

2010 ST ANN COLTS CLUB ROCK THE BLOCK 3v3 SOCCER TOURNAMENT

Tournament Rules:

Team Rosters & Applications:

- A maximum of 5 players is allowed on the roster, with only 3 playing at one time.
- No changes or substitutions to rosters after a team's first game. All rosters are final upon completion of the team's first game.

Field Dimensions:

Length – 30 yards, width – 20 yards.

Goal Box:

The goal box is 8 feet wide by 6 feet long; *Players are not allowed to touch the ball in the goal box.* The goals are 4 feet high by 6 feet wide.

Goal Scoring:

A goal may be scored only from a touch within a team's offensive half of the field.

Game Duration:

The game consists of two 8 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. No timeouts!

Penalty Kicks:

It is a direct kick taken from the middle of the half-field line.

Kick-ins:

All are indirect and the ball is kicked into play from the sidelines instead of thrown in.

Game Play:

- Teams that play a player not on the roster will be disqualified
- Teams must wear identically colored shirts (bibs will be available). Numbers are highly suggested.
- The home team (first listed on schedule) must change if color conflict (bibs will be available).
- All teams will play at least 3 games, unless the scheduled games are reduced or shortened, due to rain or unforeseen circumstances.
- NO OFFSIDES
- Each game will have one Referee, who will call fouls, keep time, and monitor substitutions.

Scoring Point System:

- Win = 6 points
- Every goal up to 3 = 1 point
- Loss = 0 points
- Defensive Shutout = 1 point (winning only, not if 0-0)
- Tie = 3 points Game forfeit = 9 points

Dangerous/Illegal Equipment:

The referee has the right to refuse entry into the game any player who, in the Referee's opinion, is wearing dangerous or illegal equipment.

- Casts-properly padded are legal. It is the referee's discretion if a cast is properly padded or not. If a player tries to use a cast in the game to his/her advantage in a striking manner, a red card penalty will be issued immediately.

Substitutions:

- There will be no limit on the amount of substitutions a team makes
- Substitutions are "on the fly", meaning at any time during the game. This includes when the ball is live, at free-kicks and throw-ins, goal-kicks and corner-kicks for or against.
- Players must leave the field of play before being replaced.
- Substitutions must be made at the half way line. Free-kicks may be awarded if not done so.

Clock:

The clock is continuous. The Referee may stop the clock if, in his/her opinion, there is a possible extended delay in the game (e.g. serious injury). The clock will not stop on minor injuries (e.g. player hit by ball). It is the Referee's discretion to decide between a minor injury and a serious injury.

Yellow/Red Cards:

Any player receiving a red card will automatically be required to miss the next game. The Tournament Director reserves the right to review any and all red card offenses and take further action upon the player, coach or trainer if the offense is deemed violent or abusive in any such manner.

The Tournament Director reserves the right to disqualify any team, player, coach or spectator who strikes threatens, physically or verbally, any participant or spectator at the St Ann Athletic Field.

NOTE: IF ANY PLAYER, COACH OR TEAM IS DISQUALIFIED FROM THE TOURNAMENT, NO REFUNDS WILL BE GIVEN

Forfeits:

Forfeited games will result in 9 points. However, if the game has begun and a team has to forfeit for any reason, the score on the field at the time of the forfeit will stand in the point system.

A game will be a forfeit if: (a) a scheduled team is not ready to play at their scheduled time. The Referee may extend this time to 5 minutes if he/she feels circumstances should allow. (b) a team does not have the minimum number of players needed to participate.

Game Cards:

Coaches must check-in and sign the Referee's score card at the end of the game. The game is not official until all required documents are signed.

Protests:

THERE WILL BE NO PROTESTS

Tie-Breakers:

To determine preliminary winners, if necessary:

- Winner of head to head competition
- Highest goal differential (goals for minus goals against, maximum of three goals per game).
- Least total goals against (maximum of 3 goals per game).
- Most total goals for (maximum of 3 goals per game).
- Most shut outs.
- Least number of negative points for yellow or red cards issued against team.
- Red Card = 3 negative points
- Yellow Card = 1 negative point
- If still tied, best 3 penalty kicks (MLS) by 3 players of each team.
- If still tied, alternate penalty kicks shall continue until first team misses.

Weather Policy:

In case of adverse weather or unplayable field conditions the tournament director reserves the right to any of the following actions:

- Delay play for a period of time
- Reduce game times in order to: catch up to schedule, finish games before inclement weather arrives, or preserve field conditions
- Reschedule games
- Cancel the tournament
- Reschedule the tournament for a later date

Age Groups:

Note: In unexpected instances where there are less than four teams in an age group, your team may be moved up to the next age group.

Boys and Girls:

U6 (Born after 7/31/03) U7 (8/1/02 - 7/31/03)
U8 (8/1/01 – 7/31/02) U9 (8/1/00 – 7/31/01)
U10 (8/1/99 – 7/31/00) U11 (8/1/98 – 7/31/99)
U12 (8/1/97 – 7/31/98) U13 (8/1/96 – 7/31/97)

NO OFFSIDES IN 3-V-3 SOCCER

SHINGUARDS ARE MANDATORY

NO SLIDE TACKLING