

Scatter Creek Kicker 3v3 Tournament Rules

Roster

- **Number of Players:** Rosters may include up to six (6) players per team. Each player is permitted to participate on only one team per tournament.
- **Age Brackets:** Teams must compete in the age bracket corresponding to the oldest player on the roster. For example, if five players were born in 2015 and one player was born in 2014, the team must compete in the 2014 bracket (e.g., Boys or Girls U11). Ages are based on the 2024/2025 season.
- **Proof of Age:** All submitted rosters must include proof of age at the time of submission without exception. Coaches are responsible for maintaining proof of age for all players and must present it upon request.

Equipment

- Shin guards and matching uniforms are mandatory for all players.
- Teams must have both light and dark-colored jerseys available to avoid color conflicts. The home team is responsible for changing jerseys if colors clash.
- All jerseys must display numbers clearly.
- Games are played on grass fields. Firm ground cleats are recommended but not required. Metal studs and footwear designed for other sports (e.g., baseball cleats) are prohibited.

Field of Play

- Each field measures 25 yards wide by 35 yards long, with a goal box measuring 8 feet wide by 6 feet long.
- Players are prohibited from contacting the ball while inside the goal box but may pass the ball through the area.
- The ball is considered inside the goal box if it touches the boundary line or any part of a player's body within the area.
- If an offensive player contacts the ball inside the goal box, a goal kick is awarded to the defending team.
- If a defensive player contacts the ball inside the goal box, a goal is awarded to the attacking team.

Game Duration and Number of Games

- Each match consists of two halves of 12 minutes each, with a 2-minute halftime.

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- Each team is guaranteed a minimum of three games, though exceptions may occur depending on the number of registered teams.
- Games ending in a tie during pool play will be recorded as a tie.
- Playoff games must produce a winner.

Playoff Overtime

- In the event of a tie during playoffs, a sudden-death "Golden Goal" overtime period of 3 minutes will be played.
- If the game remains tied after overtime, the winner will be determined by a penalty shootout involving the three players who were on the field at the end of overtime.
- Each player will take a penalty shot from the center kick-off mark.

Goal Scoring

- A goal is valid only if the ball is played from the attacking half of the field.
- The offensive half is defined as any area beyond the midfield line.

Scoring System (Pool Play)

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Forfeit: Recorded as a 3-0 loss

Tiebreakers (Pool Play)

If teams are tied in the standings, rankings will be determined by the following criteria, in order:

1. Head-to-head result (applies only when two teams are tied)
2. Goal difference in pool play
3. Fewest goals conceded
4. Total goals scored
5. If still tied, a coin toss will decide the ranking.

Special Gameplay Rules

- **No Offsides:** Offside rules do not apply in 3v3 soccer.
- **No Slide Tackling:** Slide tackles are prohibited.

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- **Heading Rule:** Heading is permitted in accordance with FIFA recommendations, and subject to adjustments per WYS and TCYSA regulations.
- **10-Foot Rule:** During all dead-ball situations, defenders must remain at least 10 feet away from the ball. If the defensive goal area is closer than 10 feet, the ball will be placed 10 feet from the goal box, aligned with the original restart spot.

Restarts & Kicks

- **5-Second Rule:** Players have 5 seconds to restart play. Failure to do so will result in the opposing team being awarded the restart, at the referee's discretion. This rule generally does not apply to penalty kicks unless intentional time-wasting is observed, which will result in a goal kick for the opposing team.
- **Kick-Ins:** Instead of throw-ins, play is restarted with a kick from the sideline.
- **Indirect Kicks:** All dead-ball kicks—including kick-ins, free kicks, and kick-offs—are indirect, except for penalty kicks and corner kicks.
- **Goal Kicks:** May be taken from any point along the end line outside the goal box.
- **Kick-Offs:** May be played in any direction at the start of the game or after a goal.
- **Penalty Kicks:** Awarded when the referee determines that a clear scoring opportunity was unfairly denied or in cases of violent fouls resulting in a yellow or red card. Penalty kicks are taken from the center kick-off spot, with all other players positioned behind the midfield line. If a penalty kick is missed, possession changes via a goal kick. Penalty kicks are not live plays.

Disciplinary Actions (Yellow & Red Cards)

- Referees have the authority to eject players or bench personnel for misconduct or serious infractions.
- **Red Card:** Results in ejection from the current match and suspension from the subsequent game.
- **Tournament Director Discretion:** Players or coaches may be removed from the tournament entirely at the discretion of the tournament director.
- **Team Officials:** If a coach or team official commits misconduct and cannot be individually identified, the senior coach present will receive the disciplinary action.

Sportsmanship

- All players, coaches, and spectators are expected to uphold principles of fair play and respect.

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- Any abuse directed at referees will result in immediate team disqualification from the tournament.

Forfeits

- A forfeited match will be recorded as a 3-0 loss for the forfeiting team.

Rule Interpretations

- The Scatter Creek Kicker tournament is governed by the rules of the Thurston County Youth Soccer Association (TCYSA) and Washington Youth Soccer (WYS).
- Rules will be interpreted according to TCYSA's age-appropriate guidelines.
- WYS serves as the governing body for resolving any rule discrepancies.
- Any rules not explicitly addressed in this document will default to TCYSA and WYS interpretations, with the tournament director making final rulings.