



3 on 3 Tournament Rules

Team Registration

All teams must register and pay all required fees prior to the appropriate deadlines as listed on the registration page. Teams should register into divisions according to their gender, age and level of play. Teams with players of different ages must register into division of the oldest player on the team. It is the team's responsibility to register within the correct division, failure to do so could result in disqualification from the tournament and fees will not be refunded.

Number of Players

Each team is allowed to have a maximum of 6 players on their roster. A minimum of 2 players is required to start a game. A player is not permitted to play on multiple teams in the same division.

Guest Players

2 guest players allowed on a team. Please provide the player ID number of each guest player with your official roster.

Player Eligibility and Protests

Players and teams are allowed to "Play-up", which means participate in an older age group, but may not play in a younger age group where they exceed the age eligibility. If even as few as one player is too old for a specific age group, the entire team is too old for the age group. Girls may play on boys teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may not play in a girls division. Players are allowed to play on multiple teams, provided the teams are in different age groups and/or skill divisions. Protests to a player's eligibility should be reported immediately to the Tournament Director, so that it may be heard in a timely manner. Any protest of player eligibility must be made PRIOR to a game where that player's team is scheduled to play. Failure to protest eligibility prior to a game will waive a team's opportunity to protest any player's eligibility for that game.

All protests must be in writing and accompanied by the official protest fee of \$50 cash. This fee is refundable only if the matter is ruled in the favor of the protesting party. If the protest is ruled against the protesting team, the fee is not refunded. The ruling on a protest will be made by the Tournament Director and is final and binding on all participants in the event.

Game Ball/Sizes

Teams must provide their own balls for games. Game ball sizes: U5-U8=3, U9-U12=4, U13-older=5.

Field and Goal Dimensions

The playing field is 40 yards long by 30 yards wide for ages U10 and higher. U6-U9 age groups play on 30 x 20 yard field. The goals are 4 feet high and 8 feet wide.

Goal Box

The goal box consists of an 8 foot radius semi-circle and is located directly in front of the goal. No player may make contact with the ball within the goal box. Players are allowed to pass through the box during play, but must

not come in contact with the ball while inside or on the lines of the goal box. If an offensive player touches the ball inside the box a goal kick will be awarded to the defensive team. If a defensive player touches the ball inside the goal box a goal will be awarded to the offensive team. If the ball comes to rest inside the goal box a goal kick will be given to restart play.

Game Duration

The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. In the event that a field is behind schedule, the referee may shorten the halftime period to one minute, or limit warm-up time prior to game.

Goal Scoring

A goal may be awarded from a touch, offensive or defensive, within a team's offensive half of the field. If a player in their defensive half kicks the ball across the half-field line and the ball touches another player, (offensive or defensive) and goes in the goal, a goal will be awarded. If a goal is scored from the defending side of the field without touching another player, a goal kick is awarded to the opposing team.

Kick-Off

You may not score directly from a kick-off. The kick-off is considered an indirect kick and must travel completely over half field line to be put into play.

Kick-Ins

When the ball goes out of bounds it must be kicked in, rather than thrown in. You may not score from a kick-in, as it is considered an indirect kick and is in play once it has been touched and the position has been changed. There are NO throw-ins.

Goal Kicks

A goal kick must be taken from the end line. A goal kick is considered an indirect kick.

Penalty Kicks

Penalty kicks will be awarded at the referee's discretion if a scoring opportunity was stopped by an infraction. Penalty kicks are DIRECT KICKS and will be taken from the center of the half-field line, with all other players from both teams remaining behind the half-field line. If the ball misses or does not reach the goal, the defensive team will then have a goal kick to restart play.

Five Yard Rule

Defenders must be five yards away from the ball in ALL dead ball situations. If the defensive team's goal is less than five yards away, the ball shall be placed five yards from the goal in line with the place of the foul.

Offsides/Slidetackling

There is no offsides. If a player slides no contact may be made with an opposing player, if contact occurs a free kick will be awarded to the defending team. Sliding is permitted to save/intercept a ball, as long as no contact is made with an opposing player during the slide.

Substitutions

Players are allowed to make substitutions during any dead ball situation, possession does not matter. Players must gain the attention of the referee and be permitted to enter the field from the half-field line.

Awards

In all age groups, teams finishing 1st, 2nd, or 3rd will receive team and individual awards.

Format

For all tournaments, teams are guaranteed to play four games and the 10 point system will be used for advancement. Each age group will play under a format which is dependent upon the number of teams in the age group: pool and bracket play. For tournaments in which play extends to Friday or Monday (holiday only), it may be possible to have only one game per day.

Home vs. Away and Jersey

In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear their white or lighter colored jerseys. At most complexes, both teams and their coaches will sit on one side of the field and ALL spectators will sit on the other side. If the facility is set-up with teams on opposite sides of the field, teams and their spectators will sit on opposite sides.

Players are required to have like-colored jerseys/t-shirts with permanent numbers (ironed-on or permanent marker) at least 4 inches tall on the back of their jersey/t-shirt that match the numbers listed on the team roster. Scrimmage vests without numbers may be worn only over a permanently numbered jersey/t-shirt.

Scoring and Point System

Score will not be kept and ties will not be broken in the U5, U6, U7, and U8 Recreational age groups. For all other divisions the point system is as follows:

- 6 points for a win
- 4 points for a tie
- 1 point for every goal, up to 3 goals
- 1 goal awarded for shootout victory
- 1 point for a shutout
- 1 point loss for a red card
- 10 points for a no-show forfeit, marked as a 0-3 win to the opposing team for all games played by forfeiting team

Tie breakers are as follows:

- 1 – Head to head result
- 2 – Most goals scored (12 goals max per game will be counted)
- 3 – Least goals against
- 4 – Red cards
- 5 – Coin toss

Conduct

Any coach or player who is ejected from a game by a game official or the Tournament Director will not be allowed to participate in the next scheduled game for that team. Additional penalties may be enforced based on the seriousness of the incident. Players, coaches, and/or spectators ejected for fighting are to leave the complex and not return for the remainder of the tournament. Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of their players and spectators on and off of the field and must promote sportsmanship, win or lose. The Tournament Director may remove a player, coach, and/or spectator from a game or the tournament for either unacceptable conduct and/or actions that endanger the safety of others. In the course of tournament play, a player receiving a total of three yellow cards will “sit-out” the next game for their team. If the third yellow card occurs in their team’s final game of the tournament, that player will be allowed to

continue the game. A player receiving a red card must “sit out” the remainder of the current and following game. The Tournament Director may also remove an entire team for accumulating an unacceptable number of yellow and red cards. The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so. All teams will be bound by any such change.

Forfeit Policy

Teams participating in a tournament expect their opponent to be as diligent and conscientious as their own team in being on time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, PrimeTime Sports has adopted the following Game Forfeiture Rules.

When a team forfeits a game in a tournament, the following rules apply:

- a. The team receives a loss for the scheduled game, scored 0-3
- b. A team forfeiting any game is still expected to play any and all subsequently scheduled games.
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or Tournament Director due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.
- e. When a team forfeits a game, the team will be required to pay a Forfeit Penalty for each forfeited game. The amount of the Forfeit Penalty is \$25 in the U5, U6, U7, and U8 Recreational age groups and \$50 in all other age groups. Payment of the Forfeit Penalty is due prior to the team’s entry in any subsequent PrimeTime Sports soccer tournaments.
- f. In the event of a subsequent forfeit by the team within one (1) year, an additional Forfeit Penalty of \$100 per forfeited game will be assessed. Any team forfeiting a game in 3 or more events will not be eligible to participate in any future PrimeTime Sports events for a period of not less than six (6) months and may participate thereafter only upon such terms and conditions as may be required by the National Director.
- g. Teams who forfeit a game(s) will be reported to their governing home association and are subject to any forfeit penalties, if any.

The forfeit penalty rules may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the National Director. The National Director’s decision as to the application of the Forfeiture Rules shall be binding upon all parties.

Because of our commitment to competitive excellence, PrimeTime Sports gives the team who was forfeited to a credit for each forfeited game, which can be applied toward the entry fee of any future PrimeTime Sports soccer tournaments, except the Prime Time Sports Cup Championship. This credit must be used within one year and is available for fully paid entries only. The amount of the credit is \$25 in the U5, U6, U7, and U8 Recreational age groups and \$50 in all other age groups.

Rain Out Policy

In the event that inclement weather forces the cancellation of all or part of a qualifying tournament, teams will receive a credit of a percentage of their entry fee. This credit is to be used in future PrimeTime Sports soccer tournaments, excluding the Prime Time Sports Cup Championship and will be given in the following increments:

- a. No games played = 75%.
- b. One game of three played = 50%
- c. Two games of three played = 25%

Eligibility Rules

USSF and USSF eligibility requirements will be strictly adhered to. Signed, official team rosters and guest player release must be submitted to PrimeTime Sports by the tournament entry deadline. Any rosters or guest releases received after the entry deadline are subject to a \$25 late fee.

Age groups and player eligibility are based on birthdays August 1-July 31. See age chart on US Club Soccer website. http://www.usclubsoccer.org/main.aspx?sec_id=15&guid=9c52b4f1-1815-4e3e-9dde-2250664456a4

Team Entry Withdrawal Policy

One of the biggest challenges to managing events is late entry withdrawals by teams. Such entry withdrawals shift energies and resources away from preparing for future events to “damage control” for a late change in a division. PrimeTime Sports events are among the lowest cost tournaments available. To continue to offer this outstanding value to teams, PrimeTime Sports has this Tournament Entry Withdrawal Policy.

Entry Withdrawal - A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to soccer@primetimesportz.com or by fax to (972) 874-2565.

Late Withdrawal - Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows: If a fully paid entry is found to replace the withdrawing team, the withdrawing team will be assessed a \$20 per game Withdrawal Fee and the balance of the Entry Fee will be a credit forward to be used by the withdrawing team for any future PrimeTime Sports tournament.

If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.

Any withdrawal from an event by a team within 48 hours of the event will also be assessed a Forfeit Fee in accordance with the Game Forfeiture Rules.

If a team’s entry has been accepted without full payment of the Entry Fee, any amount due must be paid prior to the acceptance of the team’s entry in a subsequent tournament.

PrimeTime Sports assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

The Late Withdrawal policy may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their entry withdrawal, the timing of such communications, the circumstances causing the entry withdrawal and such other considerations deemed relevant by the National Director. The National Director’s decision as to the application of the Team Entry Withdrawal Policy shall be binding upon all parties. USSF policies regarding USSF teams withdrawing from a USSF-sanctioned tournament will also apply.