



# AYSO REGION 137 3 V 3 TOURNAMENT

**PLEASE JOIN US LABOR DAY WEEKEND!**

- DATE:** Sep. 4, 5, & 6 2010 Sat., Sun. & Mon.
- TIME:** All day (More info later)
- TEAMS:** 3-5 players from your AYSO fall team. Girls & boys from U10, U12, U14, U16, U19 are all invited. EACH FALL TEAM MAY SEND MORE THAN ONE 3 V 3 TEAM.
- COST:** \$40.00 per tournament team
- WHERE:** Valley Wide Fields, San Jacinto
- PLAY:** Each team will play a minimum of 5 games each. 20 minutes for U8 and 30 minutes for U10 and up. Pool play to be spread out over Sat. and Sun.
- REGISTRATIONS:** For guaranteed placement, registration forms should be turned in by Aug 28, 2010. Call for availability after Aug 28.
- QUESTIONS:** Andy McCarty 3v3@ayso137.net



## HEMET 3V3 TOURNAMENT RULES AND REGULATIONS

- All FIFA Laws Of The Game will be followed unless specifically addressed herein.
- All teams should have their complete fall uniforms. Teams should have black or white t-shirts for alternate uniforms (not necessarily matching).
- Teams may consist of up to 5 registered AYSO players. A minimum of 2 players is required to start or play any part of the game.
- NO OFFSIDE.
- Absolutely no slide tackling. A penalty kick will be awarded to the opposing team. A tackle being defined as sliding at a ball possessed by an opponent.
- Out of play:
  1. All restarts are “indirect” except for penalty kicks. “Indirect” meaning in order to score a goal the ball must touch at least two players.
  2. Touchline — restarted by dribble or kick.
  3. Kick Off— the ball may be put into play by moving forward or backward.
  4. Goal kicks may be brought into play anywhere along the goal line outside the goal area by dribble or kick.
  5. Corner kicks must be brought into play at the corner by dribble or kick.
- NO GOALKEEPER.
- Goal Area — Neither team may play inside the “goal area”. The “goal area” is defined as the area inside the arch surrounding the goal. If the ball comes to a stop inside the goal area, play will be restarted with a goal kick. If the defense plays a ball in the goal area, the offense is awarded a penalty kick. If the offense plays a ball inside the goal area, the defense is awarded a goal kick.
- Substitutions—are awarded at the discretion of the referee. Substitutions may be made at any stoppage in play. The referee may disallow subs if it disrupts the flow of play or an advantage is gained by slowing down the game.

- All fouls will be indirect free kicks unless, in the opinion of the referee, a penal foul is committed on a goal scoring opportunity, which will be penalized with a penalty kick. The defense must be at least 2 yards from the ball on indirect restarts. All indirect kicks must be at least 2 yards from the defending goal area.
- PENALTY KICK— The ball is placed at center midfield with all players behind it. Once the ball is kicked it is “live”. The original kicker cannot touch the ball until another player has touched it. This is the only restart in which can result directly in a goal.
- Team Composition: Team member changes must be finalized with the Tournament director/registrar prior to the starting day of the tournament. Any unauthorized changes to team members will result in that team forfeiting all remaining games. Changes will **\*NOT\*** be allowed on game day or any day following.
- Any player receiving a “RED” card will be sent off and will not play the rest of the tournament. The team will play short for the rest of the game.
- Games — a minimum of 5 games will be played by each team over Saturday and Sunday. Bracketed play to continue on Monday.
  - 15 min. halves for U10 and up separated by a short (1 min) break
  - 10 min. halves for U8 separated by a short (1 min) break
  - Ties are final in pool play. Winner of each pool advances to bracketed play.
  - Ties during bracketed play result in “Golden Goal” — 5 min. halves until the first score determines the winning team.
- Forfeits — Teams are given 10 minutes before a forfeit is issued by the referee. All forfeits must be approved the tournament director before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary.

- Point system
 

Win	3 Pts
Shutout	1 Pt
Goals	1 Pt for each, a maximum of 6 points per game
Tie	1 Pt
Forfeit	6 Pts for the winning team (awarded 10 min. after scheduled game time unless the team is delayed by previously scheduled game as confirmed by the referee)
BYE	6 Pts

If two or more teams are tied in points when determining advancement to bracketed play, the following factors will be determined in order: head-to-head, goal differential, fewest goals allowed, most wins, coin flip.

#### Equipment and Fields:

- Each team must provide a game ball of appropriate size.
- Each team must have a second set of t-shirts preferably white or black. They do not need to match exactly.
- Field size: 20 yards X 30 yards
- Goal Size: 2½ ft. X 5 ft. (These may be substituted at the tournament directors' discretion for similar goals but not necessarily the same size or shape).
- Post Game A coach or team representative is required to sign the game card. It is the signatories duty to make sure the game card is accurate before signing the game card.
- Protests All games will be considered final; no protests will be accepted.
- Inclement Weather Regardless of weather conditions, players and coaches must be at the site at the scheduled playing time, ready to play. The tournament Director may reduce the length or terminate the match due to weather conditions.
- Other Situations All situations not covered by these rules will be resolved by the Tournament Director or designee. The Tournament Director may make alterations to these rules as necessary and such changes will be final and no appeal will be accepted. The tournament staff will attempt to provide sufficient notification of rule changes to all those concerned.

## Registration Instructions

Please complete the following registration forms (1 page for each team). Please turn in the registration form and money (preferably check) to the tournament director.

You may email registrations to the email address below. Make sure you receive a confirmation that your email was received or verify receipt by phone.

Please make sure to include the Coach's and/or overseeing parent's name and number. These numbers will be used to inform teams of schedule changes and advancement.

**The team membership must be finalized prior to the starting day of the tournament. Changes will \*NOT\* be allowed on game day or any day following.** In the past this has been the source of significant confusion and frustration and can no longer be allowed. Please make sure that your team members are aware they will be playing on Sunday and have the possibility of playing on Monday. Once the tournament has started, roster changes will not be allowed for **any** reason.

We recommend having at least 4 players on each team. It is usually very hot and 3v3 is an extremely intense game. The 3rd game on Saturday is hard enough with 4 or 5 players, but 3 makes it very difficult to compete.

If you have questions or concerns please feel free to call or email.  
Andy McCarty 951.654.8395 3v3@ayso137.net

## **Preliminary Game Schedule**

We have been able to keep this schedule for the past 6 years. However, it is preliminary and may change.

If the schedule does change, we will do our best to notify you as soon as possible.

The game schedule should be as follows (**subject to change**)

**U10B, U10G, U16B** divisions will play the following times

**Saturday** 08:00 10:15 12:30    **Sunday** 12:00 2:15

**U12B, U12G, U16G** divisions will play the following times

**Saturday** 08:45 11:00 1:15    **Sunday** 12:45 3:00

**U8B, U8G, U14B, U14G** divisions will play the following times

**Saturday** 09:30 11:45 2:00    **Sunday** 1:30 3:45

Medal Rounds: will be played on Monday — times to be announced

# 3v3 Registration Form

*Please complete 1 form per team*

For official use only

Tournament Team # \_\_\_\_\_

Region \_\_\_\_\_

Fall Team # \_\_\_\_\_

Coach \_\_\_\_\_

Phone # \_\_\_\_\_

Referee \_\_\_\_\_

Phone # \_\_\_\_\_

Name \_\_\_\_\_

Jersey # \_\_\_\_\_

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For official use only

Paid \$ \_\_\_\_\_

Cash/Check# \_\_\_\_\_

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Fall Team # \_\_\_\_\_

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Phone # \_\_\_\_\_

Referee \_\_\_\_\_

Phone # \_\_\_\_\_

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