



Tournament Rules

Sporting Legends 3v3 will follow USYSA guidelines with the exception of rules listed below.

Sporting Legends 3v3 games will be hosted on the pitch at Swope Soccer Village Victory Field.

Section I. Team Acceptance

- a) Sporting Legends 3v3 is open to all teams of all divisions.
- b) The tournament committee reserves the right to accept or decline any team application.
- c) Accepted teams are required to have each participant playing in games to submit a waiver of liability form.

Section II. Player Eligibility

- a) Complete waiver of liability form for Sporting Legends 3v3.
- b) Players can play on two teams as long as the teams are in two different age groups and the player is playing up an age group. However, the player must play at the same competitive level as their primary team division.
 - o Example: A player playing in the U12 Gold division CAN'T play in the U13 Bronze division, but can play in the U13 Gold division.
- c) **No player can play down an age group.**
- d) There are no restrictions on allowed guest players per roster.

Section III. Team Check-In Details

- a) Check-In will consist of participants submitting the waiver of liability form digitally before the event.
- b) On the day of the event, a team representative will check in for their team to make sure all participants have completed the waiver of liability form. Any player missing the waiver of liability will need to complete it on site before their first game.



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Section IV. Game Format

- a) Below is the format of the competition:
- Field dimensions are 20 x 30 yards.
 - Goal box (3x5 yards) will be marked, and **no player is allowed inside**. If the ball stops inside the goal box, it will be a goal kick.
 - All free kicks will be indirect, regardless of the foul or why the whistle was blown.
 - All indirect free kicks must have opposing players be a minimum of five (5) yards away from the ball at the taking of the free kick.
 - All stoppages out of bounds will result in a kick-in. No throw-ins.
 - No offside.
 - No slide tackling.
 - No goals are allowed from the defensive half of the field. Restart will be a goal kick.
 - If an attacker touches the ball in the goal box, the restart will be a goal kick.
 - If a defender touches the ball or saves a shot inside the goal box, a goal is awarded to the attacking team.

Section V. Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Max Roster Size	Max Number of Guest Players
U8-U9	2 x 12 Minutes	4	2 Minutes	7	Unlimited
U10-U12	2 x 12 Minutes	4	2 Minutes	7	Unlimited
U13	2 x 12 Minutes	5	2 Minutes	7	Unlimited

Section VI. Player Equipment/Uniforms

- a) No jewelry.
- b) All players must wear shin guards.
- c) Casts/Orthopedic braces are permitted at discretion of referee.
- d) Players must wear like-color uniforms. Numbers on the back are NOT mandatory.
- e) If uniforms are similar, home team changes. Home team will be indicated on the final schedule.
- f) If the game ball is not provided by the tournament, the home team will provide the game ball.



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Section VII. Heading Restrictions & Head Injury Policy

- a) Intentionally heading the ball is not allowed.
- b) Restart for heading will be an Indirect Free Kick for the opposing team.

Section VIII. Substitutions

- a) Substitutions shall be **UNLIMITED**.
- b) Substitutions will be made on the fly.

Section IX. Red Cards

- a) Any player or coach who receives a red card will not be allowed to participate in their next scheduled game.
- b) The team may sub for the red carded player, but that player is out for the remainder of that match.
- c) The referee will inform the name and number of the red carded player to the tournament committee at the conclusion of the match.

Section X. Scoring

- a) In preliminary rounds, point system will be as follows:
 - Three (3) points for a win
 - One (1) point for a tie
 - Zero (0) points for loss
 - Goal Differential (max 8 goals per game)

Section XI. Tie Breaker

- a) In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:
 - **Winner of Head-to-Head** competition (this criteria is not used if more than two teams are tied)
 - **Winner of most games.**
 - **Goal differential** (goals scored minus goals against) with a maximum of eight (8) goals per game.
 - **Fewest goals allowed.**
 - **Most shutouts.**
 - **Penalty kicks** from the center line (no keeper)



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Section XII. Forfeits

- a) There will be no overtime in any group games.
- b) In the Finals only:
 - Overtime will consist of Golden Goal. The team who scores first will be determined the winner.

Section XIII. Forfeits

- a) The minimum number of players required for each game is three (3).
- b) A 10-minute grace period will be allowed beyond scheduled kick-off time before a forfeit is declared. If a team fails to complete a match, or fails to show up for a match, a forfeit is declared.
- c) Forfeits will be recorded as 8-0.

Section XIV. Protests

- a) There will be no protests allowed.
- b) Under certain circumstances, a referee's decision of a yellow card, red card, coach or team ejection can be reviewed or overturned.
- c) All disputes will be resolved immediately by the Tournament Committee.

Section XV. Inclement Weather

- a) All options will be explored to ensure all teams play their scheduled matches.
- b) The Tournament Committee will use their discretion to shorten or postpone the game.
- c) Only the Tournament Director can cancel a game.
- d) Weather delays will be communicated via email and social. Follow our social media accounts for updates.

[SKC Youth Soccer](#) | [Youth Facebook](#) | [Youth Twitter](#) | [Youth Instagram](#)

Section XVI. Tournament Committee

- a) It is the responsibility of the Tournament Committee to understand and employ these rules in a manner consistent with fair play and the spirit of the game.
- b) For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.