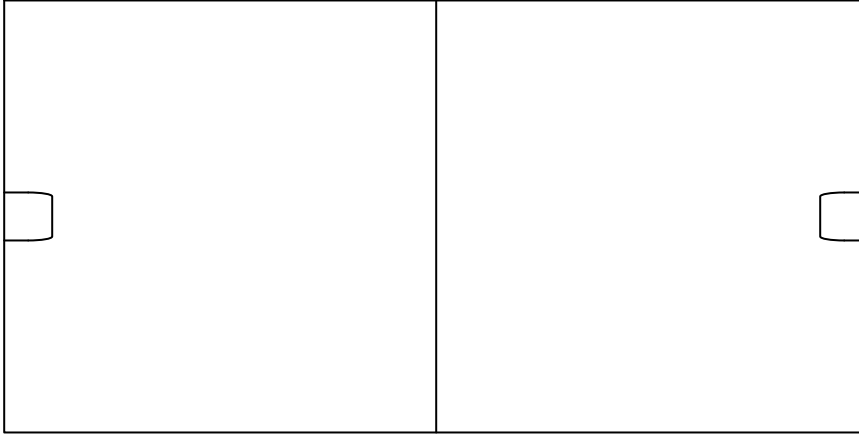


## Hacker 3v3 Rules

### The Field:



The field is 90 ft. long and 70 ft. wide. The goal box is 14 ft. x 12 ft.

### No Keepers:

### No Offsides:

**Goal Scoring:** You can only score in your offensive half.

**Ball in Goal (Penalty) Box:** Defensive or offensive players may not touch a ball in the goal area after a shot.

- Any ball played within the goal arc by a defensive player after a shot will count as a goal.
- Any ball played within the goal arc by an offensive player after a shot will be given to the defensive team.
- A ball played by the offensive team that comes to rest inside the goal area will be awarded to the defensive team.
- A ball played by a player in his defensive end that stops in the goal box will be awarded to the opponent as a corner kick.

### Ball in Play:

- Start of each half. Ball will be started at half line with kick.
- Ball over end line is put into play by a: (1) corner kick, if the ball is touched by a defender, (2) or goal kick, from anywhere along the end line, if the ball is touched by an offensive player.
- Ball after goal is put into play immediately by kicking from the goal box.
- Ball over touchline is put into play by indirect kick. No throw in.

**Restart from Fouls:** The play will be restarted on all fouls by an indirect kick, except for penalty kick situations.

**Penalty Kicks:** Penalty kicks will be allowed when a player is taken down in their offensive end, when in front of the defensive players and having a clear opportunity to score. A penalty kick, which is direct, will be taken from a point 10 yards (8 yards for 10 and younger) from the end line directly in front of the goal. A defender will take a position out of bounds (toes can touch outside of end line) to either the right or left of the goal. On the referee's whistle, both players may move: the offensive player toward the goal and the defensive player toward the offensive player. The offensive player has a count of four to shoot on goal. Rule 5 applies to the defender. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are *not* live balls.

**Slide Tackles:** There are no slide tackles. This does not prevent players from sliding to stop or intercept a ball, but no contact can be made with opposing player while sliding for the ball.

**Cautions and Ejections:** Yellow and red cards will be given, if a player's play and/or behavior violate the rules and the spirit of the game. A player will be substituted immediately upon receiving a yellow card and will leave

the game upon receiving a red card. A player receiving a red card will be suspended from playing in his/her team's next game. Violent play and/or verbal abuse may result in suspension from tournament (decision by tournament director). Teams still play with 3 on the field

**Jerseys:** Each team is required to have a light and dark jersey.

**Player Registration:** All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players will be provided an arm band at registration which demonstrates to the referee that the player meets the appropriate age. Lost arm bands can be replaced, but player must return to tournament registration to get replacement after presenting appropriate identification. All players must carry proof of age.

**Rosters:** All rosters are final upon completion of the team's first game.

**Number of Players:** The maximum number of players on a team is six (6); three field players at one time. Players may only play on one team per division.

**Player Substitutions:** Flying substitutions may occur, but players must enter and exit at the half-field mark only.

**Gender:** No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Co-ed division must have at least one female on the field at all times.

**Shin Guards:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls.

**Ball:** Preferred Ball Size for U6-U8 = #3; U9-U12 = #4; U13 and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

**Goal Box:** The goal box, twelve feet wide by fourteen feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box.

**Goals:** The goals are approximately 4 feet high by 6 feet wide.

**Game Duration:** The game shall consist of two 15 minute halves for U11 and older or two 12 minute halves for U10 and younger separated by a two minute halftime period, **or** the game shall end when a team reaches a 10 goal lead. Games tied after regulation in pool play shall end in a tie. Elimination games that are tied at the end of regulation will be decided through a 3 minute golden goal period followed by a shootout.

**Scoring (in pool play):** Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

**Tiebreakers:** In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play maximum of 5 goals per game; 3) fewest goals against in pool play; 4) a golden goal playoff of three minutes (5) a team shootout with entire rosters.

**Playoff Overtime:** Teams will play a 3 minute GOLDEN GOAL overtime period. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period.

**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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of throw in.

**Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

**Goal Kicks:** May be taken from any point on the end line, and not in the goal box area.

**Kick Off:** May be taken in any direction.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line.

**Forfeits:** A forfeit shall be scored as 5-0.

**Sportsmanship:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

**ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; PLAYER PASS, DRIVERS LICENSE OR BIRTH CERTIFICATE. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.**