



Sporting Legends 3v3

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

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

Team Acceptance

1. The tournament committee reserves the right to accept or reject any team application.
2. Accepted teams are required to have each participant submit a waiver of liability form.

Player Eligibility

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. For example, a player playing in the U12 Gold division, cannot play in the U13 Bronze division, but can play in the U13 Gold division.

Sporting Legends 3v3 is open to all teams of all divisions. The Tournament Committee has the right to decline acceptance to the tournament based on current division level. There are any number of allowed guest players per roster.

Team Check-In Details

1. In Person Check-In Details: Saturday, July 17th- 18th
 1. Location: Swope Soccer Village
 2. Time: Any time before your team's first game
 3. Purpose: Ensure the roster is accurate and that each player has a waiver on file

Game Format

- Field Dimensions are 20x30.
- Goal box (3x5) 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 will come with a 5 yard rule. No player shall be within a 5 yard radius of the ball while an opposing player takes a free kick.
- All stoppages out of bounds will have play resume from a kick-in. No throw-ins.
- No offsides
- No slide tackling
- No goals are allowed from the defensive half of the field. Restart will be a goal kick.
- If a defender touches the ball in the goal box, a goal is awarded to the offensive team.
- Shots defended inside defensive goal box are counted as a goal for the attacking team.





Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Max Roster
U8-U9	2 x 12 Minutes	4	2 Minutes	7
U10-U11	2 x 12 Minutes	4	2 Minutes	7
U12-U13	2 x 12 Minutes	5	2 Minutes	7

Player Equipment/Uniforms

- No jewelry.
- All players must wear shin guards.
- Casts/Orthopedic braces are permitted at discretion of referee.
- Players must wear like uniforms with numbers on the back.
- If uniforms are similar, home team changes. Home team will be indicated on the final schedule.
- If the game ball is not provided by the tournament, the home team will provide the game ball.

Heading Restrictions

Intentionally heading the ball is not allowed.

Substitutions

Substitutions are unlimited. Substitutions will be made with the consent of the referee.

Red Card

Any player or coach who receives a red card will not be allowed to participate in his/her next scheduled game. The team may sub for the player but the player who received that card is out for the remainder of that match.

Red Card Referee Procedure

If player receives a red card, referee will keep the player card, complete necessary documentation after the game, and turn player card into referee headquarters. After documentation is complete, that is when team manager, coach, or player can pick up the player card.

Scoring

In preliminary rounds, point system will be as follows:

- 3 points for win
- 1 point for tie





- 0 points for loss
- Goal differential (max 8 goals per game)

Tie Breaker

In the event there is a tie in points during preliminary round standings, the following procedure will be used.

- Head to head competition (this criterion will not be considered in the case of a tie among more than two (2) teams)
- Winner of most games
- Goal differential (Maximum of eight (8) per game)
- Fewest goals allowed
- Most shutouts
- Penalty kicks from the center line (no keeper)

Overtime

There will be no overtime in any group game.

In the Finals – Overtime will consist of Golden Goal. The team who scores first will be determined the winner.

Forfeits

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

Protests

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

Inclement Weather

All options will be explored to ensure all teams play their scheduled matches. In the case of severe weather, the Tournament Committee will use their discretion to shorten or postpone the game. Only the Tournament Director can cancel a game.

Tournament Committee

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. For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.

