

WESL 3 V3 TOURNAMENT RULES 2013
FIFA Laws Apply and will be governed except as noted in these rules

SPORTSMANSHIP

Tournament was founded to support the idea that soccer is a fun, exciting and thrilling game. WESL insists that all players attending the tournament adhere strictly to our Rules and Regulations and Code of Conduct.

DIVISION GUIDELINES

1. No guest players. All teams must be formed from the recreational team they were assigned for the recreational season. Players may register without a team. Those players must fill out a form and submit it to their player representative. The player representative and Event Coordinator will create a team from those individual registrants.
2. The event coordinator reserves the right to refuse any application.
3. The event coordinator also has the right to assign or refuse individual sign ups to an already established 3v3 team.

GAME DURATION

1. Games will be 15 minutes total. 4 ~ three minute quarters with a minute break between quarters.
2. Three players per team will be allowed on the field at all times. **No goal keeper.**

SUBSTITUTIONS

1. In a **four player format**, each player must play three quarters and be substituted one quarter. In a **five player format**, each player must play at least two quarters, and be substituted one quarter. In the five player format no player may play more than three quarters. A player who plays three quarters in one game may not play three quarters in the next game.
2. Player roster consists of three, four or five players and their Representative.

FIELD DIMENSIONS

1. The playing field is 40 yards in length by 30 yards in width and a mid-field line.
2. The goal arc is 10 feet wide by 6 feet long
3. Goals are 4 feet high by 8 feet wide

GOAL SCORING

1. Kick offs are **indirect** and may be taken in any direction
2. There are no off-sides
3. No slide tackling
4. No throw-ins. The ball must be kicked in or dribbled into play from the touchline. All kick-ins are indirect.
5. Goal kicks are taken from anywhere inside the goal arc and can be kicked in or dribbled in. Goal kicks and kick-ins are **indirect**.
6. Corner kicks are **direct**.
7. A player must be given 10 feet on any restart of play; the ball becomes live as soon as it is touched.
8. Goals can only be scored from your offensive side of the field directly.
9. Goals may not be scored from the defensive side of the field.

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GOAL ARC/BOX

1. There is no ball contact allowed within the goal arc/box, however any player may pass through the goal arc/box. No player may stand within, defend from, or be stationary within the arc/box.
2. If the ball comes to rest in the goal arc, a goal kick is awarded regardless of who touched the ball last.
3. Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such.
4. If a defensive player touches the ball within the goal arc/box, a goal is awarded to the offensive team.
5. If an offensive player touches the ball within the goal arc/box, a goal kick is awarded to the defensive team.

PENALTIES

1. Penalties will be given as per FIFA laws
2. Penalty kicks will be taken from mid field line and all players from both teams will be behind the mid field line. Players may not move to the ball. If ball comes to a stop before leaving the field of play or entering the goal, an indirect free kick is taken from anywhere in/on the goal arc by the opposing team.
3. ***If the referee feels*** there was use of hands to interfere or block a goal it will result in a goal for the opposing Team.

SITUATIONS THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE REFEREE.

STANDINGS

1. Standings will be determined using the point system.
2. Three points for a win, two points for a tie with goals, one point for a scoreless tie, and 0 points for a loss. In case of a tie, the following tiebreakers will be used:
 - a. Head to Head
 - b. Total goals allowed
 - c. Playoff game
3. In case of a tie in a championship/playoff round game, the following tiebreaker will be used.
 - a. Additional three minute quarter will be played; **the team that is ahead at the end of quarter is the winner**
 - b. If still tied, the two teams will play an additional three minute quarter.
 - c. If still tied, penalties kicks will be taken from the midfield line. Both teams will take 3 kicks. These kicks are to be taken by the players on the field.
 - d. If still tied, players are to move back and the following kicks are to be taken from the opposing top of the goal arc. An additional 3 kicks are to be taken by each team. During this second round of kicks the substitutes must kick first, before the original 3 kickers may kick again.
 - e. If still tied, kicks are to continue in sets of three, following the same guidelines above, from the opposing goal arc, until a winner is determined.