may be creative with their uniforms. No numbers are necessary on the jersey but players on a team must wear the same color jersey. In the event of a color conflict, the Home team (team listed first on the schedule) will use pinnies provided by the Tournament. Pinnies will be with the referees at the game field. In order to be prepared to start the game on time, teams should be at their field at least 5 minutes ahead of time and look for their opponent to determine jersey color and if pinnies are necessary. OUTDOOR MOLDED CLEATS ARE NOW ALLOWED (NO REPLACEABLE STUDS). It will be at the Referee’s discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players.

**Team Field Position**

See Team Bench Area map below

**Player, Coach, Bench Personnel and/or Spectator Behavior**

Spectator areas must be observed.

**All** listed above are **expected to conduct themselves** in a manner **consistent with the spirit**, as well as, the

**Laws of the Game**.

**Coaches are responsible** for the actions of the team’s players, bench personnel, and spectators.

**Hand Balls:**

If a player intentionally uses his/her hands to obstruct a ball from entering the net, the attacking team will be awarded a penalty kick and the ball will be placed at the center spot. All players from both teams must be behind the ball. (FIFA rules will apply for penalty kicks and handballs.)

**Boarding and Reckless Play:**

In the interest of player safety and respect for the game, boarding and reckless play will not be tolerated. At the referee discretion players may be sent off the field with a 2-minute penalty. Teams will be allowed to substitute but the penalized player will not be allowed to re-enter until the full two minutes has been served.

A player is only allowed to play with one team in one age group

**Scoring & Determining Winners (Scoring Brackets will be on the wall by the restrooms)**

Teams will be awarded points on the following basis:

« Three **(3)** points for each **Win**

« One **(1)** point for each **Tie**

« Zero **(0)** points for each **Loss**

« Minus one **(-1)** for each **player or coach sent off**

« **Failure** to **report ready to play** within five minutes of scheduled kick off time, failure to **check in at registration**, or **causing** a **terminated game** will result in a **forfeiture, 3-0**. The other team will be awarded three **(3) points**

After bracket play, if tied in points, advancement to Final will be determined by:

1. The winner in **Head to Head** competition

(If there is a 3 team tie, proceed to the next tie breaker)

2. **Goal Differential**, maximum of +/-4 per game

(6-1 score, winning team gets +4, losing team gets -4)

3. Fewest **Goals Allowed**

4. Most **Wins**

5. Most **Shut Outs**

**6. If still tied after all tie breakers, a coin toss will determine who moves on**

**Home Team**

The home team is the team which appears **first on the game schedule**. The Home Team will be required to switch to alternate jerseys or wear pinnies to accommodate a color conflict as declared by the referee.

**Awards**

Medals will be given to the 1st place team in ALL age groups. (For example: If U7 and U8 are combined, medals will be given to both the first place teams (in points) for BOTH U7 & U8)

**Forfeits**

Teams may not forfeit a game and expect to play in the next round of games.

**Inclement Weather:** If tournament has to be cancelled due to weather, all money will be returned. Cancellation will be posted on the Lehigh Valley United website.

**Disputes**

The Tournament Director or his designee will settle all disputes and the decision will be final.

**3V3 “TEAM BENCH” AREA MAP**

4 HOM E GA T E

1 HOM E GA T E

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4 AWAY GATE

FIELD 4

FIELD 1

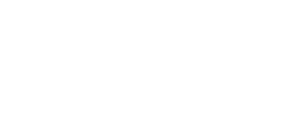
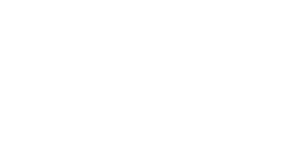
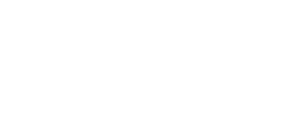
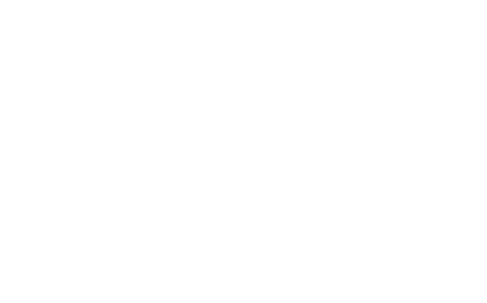
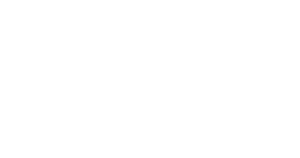
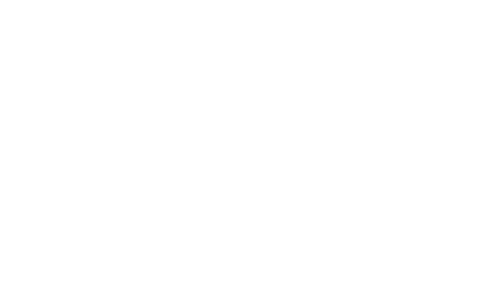
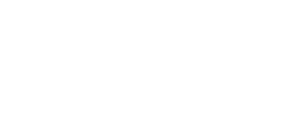
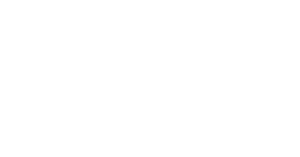
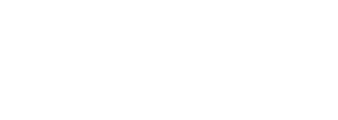
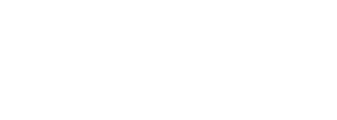
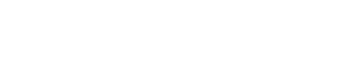
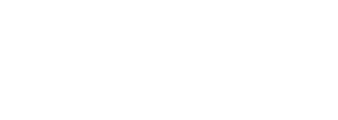
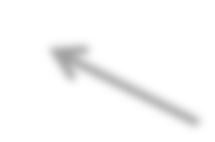
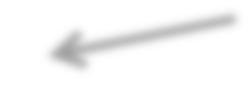
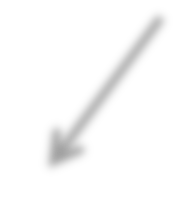
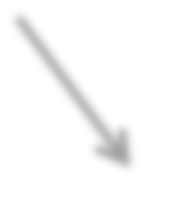
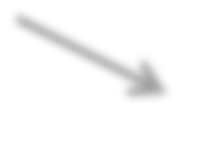
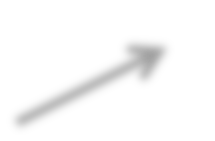
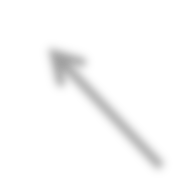
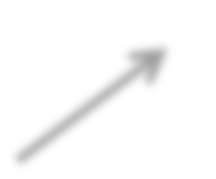
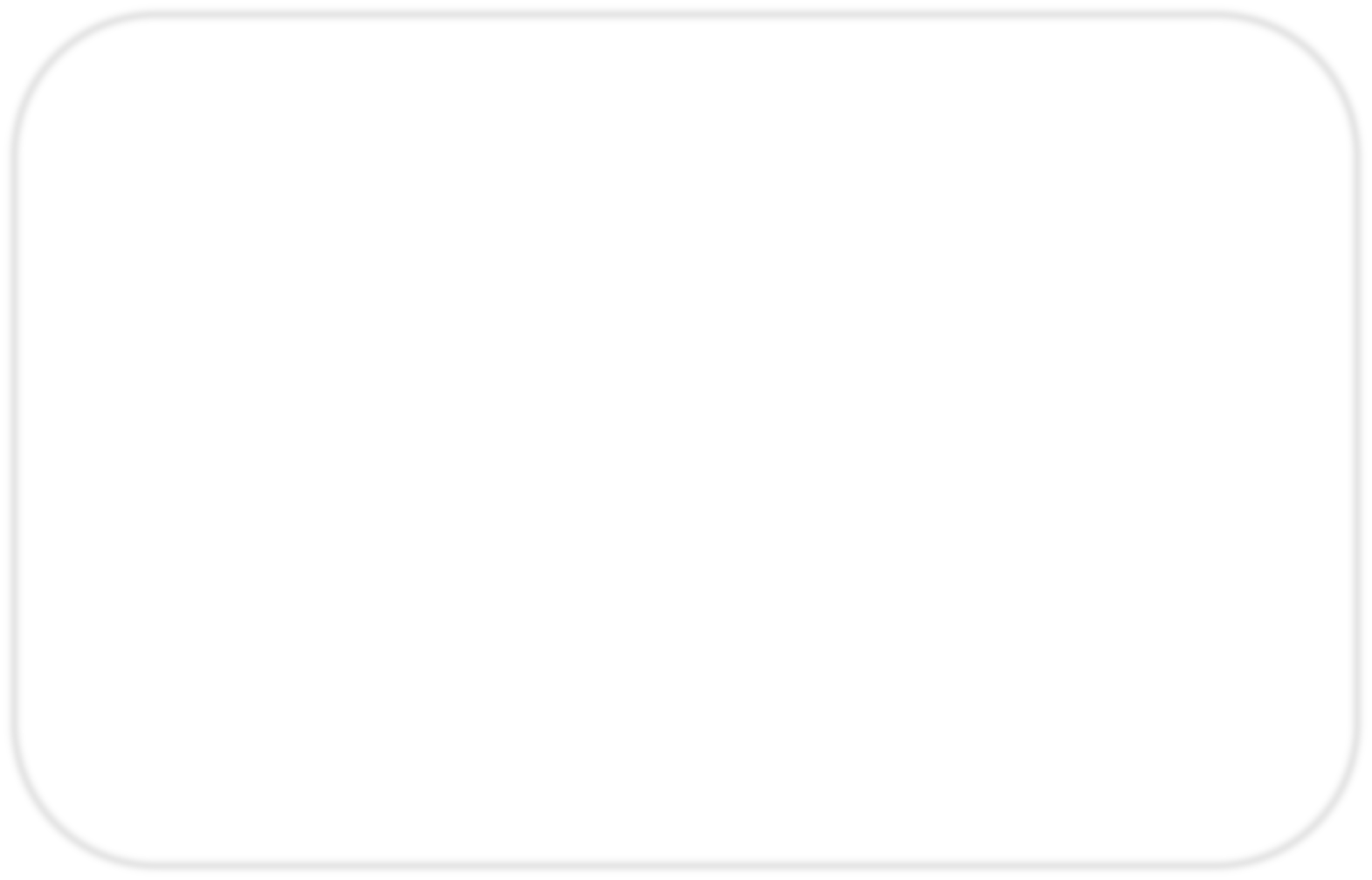
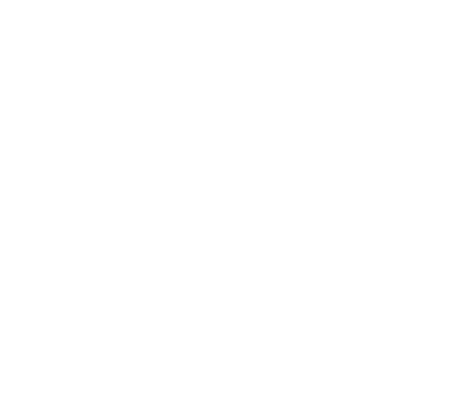
1 AWAY GATE

3 AWAY GATE

FIELD 3

FIELD 2

2 AWAY GATE

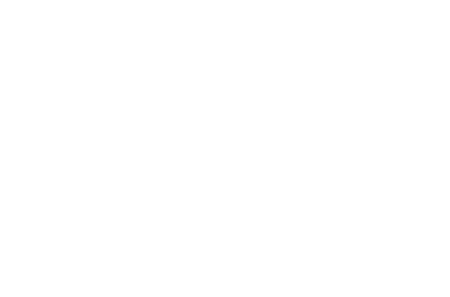


3 HOM E GA T E Teams access this gate by entering at 2B Away Gate and crossing the playing field to this gate.

2 HOM E GA T E Teams access this gate by entering at 1B Away Gate and crossing the playing field to this gate.

BACK

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