

VALE 3v3 Tournament Rules

Championship Division General Rules:

- Games are played as a singular 25 minute period (3 Games Guaranteed)
- Running time unless there is a major injury or issue.
- Ties are allowed during group play.
- For playoffs/championship, overtime will come into play if there is a tie after regulation. There will be 1-3 minute overtime, golden goal applies. If neither team scores after the overtime, penalty kicks will come into play. A kick is taken from the halfway line unopposed, 3 players from each team will take the kick, with the winning team having the “best of”. After that if there is no winner, it will be 1 player from each team “sudden death”.
- No offsides. No timeouts.
- Flat-soled shoes, indoor soccer shoes, or regular outdoor cleats allowed. No studs or cleated soles are acceptable.
- Teams listed first on the game schedule shall be considered “home” and the “away” team must change uniform should a color conflict arise.
- 7 players maximum on roster, 7 players maximum on game day, 3 players minimum on roster
- A game must start with 3 players from each team on the field. A team cannot start a game with only 2 players.
- Forfeits will be called if a team does not have enough players 5 minutes after the designated start time of the game. A forfeit will be noted as a 0-12 loss for the offending team.
- Goal differential of maximum 12 goals will be used for standings. Mercy rule will be in effect if a team, during the game, creates a goal difference of 12. This DOES NOT mean that the game is done if a team scores 12 goals. ONLY if there is a goal difference of 12 will the game be over.
- Standings for group play will be decided by, in this order: 1) Points (3 for win, 0 for loss, 1 point for tie) 2) Head to Head 3) Goal difference 4) Goals against in group play 5) Goals scored in group play 6) Coin toss
- 3v3 Field Dimensions (in feet) – 100'L x 60'W
- Penalty Area Dimensions (in feet - see below for rules on this box) – 6'L x 12'W
- There is NO sliding indoors; sliding will be penalized with a direct free kick. A slide to keep the ball in bounds is allowed but there cannot be an opponent nearby and it cannot be for a tackle.
- There is NO spitting on the field whether towards the ground or towards an opponent; spitting at an opponent is an immediate red card. Spitting on the ground is a yellow card offense as spitting does not help keep the facility clean and the players safe. If this is a recurring problem with a player or team, the league director will communicate as needed.

Substitutions:

- Substitutions will be up to the referee's discretion on a dead ball stoppage.
- A substitute must wait until the player leaving is at the touchline.
- There are NO subs on the fly.

Restarts:

- A goal CANNOT be scored directly from a kick-off.
- A goal must be scored in the attacking/offensive half. A ball cannot be on the line and scored; it MUST be in the attacking half off of the halfway line.
- If a goal is scored from the defensive half, a goal kick is awarded to the other team.
- Defensive players must be 3 yards away from all kicks. Failure to give distance can result in a yellow card for the offending player.
- If the ball crosses over the end line last touched by an attacker, the result is a goal kick which is taken from anywhere on the endline outside of the penalty area. The ball cannot be dribbled in and must be passed/kicked in.
- Corner kicks are direct. The ball cannot be dribbled in and must be passed/kicked in.
- If the ball goes out of bounds on the sideline, players can pass the ball into play or may dribble in from the spot it went out. A goal may be scored by the player dribbling in upon the 2nd touch. A goal may NOT be scored from the first touch by the player who restarts the play.
- Penalty kicks are taken from the center of the field on the halfway line and all other players must be outside in the other half.
- If the ball hits the ceiling, the team that did not touch the ball last restarts play with an indirect kick parallel to point hit on the ceiling.

Penalty Area/Box:

- No player may touch the ball in the penalty area which will be located directly in front of the goal.
- Players may pass through the penalty area so long as contact is not made with the ball.
- The line marking the area is considered part of the penalty area.
- If a defensive player touches the ball on the line or in the area, a goal will be counted for the attacking team.
- If an offensive player touches the ball on the line or in the area, the restart will be a goal kick for the defensive team.
- If the ball becomes dead inside the penalty area – If last touched by a defensive player, it is a corner kick for the attacking team. If last touched by an attacking player, it is a goal kick for the defending team.

Fouls & Misconduct:

- An offending player may be shown a yellow card; two yellow cards in a match and he is shown a red card.
- An offending player may be shown a red card. If a red card is shown, the offending player is sent off, cannot come back on for the rest of the game, but the offending team can replace the sent off player immediately.
- All fouls and misconduct are direct kicks.