

M-Plex 3 vs 3 Soccer Tournament Rules:

Rosters – No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the first game for each team.

Numbers of Players – Five (5) IS THE MAXIMUM NUMBER OF PLAYERS ALLOWED ON ANY GIVEN TEAM. There are THREE (3) field players allowed on the field at a time. There are no Goalkeepers in 3 vs 3 soccer. Players may only play on one team in this tournament. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit the field at the halfway line only.

Team Uniforms and Equipment – All players must wear jerseys/shirts during play. Team shirts should be of like color. Please bring light and dark jerseys. In the event of two teams wearing the same colors, vests will be provided. All players must wear shin guards. Teams are responsible for providing their own game balls. Here are the following sizes for each group. U9-U12 size 4, U13-U14 size 5. Please note: Players cannot wear hard protective casts. No jewelry will be allowed (earrings, necklaces, bracelets must be removed) during play. The only exception is for medical bracelets.

Goals and Goal Box – There is a goal box on the field in front of each goal. No player may touch the ball within that box, however; any player may move through the box. Any part of the player's body on the line is considered in the goal box. If a defender touches the ball within the box, a goal is awarded to the offensive team. If an offensive player touches the ball within the box a goal kick is awarded to the defensive team. If the ball comes to a complete stop within the goal box regardless of who touches it last, a goal kick is awarded to the defensive team.

Game Duration – The game shall consist of one 18-minute period. Games tied after regulation shall end in a tie except in the playoffs.

Goal Scoring – Goals can be scored from anywhere on the offensive half of the field of play. The ball must be last touched (either by offense or defense) within the team's offensive half of the field.

Playoff Overtime & Shootouts – In the event of a tie during the playoffs overtime will determine the winner. Overtime will consist of (1) 3-minute "golden goal" period. A coin toss will decide kickoff. The first team to score is the winner. If no team scores in the 3-minute session, then the winner will be decided by a shootout. The 3 players on the field at the end of the overtime period are the only players eligible for the shootout and will enter a rotation of (3) penalty kicks alternating between teams with each kick. The high score out of the first round of (3) kicks wins the match. If the score remains tied after the first round, the same 3 players will alternate in a sudden death format until one team scores unanswered.

Scoring in Qualifying Play – Games will be scored according to the following: 3 points for a win, 1 point for a tie, 0 points for a loss.

Tiebreakers – Ties in standings between two teams will be broken by: 1) head to head results between tied teams, 2) goal difference in qualifying play, 3) goals scored in qualifying play, 4) least goals allowed, 5) shootout. Ties between three or more teams will be broken by 1) goal difference in qualifying play, 2) goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first round draw by random draw. A forfeit will count as a score of 6-0.

No Offsides and No Slidetakling in 3 vs 3 Soccer.

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 foul.

Kick-ins – The ball shall be kicked into play from the sideline instead of a throw in.

Indirect Kicks – All dead ball kicks (kick-ins, free kicks, kickoffs) are indirect with the exception of corner and penalty kicks.

Goal Kicks – May be taken from any point on the end line, but not in the goal box area.

Kickoff – May be taken in any direction.

Penalty Kicks – 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 half line with all players behind the half field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Red Cards – 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. Teams can substitute for the ejected player if there are eligible rostered players on the sideline.

Forfeits – Any team forfeiting two consecutive games will be removed from the tournament.