



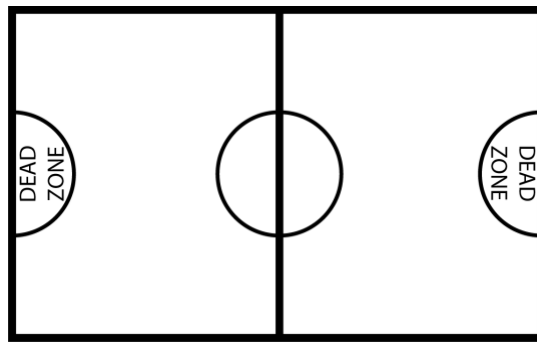
BRUCE TOWER MEMORIAL
TRI-COUNTY CLASSIC 3V3 TOURNAMENT
Tournament Rules

TEAMS

1. Teams shall consist of a **maximum of six players**.
2. A player's age determines the division in which they may compete.
3. All players on the official NTSSA recreational roster must be invited. If the number exceeds the maximum six-player roster, more than one team will be submitted. **The minimum number allowed on a roster is three.**
4. All divisions are **recreational only**; all players must be registered with NTSSA through their home associations. All teams must consist of players from the SAME outdoor recreational team as per your Spring 2025 registration. **NO GUEST PLAYERS!**
5. A signed copy of your official Spring 2025 roster, verified by your Association's registrar, must be submitted along with your tournament entry form.
6. A signed medical release form is required for each player and must be kept on the field by the coach at all times. Additionally, a waiver confirming the coach has all required medical forms must be submitted with the application, 3v3 roster, and entry fee by the registration deadline.
7. Players **MAY NOT compete on more than one team in the tournament**. (Violation of this rule will result in the suspension of both teams.)
8. Choose a team name, team color, and include the coach's name to avoid conflicts.
9. The home team is the first team listed on the schedule and must supply an alternate jersey.
10. "*Dropped Team*" is a team that dropped after final schedules were posted but prior to the tournament day. They will **not** be scored as a forfeit game.

PLAYING FIELD & EQUIPMENT

1. Playing fields shall be 26 yards long and 22 yards wide.
2. The size of the goal will be 3 ft. by 5 ft.
3. A "**DEAD ZONE**", an 8 ft semi-circle, will be marked in front of each goal.
4. Soccer ball size 3 for 5U through 8U. All other soccer balls will be size 4.
5. Shin guards are required. Sleeveless shirts are allowed but no narrow or spaghetti straps.
6. Tri County Soccer Association volunteers have made every reasonable effort to ensure the safety of the facility, but assume no liability for injury, lost or stolen property of either participants or spectators.
7. Tri County Soccer Association reserves the right to delay games or cancel the tournament in the event of severe weather conditions.



INCLEMENT WEATHER AND REFUND POLICY

The rainout reschedule date will always be for the following Saturday. This 2025 rainout reschedule day will be 5/24-25/2025. All participating teams must be prepared to play on the rainout reschedule date. No refunds will be issued if the tournament is able to play on the rainout date. If that day is canceled for weather too, the tournament will not be played. If inclement weather cancels the tournament prior to the completion of team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to recover the start-up costs of the tournament.

THE GAME

1. Each game will be 20 minutes long (two 10-minute halves with a 3-minute halftime.)
2. All age divisions will play 3v3.
3. **All games will start EXACTLY on time.** Be sure to have your team there and ready to play.
4. Winner of coin toss will determine which goal to attack or to take the kickoff to start the match. The kickoff is when the ball moves forward or backwards.
5. The team who scores the most goals during regulation time will be declared the winner.
6. Regulation games may end in a tie.

RULES ENFORCEMENT

1. One referee will officiate each game. The referee will call fouls and keep the time. The referee has the **FINAL** say in all disputes.
2. There will be **no slide-tackling** where contact is made with another player.
3. Intentional stoppage of a goal, when the referee calls it a foul, will result in a penalty kick taken from the center of the circle.
4. **All IFAB laws not specifically altered by these tournament rules remain in effect.**
5. If a player receives a **red card**, player is **suspended from further play in the tournament**. All **red cards** will be reported to the player's home association, which may warrant additional sanctions. If player received a **red card** while playing in the game, their team must play short a player for the duration of that game.
6. If a coach or spectator is ejected by a referee or tournament official, **they must leave the field and the area around the field before play will continue**. If a coach or spectator refuses to leave, the game will be **forfeited** in favor of the other team. A coach or spectator that is ejected, is **suspended for the duration of the tournament**.
7. Protests **must be** filed within 10 minutes after the game, accompanied by a \$100 fee. No referee judgment calls are grounds for protest.

8. Protests will go to the tournament director/committee. **Their decision is final.**

PARTICIPATION

1. Only **three** players from each six-member team will be allowed on the field at any one time.
2. The remaining players will be available for free substitution made only when play is stopped regardless of possession. Team must get referees attention.
3. If players are absent from the event, teams may elect to play with only two players, but no less than two.
4. No player may act as goalkeeper, but defense may guard the *Dead Zone* from outside the arc.

SCORING

1. A goal is scored when the ball's entire diameter passes COMPLETELY over the end line while it is between the goal posts and below the cross bar.
2. Goals may only be scored from the offensive half of the field (I.E. DIRECT shots taken from beyond or touching the mid-field line are no good!)
3. The Referee must turn in the scorecard after the game to the scorekeeper's tent.
4. Scores will be posted every 30 minutes.
5. Games may end in a tie, excluding playoff game.

DURING THE GAME

1. The ball is out of bounds when its entire diameter passes COMPLETELY over touchline or the end line while it is not a goal.
2. If the ball goes out of bounds over the touchline, the opposing team will be awarded an indirect kick from that point. There will be no throw-ins.
3. If the offensive team kicks the ball out of bounds over the end line, the defensive team will be awarded a goal kick that is an indirect free kick from the end - line.
4. If the defensive team kicks the ball out of bounds over the end line, the offensive team will be awarded a corner kick. **Corner kicks are DIRECT.**
5. All kicks except corner kicks are indirect. Kicks resulting from a called foul are indirect from the spot of the foul. Kicks must be at least 3 yards from the arc defenders must be at least 2 yards from the ball.
6. If the ball comes to rest in the "*DEAD ZONE*" the defensive team will be awarded an indirect free kick from the end – line.
7. Breeching of the "*DEAD ZONE*" shall occur when any portion of a player's body comes in contact with the ball while the ball is inside the "*DEAD ZONE*".
8. Breeching of the "*DEAD ZONE*" by the offensive team will nullify any goals scored as a result of the breeching of the "*DEAD ZONE*"; the defensive team will be awarded an indirect free kick from the end - line.
9. If the defensive team breeches the "*DEAD ZONE*", the offensive team shall be awarded an automatic goal.
10. No slide tackling where contact is made with another player.
11. Intentional stoppage of a goal, when the referee calls it a foul, will result in a penalty kick taken from the center of the circle.

ADVANCEMENT

1. **5U-8U do not advance.**
2. Advancement for all other age brackets will be determined by a point system:
 - **6 points** for a win
 - **3 points** for a tie
 - **1 point** for a shutout (no goals allowed in regulation)
 - **1 point** per goal scored in regulation, up to **3 goals max**
 - **Forfeits** will be recorded as a **3-0 win** (10 points total)
 - **Note:** Games involving a **“Dropped Team”** will **not be included** in point calculations for advancement and will not be scored as forfeits.
 - **Maximum points awarded per game: 10**
3. In brackets with **3, 4, or 5 teams** playing each other within the same group, the team with the **highest total points** will advance. In crossover brackets, where **3 teams play against another set of 3 teams**, the **top two teams** with the highest combined point totals from all six teams will advance.
4. When determining “wildcard” if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system, then All teams will divide points by total games scheduled in order to obtain equality with all brackets.
5. If two teams accumulate the same number of points during Saturday play the following tiebreakers will be used as needed: 1. will be Head-to-Head 2. Goals Scored (max 3 per game) 3. Goals Allowed (team with fewest allowed advances) and 4. If teams are still in a tie: a shootout will take place immediately on an available field (decided on by the tournament director) to determine which team advances to the playoffs.
6. For the purpose of seeding semifinal playoff games if any advancing teams have the same number of points the following tiebreakers will be used as needed: 1. previous Head-to-Head 2. Goals Scored (max 3 per game) 3. Goals Allowed (max 3 per game) team with fewest allowed advances and 4. the final decider will be a coin flip to determine their order of seeding.

NO SHOWS, FORFEITS, TEAM DROPS

1. If a team drops after the schedule has been published but prior to the start of the tournament, they will be listed on the schedule as **“***Team Dropped***”**. The opponent is not required to show up for this game.
2. If a team does not show up for any game of the tournament, that team **WILL NOT** be allowed to advance from pool/bracket play. This includes failing to show up and play the third game of pool/bracket play thinking they have already qualified for advancement.
3. If a team does show up but is not able to field the minimum players, or during the game, their numbers fall below the required minimum to continue the game will be considered a forfeit and will be scored as 3-0 and included in the calculation for advancement.
4. If a game is forfeited due to failing to adhere to the 50% minimum playing time requirement, the game will be scored as 3-0 and included in the calculation for advancement.

PLAYOFFS

1. **No playoff game shall end in a tie.**
2. **Playoff Overtime:** Shall consist of a 3-minute “golden goal” overtime period with a coin toss. Winner off the coin toss decides which goal to attack or to take the kick-off. The first team to score in overtime is the winner. **If no team has scored in the 3-minute overtime**, the winner shall be decided in a shootout with a coin toss to first decided at which goal the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable. Then the referee tosses a coin again, and the winning team decides whether to take the first or second kick. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. **The remaining 3 field players after overtime regulation will rotate alternating teams with each kick.** All shots will be taken from the center of the circle at an uncontested goal. The team with the most goals after the first round will be considered the winner. **If the score remains tied after the first round of penalty kicks**, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a **red card** during the game and finishes with two players on the field, a remaining roster player (**other than the red carded player**) **must** be chosen to kick in the rotation of penalty kicks. If the **red carded** player is the last remaining roster player, one of the two field players must kick **twice**.