

# Harmony 3v3 Challenge

## Rules of Competition

When: Saturday July 23, 2016

Where: Harmony Sports Complex, Vancouver, Washington

1. Open to male and female teams U6 - Adult
2. 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 must carry proof of age.
3. U6-U18 player's use 2016/2017 birth year age groups. Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee. No over-age players are permitted, no exceptions.
4. Teams must have matching light and dark uniforms.
5. Maximum of six players per team (Adult teams may have 8). Players may only play on one team in the tournament.
6. Three players on the field; no goalkeeper.
7. No males are allowed on a female team, however, females may play on a male team.
8. All games will be two-12 minute halves with a two minute half time.

9. Each team must have a minimum of three players on the field. If a team does not have at least three players ready at the scheduled kickoff time ("ready" means in uniform, checked in with the referee and on the field of play), they will be allowed three minutes to assemble three players. A team which does not have three players ready within three minutes after scheduled kickoff time, or which falls below three players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.
- 10. No offsides and no slide tackling.**
11. Either team may substitute on the fly. No stoppage of play. There will be no limit on the number of times a player may reenter the game.
12. No throw-ins. All restarts will be indirect kick-in with defending players a minimum of 5 yards away.
13. All dead ball kicks are indirect with the exception of a corner kick or penalty kick.
14. Field sizes: 20 x 30 yards (U6-U8) and 30 x 40 yards (U9 and up)
15. Ball size: #4 for U6-U12 and #5 for U13 and up. In the event age groups are combined, the teams should use the older divisions' ball size.
16. The goal box 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. If a defender touches the ball in the goal box it will be an automatic goal. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

17. Goal kicks are to be taken from any point on the end line, and not in the goal box area.
18. Kick off may be in any direction.
19. Any coach dismissed (receiving a send-off or red card) must leave the site.
20. Any player, coach or bench personnel sent-off or dismissed (red card) may not participate in the team's next game of the tournament. Any player, coach or bench personnel sent off for violent conduct may not participate in any further game of the tournament and will be referred to their state or national association for further sanctions. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in an additional game of the tournament. A coach who is suspended may not be present at any game for which they are suspended.

21. Penalty Kicks are 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. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
22. Pool Play games may end in a tie.
23. 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.
24. 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; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.
25. If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with 24.1).
26. PLAYOFF OVERTIME: TEAMS WILL HAVE 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*.
27. All forfeited games will be treated as a 3-0 win for the non-forfeiting team, unless the game was already

played and the non-forfeiting team won by a greater margin.

28. All referee judgment decisions, including the three minute grace period, shirt color conflicts, selection of game ball, amount of time added on, etc., are final and are not appealable. Any other appeal must be made in writing to the tournament director(s) within one hour after completion of the game being protested, after notifying the referee and the opposing coach of the appeal before the referee has left the field (or a subsequent game on that field has begun.) An appeal bond of \$50 in cash (no checks) must accompany the written appeal. The bond will be returned if the appeal is granted. An appeal committee of three neutral persons will be appointed by the tournament director(s) to hear the appeal and make a decision before the next games for the teams involved. Their decision will be final.
29. The tournament director have the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver or lack of enforcement. These are the official rules of competition and they

supersede any other summary or description of the rules, written or verbal.

30. Refunds will not be granted for any reason once the tournament draw is posted. Refunds may be granted at the discretion of the tournament director prior to that.
31. No pets allowed at any tournament game site. If supporters of a team refuse to remove a pet when asked by a tournament official, the tournament may forfeit the game for the team with the supporters. No alcoholic beverages allowed at any tournament game site.