

ORBIT 3V3 TOURNAMENT RULES

1. TEAM ORGANIZATION

- a. **Number of Players:** Teams may have no more than 4 and no fewer than 2 players on their roster, and players may only play on 1 team.
- b. **Player Registration:** All players must be registered on their team's roster form before the tournament begins.
- c. **Age of Participants:** The age group of each team is determined by the age of the team's oldest player will be on January 14, 2016. A USSF sanctioned player card or form of government identification must be presented at time of tournament check-in to verify player age.
- d. **Uniforms:** All players must wear matching color jerseys during play. Each team must have an alternate color of jersey or practice bibs available. A coin will determine which team must change color should both be the same. Referee must approve players wearing protective cast; hard casts are not permitted. Knee braces with exposed metal are not permitted. Jewelry including earrings of any type, necklaces and bracelets are not permitted with the exception of medical bracelets. Shin guards are mandatory.
- e. **Schedule Changes:** It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes). The Site Director has the right to move or reschedule games, as well as the right to shorten game times.

2. GAMEPLAY

- a. **Games are 3v3, no Goal Keepers.**
- b. **There will be 1 referee assigned per field.**
- c. **Field Dimensions:** Circular shape (45' radius), center mark, mid-field line and concentric center circle (9' radius).
- d. **Goal Dimensions:** 72" wide by 30" tall
- e. **Ball:** Size 4 Futsal
- f. **Start:** Both teams must check-in with referee before the start of each game. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick.
- g. **Offsides:** None
- h. **Substitutions:** Substitutions may be made at any restart situation regardless of possession or during the run of play, so long as the player leaving the field is completely off the field before the entering player steps on. Substitutions must occur at the half-line. Players and coaches on the sideline must remain within marked area near the half line.
- i. **Scoring:** A goal may be scored from any part of the field. Restarts must touch another player before a goal may be scored. Any foul which denies an obvious goal-scoring opportunity shall result in an automatic goal, not a penalty kick. After a goal is scored, the ball starts on the half-line.
- j. **Time:** The game shall consist of (2) 12-minute halves separated by a 2-minute halftime period. Games tied after regulation play shall end in a tie, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.
- k. **3-Yard Rule:** In all dead-ball situations, defending players must stand at least 3 yards away from the ball.
- l. **Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation.
- m. **Indirect Kicks:** All dead-ball kicks (kick-ins, free kicks, kickoffs) are indirect

- n. **Direct Kicks:** None
- o. **Goal Kicks:** None. Restart with a kick-in where the ball exited the field of play. If the ball exits play over the goal, place the ball on the line on either side of the goal and restart play.
- p. **Corner Kicks:** None. Restart with a kick-in where the ball exited the field of play. If that point is within 3 yards of the defending team's goal, the defending team is allowed to be within 3 yards of the kick to protect their goal. If the ball exits play over the goal, place the ball on the line on either side of the goal and restart play.
- q. **Penalty Kicks:** None. Fouls anywhere on the field will result in an indirect kick from the spot of the foul. Fouls which deny an obvious goal-scoring opportunity shall result in an automatic goal.
- r. **Kick Off:** May be taken in any direction from the center-spot to begin each half. Kick-offs after an opponent scores shall be taken from the endline using the same process as a goal kick.
- s. **Slide Tackling:** None. Players must stay upright and "on their feet" and may not make contact with an opposing player.

3. GROUP PLAY

- a. **Minimum of 4 teams per group.**
- b. **Points:** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a win for the team present.
- c. **Advancement:** The top team from each group will advance to the playoffs.
- d. **TieBreakers:** For teams that are tied in record at the end of group play, if one team forfeited a game, they are the lower seed. Ties between two teams will be broken by (1) head-to-head result (2) goal difference in pool play games (3) 3-minute golden goal game. Ties between three or more teams will be broken by (1) head-to-head results between the tied teams (2) goal difference in head-to-head games (3) goals for in head-to-head games (4) goal difference in pool play games (5) goals for in pool play games (6) 3-minute golden goal game. Each tiebreaking criterion is carried out to its fullest in determining the seeds in ties between teams after group play.

4. PLAYOFFS

- a. **Elimination:** The playoffs are win and advance. One loss means elimination.
- b. **Playoff Overtime:** Golden goal (first team to score wins). Overtime periods will last 3-minutes and repeat until a team scores.

5. COMMON SENSE

- a. If a participant or attendee is compromising the spirit of Orbit 3v3's friendly competition through persistent infringement of the rules or unsportsmanlike behavior on or off the field, they will be asked to remove themselves from the game or tournament complex at the discretion of the Orbit 3v3 staff. Orbit 3v3 asks all participants and attendees to use good judgment before, during, and after games.

The Site Director will have final authority on all event disputes and issues as well as interpretations of Tournament Rules