



TOURNAMENT RULES

*FIFA rules apply if not modified within. The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the Fighters Never Stop 3 vs 3 tournament.

GAME REGULATIONS

Players: Only three (3) may play on the field at once.

Game Duration: Games should be 10-15 minutes each with no halftime. 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. The game clock does not stop for injuries.

Forfeit: A minimum of two (2) players must be present to start the game to avoid a forfeit. The game will be recorded as a 3-0 win for the winning team.

Points System: Teams receive three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. If teams within a group are tied, follow these tie-breakers (in order):

- Head-to-head competition
- Goal differential (goals scored minus goals allowed)
- Goals allowed
- Goals scored
- Penalty kicks

Playoffs: During the playoffs, overtime shall consist of a five-minute “golden goal” overtime period. The first team to score in overtime is the winner. If no team has scored in the five-minute overtime, the winner shall be decided by a shootout. The three (3) players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick. The higher scoring team wins

COED MODIFICATIONS

Players: The number of players will be three (3) (two (2) males and one (1) female or vice versa). If a team has two (2) players they must play one (1) male and one (1) female.

After the first round of penalty kicks. If the score remains tied after the first round of penalty kicks, the same three (3) players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. Only players on the field are eligible to participate in the shootout.

Fields: Fields should be approximately 20-30 yards long. Using these dimensions, six (6) 3v3 fields should fit on one regulation size soccer field. Each field needs a pair of pop-up or PUGG goals (cones spaced 3-4 feet apart can substitute as goals), and at least four cones to mark off the touchlines and corners.

Overtime Penalty Kick Procedures: Shooters must alternate male/female (female/male). No player may shoot twice until all other eligible players for their gender have attempted a shot.



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Kick Off: The kick off may be taken in any direction; it is an indirect kick.

Kick-Ins: The ball shall be kicked into play from the sidelines, instead of thrown in. There are no throw-ins.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, kick offs) are indirect with the exception of corner/penalty kicks which are direct kicks.

Goal Kicks: Goal kicks may be taken from any point of the end line; they are indirect kicks.

Corner Kicks: A corner kick is a direct free kick. A goal can be scored directly from a corner kick.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Goal Scoring: A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five (5) yards away from the ball. If the defensive player's goal is closer than five (5) yards, the ball shall be played five (5) yards from the goal, in line with the place of the penalty.

Substitution: Substitution is on the fly (at any time). Goal Keepers: There are no goalkeepers.

Offside: The offside rule is not in effect.

Slide Tackling: Playing the ball while on the ground is not permitted with other players within striking distance. This is considered "dangerous play" and will be called at the discretion of the referee. Slide tackling infractions will result in an automatic yellow card.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity may result in the following: (1) a penalty kick (at the discretion of the referee) (2) a yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Conduct: A yellow/red card system will be used to control unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving two yellow cards during one game or a red card will be ejected and must sit out their team's next game. Yellow/Red cards may be issued for the following:



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Yellow Card

- Persistently infringes upon any of the rules of the game
- Shows dissent by word of mouth or action to decisions given by the referee
- Is guilty of any incidental vulgar or profane language
- Is guilty of unsporting conduct • Slide tackling

Red Card

- Is guilty of violent conduct or serious foul play
- Is abusive in language or gesture toward a player or official
- Persists in misconduct after receiving a caution

Protests of Rules: Referee calls are final. Referee judgment calls are NOT grounds for a protest. Play protests may result in a yellow or red card.