



## **LV Revolution FC**

### **3v3 Winter Challenge**

### **Tournament Rules**

*LV Revolution FC brings you the Annual 3v3 Winter Challenge Soccer Tournament, to be played Saturday, January 21st at Charlie Frias Park, Las Vegas, Nevada.*

The following rules will govern the tournament:

#### **ENTRY FEE:**

The entry fee is \$150 and includes a minimum of four scheduled games.

#### **ELIGIBLE TEAMS:**

The 3v3 Winter Challenge is open to all teams in the U5 – Adult age groups. Where possible, the schedule will include multiple flights to accommodate team of various experience and skill levels. Any group of players may form a 3v3 team.

#### **REGISTRATION AND CHECK-IN:**

Teams must register for the 3v3 Winter Challenge through the LV Revolution FC website at [www.lvrevolution.com](http://www.lvrevolution.com) and include a list of players and their birthdates as specified on the registration form. On the day of the event, registered teams must submit at the administrative tent a 3v3 Winter Challenge waiver form which includes the signature of the parent 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.

Although proof of age is not required, a team using a player that is ineligible for an age division may be disqualified from the tournament.

**SCORING SYSTEM:**

A point system is used for pool and round-robin Pool matches, which may end in a draw. Quarterfinal, semi-final and championship matches tied at the end of regulation play will proceed to the match tie-breaker rules outlined below.

**POINT SYSTEM (pool matches):**

Divisions with six (6) or more teams will be divided into pools of three, four and/or five teams, depending upon the total number of teams participating. Divisions with fewer than six teams will use a round-robin format for pool matches, and advance two teams to the Championship match.

Pool standings will be determined by the following point system:

**FORFEIT SCORING:**

A team that is not ready to play at the start time will forfeit the match. Start time will be no later than 5 minutes after scheduled match time. If matches run late, then start time will be 5 minutes after the last match played on the assigned field. If a team forfeits, the winning team shall be awarded a 2-0 victory (8 points).

**RED CARD SCORING DEDUCTION:**

If a player receives a direct red card it shall result in a 1 point deduction from his or her team's match point total. If a coach receives a red card, it shall result in a 2 point deduction from his or her team's match point total.

**INTRA-POOL TIE-BREAKERS:**

If two or more teams within a pool accumulate the same number of match points the following criteria will be used to determine the winner of the pool:

**TIE-BREAKERS for MATCHES (quarterfinal/semifinal/championship matches ONLY):**

If a semifinal or championship match is tied at the end of regulation, a penalty kick shootout will be used to determine the winner based on the following rules:

When the referee's whistle signals the end of regulation play, all players must remain on the field. Only players on the field at the end of regulation will be allowed to participate in the penalty kick shootout. Players on the sideline are ineligible to participate.

The team manager will designate the penalty kick roster order 1-3. A coin toss will be employed, and the winner of the coin toss will have the option of shooting first or second.

The ball will be placed at the point on the center arc nearest to the goal, with all players positioned behind the ball. The goal is undefended.

Teams will each take 3 penalty kicks to determine the winner, alternating shooters.

If the score is still tied after each team takes 3 penalty kicks, the sequence continues head-to-head using the same shooting order until a winner is determined.

**FORCE MAJEURE:**

If games are unable to be played due to inclement weather or some other instance of force majeure, the Tournament Committee reserves the right to adjust the tournament schedule and match rules as required, including, but not limited to, a reduction in the number of preliminary matches, a reduction in the duration of matches, or using penalty kicks to determine the outcome of matches. No refunds will be issued should schedule and/or rules adjustments become necessary due to force majeure.

**AWARDS:**

Awards shall be given to the players on the teams placing 1st and 2nd for each age division. The awards will be given at the conclusion of each final match.

**QUESTIONS:**

Direct any inquiries to the Tournament Director at [3v3@lvrevolution.com](mailto:3v3@lvrevolution.com)

**MATCH RULES**

FIFA Laws of the Game govern tournament play, except as stated herein:

**The Field of Play:** The field is 75' wide and 120' long (60' x 90' for U5/U6). A goal arc with a radius of four (4) yards designates the goal area at the end of each field (there is no goal area for U5/U6). The goal size ranges from five to six (5-6) feet between the goal posts, and three to four (3-4) feet from the ground to the crossbar. The team designated as the home team shall sit along the north or east touchline, and the visiting team shall sit along the south or west touchline.

**The Number of Players:** A team consists of three (3) players on the field; the maximum number of players on the roster is 6. A minimum of two (2) players is required to start a game. A team that is not ready to play at the scheduled start time will forfeit the match. Start time will be no later than five (5) minutes after scheduled match time. If matches run late, then start time will be five (5) minutes after the conclusion of the prior match played on the assigned field.

**The Ball/Player's Equipment:** Ball size is size 3 for U5-U8, size 4 for U9-U12 and size 5 for U13 and up. All players must wear shin guards; a player without shin guards will not be allowed to participate. Players must wear a jersey or shirt of the same color. If both teams in a match have the same color jerseys, the home team shall change jerseys or wear an alternately-colored vest. No jewelry will be allowed, including earrings of any type, necklaces and bracelets (except for medical bracelets). The Tournament Director and/or Referee Assignor must approve players wearing protective casts or braces.

**Game Duration:** The game shall consist of two 12-minute halves (10-minute halves for U5/U6) separated by a two-minute halftime period. In the case of a game that reaches a +10 or higher goal differential, the game may be called at the discretion of the trailing team. The referee keeps the official time on the field and may take necessary action if he/she feels that a team is using tactics to delay the game.

**Substitutions:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players enter and exit at mid-field.

**The Goal Arc:** The ball must enter the goal arc area prior to any player entering area to play the ball. All players may pass through the goal arc area when the ball is not in the goal area; however, if a defender enters the goal area ahead of the ball and subsequently plays the ball (except when closely marking an attacker in possession of the ball), the attacking team is awarded a penalty kick. If an attacking player enters the goal area ahead of the ball and subsequently plays the ball, the defending team is awarded a goal kick. The goal arc will not be used for the U5/U6 divisions.

**Goal Scoring:** A goal may only be scored from the touch (offensive or defensive) within the 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 the defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) 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 defending team. In 3v3 play, all free kicks (including the kickoff, goal kick, corner kick and kick-ins from the touchline) are indirect, except for a penalty kick.

**Kickoff:** The kickoff does not have to go forward; players may pass back in the defensive half directly from the kickoff. A goal may not be scored directly from a kickoff.

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

**Yellow and Red cards:** If a player receives two yellow cards (cautions) in a single game they will be ejected from the game (soft red card). A player receiving a red card will be ejected (sent off). A match point will be deducted for each red card issued. The team can replace the ejected player in 3v3 play. The ejected player will be suspended from the team's next scheduled match.

**Direct/Indirect Free Kicks:** All free kicks are indirect, except for a penalty kick. Players defending a free kick must be at least four (4) yards away from the ball. If a foul is committed by a defender in or within four (4) yards of the goal area, an indirect free kick is taken from a spot four (4) yards from the point on the goal arc nearest the spot where the foul was committed.

**Throw-ins/Kick-ins:** When the ball passes over a touchline, play is resumed with either a throw-in or a kick-in by a player from the opposite team of the player that last touched the ball. Defending players must allow at least 2 yards for a throw-in or kick-in. A goal may not be scored directly from a throw-in or kick-in.

**Goal Kicks:** A goal kick is awarded to the defending team under the following conditions:

When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar, having last been touched by a player on the attacking team.

When an attacking player enters the goal area ahead of the ball and subsequently plays the ball in the goal area.

When an attacking player commits a foul within the goal area.

When a penalty kick fails to cross the goal line between the goal posts.

The goal kick is an indirect free kick that is taken from any point on the goal arc, by any player on the defending team. For the U5/U6 divisions, the goal kick is taken at any point along the goal line.

**Corner Kicks:** When the whole of the ball passes over the goal line, outside the goal posts or over the crossbar, having last been touched by a player on the defending team, a corner kick is awarded to the attacking team. The goal arc rules stated above apply for the corner kick. A goal may not be scored directly from a corner kick.

**Penalty Kicks:** If a defender commits a goal arc violation, a penalty kick from a point on the center arc nearest the goal, with all players positioned behind the ball. The penalty kick is taken toward an undefended goal. If a goal is not scored, the defending team is awarded a goal kick. There are no penalty kicks in the U5/U6 divisions.

**Slide Tackling:** No Slide Tackling. If a player is sliding, no contact is 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.

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 Committee

**Rules Modifications:** The Tournament Committee may modify tournament rules as required. If necessary, no less than two (2) members of the Tournament Committee (with no direct interest in the matter), shall convene to resolve any dispute.

**Protests:** No protests will be considered.

The Tournament Director will have final say on all disputes and interpretations of tournament rules.