



3v3 Color Fun Guidelines

1. Tournament open to Boys/Coed and Girls: U8-U19 age groups
2. Tournament Entry Fee is \$225 per team
3. There is a limited Roster Size - 6 Players.
4. Age groups are determined using the USYS Birth Year and Season Matrix for 2025-2026.
 - B/G U-8: Born in 2018
 - B/G U-9 : Born in 2017
 - B/G U-10: Born in 2016
 - B/G U-11: Born in 2015
 - B/G U-12: Born in 2014
 - B/G U-13: Born in 2013
 - B/G U-14: Born in 2012
 - B/G U-15: Born in 2011
 - B/G U-16: Born in 2010
 - B/G U-17: Born in 2009
 - B/G U-18: Born in 2008
 - B/G U-14: Born in 2007
5. All Teams are asked to provide the Full Roster at Registration; Birth Certificate/Player Pass must be available only if requested. Players can only be rostered on (1) team in a division.
6. All players must complete a Medical Release/Liability Waiver form.
7. Teams must check-in at least 30-min. prior to first scheduled game. Done as a COACH check-in (not individual). Only the coach is required at check-in to provide all medical forms/waivers.
8. Three game minimum.
9. Games consist of (2) 12-min. halves, separated by a 2-min. halftime.
12. All games to be played on one day.
13. No overtime games in Round Robin Play. Games can end in a tie.
14. 3-Minute Overtime/Penalty shootouts if necessary for playoff games.

3v3 Tournament: RULES OF THE GAME

FIFA rules apply unless noted below. These rules are meant to promote fair play for everyone. All coaches and players should review and understand them before the Sunflower Sports Association 3v3 Color Fun Tournament.

Schedule Changes:

- It is the responsibility of the team coach to check HTG Sports after each game for schedule updates.
- SSA will attempt to notify teams of changes and will avoid changing game times/locations before the first match.

Official Team Roster, Player Registration & Proof of Age Requirements:

- Official Team Roster: Each team must complete the Official Team Roster Form and submit all Medical Release/Waiver forms at check-in.
- The coach/manager must check in at the HQ Tent 30 minutes before the first game.
- All players must be listed and have signed waivers on file prior to their first game.
- Roster changes during the tournament require Tournament Director approval.
- Proof of Age: Tournament officials have the right to demand Proof of Age for any player included on the roster. Coaches must carry proof of age (digital or physical) for all players throughout the event.
- Roster Size: Maximum of five players (3 on field, 2 subs). Minimum of two field players. Players may only play on one team per division.

RULES DURING PLAY:

- Game Duration: Two 12-minute halves with a 2-minute halftime. If a team leads by 8 goals, the game ends. No timeouts. Referee controls the official game clock.
- Substitutions: Only during dead-ball situations with referee acknowledgment. Enter/exit at midfield. No on-the-fly subs.
- Kick Offs / Kick-Ins / Kicks:
 - Kick-offs are indirect and may go any direction.
 - Kick-ins replace throw-ins and are indirect.
 - All kicks are indirect, except corner and penalty kicks.
 - Penalty kicks are direct, taken from the center of the mid-line with all players behind the mid-line.
- Five Yard Rule: Defenders must be 5 yards away on all dead-ball situations. Ball is moved if within 5 yards of goal box.

Goal Scoring:

- Goals must be scored from the offensive half. The ball must be completely past the mid-line before being played toward goal.
- Goals cannot be scored directly from an indirect kick.
- If a ball from the defensive half hits a player in the offensive half and goes in, the goal counts. If untouched, it results in a goal kick.

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:

- **No Goalkeepers:** There are no goalkeepers in 3v3 soccer.
- **No Offside:** There are no offside rules in 3v3 soccer.
- **No Slide Tackling:**
 - Players are prohibited from slide tackling.
- **Hand Ball Clarification:**
 - If a player deliberately handles the ball and denies the opposing team an obvious goal-scoring opportunity, the following may occur:
 - A penalty kick may be awarded, at the referee's discretion.
 - A yellow or red card may be issued to the player committing the handball, at the referee's discretion.

Scoring Setup, Rankings, and Tiebreakers

Point System:

- Win: 3 points
- Tie: 1 point
- Loss: 0 points

Tiebreaker Order:

If two or more teams are tied in total points after pool play, the following tiebreakers will be used in order:

1. Most Wins
2. Head-to-Head Result
3. Goal Differential (maximum of 8 goals per game)
4. Total Goals Scored (Goals For)
5. Fewest Goals Allowed (Goals Against)
6. Most Shutouts

Note: A maximum **goal differential limit of 8** per game is enforced.
If a team is ahead by 8 or more goals during a match, the game will end immediately.

Forfeits:

- If a team does not show up at the field within 5 minutes of the scheduled start time, they will forfeit the match.
- Forfeits will be scored 3-0 in favor of the team that shows up.

Overtime Rules for Playoffs / Championship Rounds:

- There will be no overtime.
- If teams are tied after regulation in the playoff rounds, the match will proceed directly to penalty kicks (PKs) to determine the winner.
- A coin flip will decide which team starts the penalty kick round.

Penalty Kicks Process:

- Three players from each team will alternate with each penalty kick taken from the halfway line.
- The team with the higher score after the first round of penalty kicks will win.
- Teams can choose any three players to take PKs, and these players do not have to be on the field at the end of the game.
- **Sudden Death Format:**
 - If the score remains tied after the first round of penalty kicks, players from each team, starting with those who did not take PKs in the first round, will alternate in a sudden death penalty kick format until one team scores and the other does not.
 - The order of players must remain consistent once PKs begin

Field Dimensions, Goal Box, and Player Equipment

Field Dimensions

- **Field Size:** 30 yards x 40 yards
- **Ball Size:**
 - U8 through U12: Size 4
 - U13 through U19: Size 5

The Goal Box

- **Ball Contact:** No player may touch the ball while it is inside the goal box. However, players may pass through the box as long as there is no ball contact.

- **Resting Ball:** If the ball comes to a stop inside the goal box or on the goal box line, a goal kick is awarded—regardless of who touched the ball last.
- **Ball/Player Position:** Any part of the ball or player's body on or inside the goal box line is considered within the goal box.

Specific Scenarios:

- If a defensive player touches the ball within the goal box or its plane, a goal is awarded to the offensive team.
- If an offensive player touches the ball within the goal box or its plane, a goal kick is awarded to the defensive team and no goal is counted.
- The plane of the goal box extends upward infinitely—judgments are made at the discretion of the referee and are final.

Uniforms, Equipment, and Conduct

Player Equipment & Uniforms

- **Shin Guards:** Mandatory for all players. Players without shin guards will not be permitted to play.
- **Team Uniforms:** All teams should wear matching jerseys or shirts. In the event of a color conflict, the **Home team** (listed first on the schedule) must switch to an alternate color or wear pinnies.
- **Jewelry:** Absolutely no jewelry is allowed. This includes, but is not limited to, earrings (even if covered), rope necklaces, or bracelets.
- **Card Policy: Yellow/Red Cards**
 - **Red Card:** Results in ejection from the current match and a suspension for the following match. Two red cards in one day will result in dismissal from the tournament for that day.
 - **Yellow Card:** Considered a formal caution. Two yellow cards in one match will result in ejection from the current game; the player may return for the next match.
 - **Accumulated Yellows:** A player or coach who receives three yellow cards in a single day will be issued a red card and must sit out the following match.

Delay of Game

- The referee is the sole timekeeper and may issue a yellow card for any intentional time-wasting, such as deliberately kicking the ball far out of bounds. The referee's judgment and decision regarding time delays is final.

Referee Decisions

- All decisions made by the referee during a match are final and not subject to appeal.

Refund

- In the event that the tournament is canceled with no games played, all teams will receive a refund of the registration fee

Inclement Weather Policy

- The tournament committee will make every effort to ensure all scheduled matches are played.
- Game Adjustments: The committee reserves the right to shorten, postpone, or reschedule matches due to weather conditions as necessary.
- Game Cancellations: Only the Tournament Director has the authority to cancel a match.
- Communication: Weather delays and schedule changes will be communicated via email and social media. Please follow our social platforms for the most current updates.