

Boomer's Drive-In
3 v 3 Summer Shootout Rules

FIFA rules apply if not modified within

The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the Boomer's 3 v 3 Summer Shootout. Any questions concerning these rules should be directed to the League Director Jim Boettcher at jim@acdesoto.org.

Master Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the Master Schedule for any changes weekly. When a change does occur the League Director will attempt to notify teams. The League will strive to not change any game times or locations but occasionally it is necessary.

Team Registration: Requirements, Information, Rules, Guidelines, etc.

Team Registration: Teams must register and pay all team fees to participate in the league. Teams should register into divisions based upon age, gender, and playing experience. Any team or player determined by the League Director to have falsified age or skill level could be dismissed from the league.

Teams that span more than one age group must register in the division of the oldest player on the team.

Teams are responsible for registering in the appropriate division; teams which have players with any competitive experience should sign up for the Competitive division of their age group. In the situation where teams place themselves in the wrong division The League will attempt to rectify the error but cannot guarantee proper placement. *It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the league, and registration fees will not be refunded.*

Skill Level: Teams must register into the correct division based on their players' competitive experience. Teams that have one or more players with any competitive experience must register in the Competitive Division.

Official Team Roster Form, Player Registration & Proof of Age Requirements: Each team must complete the Official Registration Form and US Club form 2002, and birth certificate on or before May 29, 2010. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams can add players as long as they do not exceed 6 and the registration (Registration form, birth certificate, Form 2002) is completed before Monday midnight. In short you cannot show up at the game and expect to register and play in that game.

Number of Players: Six is the maximum number of players on each team's roster: three field players and three substitutes. Teams are allowed less than six players if they chose. (A team must have a minimum of 2 field players). Players may only play on one team.

Falsifying Ages or Skill Level: The League Director may dismiss any team, player or coach determined to have falsified age, identity, or skill level from the league. This act of non-sportsmanship will not be tolerated.

Coed Rules (Adult Teams Only): An Adult Coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Adult Coed teams that have only one female will forfeit their remaining games

if the female participant is no longer able to participate. Adult Coed teams are allowed to play in Male Divisions, in this case the standard coed rules do not apply.

RULES DURING PLAY:

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop. In the event that a field is behind schedule, the referee may shorten the halftime period.

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kick off is an indirect kick.

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 and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

Goal Kicks: May be taken from any point of the end line. This is an indirect 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 may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. 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 yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. **Substitutions should not be made on the fly!**

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

There are no Goalkeepers in 3v3 Soccer.

There are no Off-sides in 3v3 Soccer.

There is no Slide Tackling: If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free

kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) Mandatory substitution until the next natural substitution opportunity (2) A penalty kick (3) A yellow or red card (second yellow) given to the player committing the hand ball.

Protests of Rules: Protests are strongly discouraged, as they are frequently based on emotions or referee judgment calls. Referee judgment calls are NOT grounds for a protest. Videotape is not acceptable as a form of protest or decision review. The Head Coach of a team wishing to protest must complete the Protest Form and submit a non-refundable \$50 protest fee to the League Director within 15 minutes of the end of the game in question. When choosing to protest, remember that the referee on the field is the league official, and must admit that an incorrect interpretation or misapplication of the rules occurred – not a bad judgment call. Referee judgment calls are not grounds for a protest.

EQUIPMENT: Uniforms, Balls, Field Dimensions, Goal Box, etc.

Game Balls / Sizes: Teams are responsible for providing game balls. Here are the following sizes for each group: U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for ages U9 and higher. U6, U7 and U8 age groups play on 30 x 20 yard field. The goals are approximately four feet high and six feet wide.

The Goal Box: There are no goalkeepers in 3v3. The goal box is approximately ten feet wide by six foot long located directly in front of the goal. The goals are four feet high by six feet wide. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in the goal box or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward infinitely.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear shin guards, or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine which team must change.

Players wearing protective casts must receive written approval by the League Director and will be required to check in prior to each game with the on-field referee to be permitted to play. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until The League Director, and Referee re-approve the wearing of the protective cast.

No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

OTHER: Delay of Game, Forfeits, Overtime:

Delay of Game: 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. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Forfeits: Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator

Ejections:

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators
Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during the league will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the duration of the game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team regardless of the score at the time of the incident).

***If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the league and are subject to removal from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or League Director must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Weather Related Issues: The League Staff reserves the right to modify, reschedule, or cancel games due to inclement weather. The League Director has the right to move or reschedule games, as well as the right to shorten game lengths. Entry fees are non-refundable.

*** The League Director will have final say on all disputes and interpretations of Tournament Rules. ***