



DUTCH LIONS FC
GATEWAY TO PROFESSIONAL SOCCER

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Dutch Lions FC 3v3 tournament
(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: 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, ie: player pass, driver's license or birth certificate.

ROSTERS: No changes or substitutions to rosters will be allowed after the start of a team's first game. All rosters are final upon completion of the team's first game.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; three field players at one time. Teams playing more than 6 players during the course of an event will be disqualified. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

COACHES: Three (3) is the maximum number of coaches that can accompany a team on the sideline during a match. Coaches may not cross beyond the midline and shall remain in close proximity to the team's sideline area.

GENDER: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

EQUIPMENT: All players must wear jerseys/shirts during play. The organization will provide bips for the away team if both teams wear the same color jersey. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for 2016's, 2015's, = #3; 2014's, 2013's, 2012's, 2011's, 2010's, 2009's = #4; 2008's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size. Each player needs a unique number on the back of his or her shirt.

FIELD DIMENSIONS: Length: 35- 40 yards, Width: 25-30 yards. 2011's and under will play on fields, Length: 25-30 yards, Width: 15-20 Yards.

GOALS & GOAL BOX: The goals are maximum of four feet high by eight feet wide. The goal box, 12 feet wide and 8 feet deep, 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. If any part of the ball or player's body is on or across the line it is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. 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.





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GAME DURATION: The game shall consist of two 10-minute halves separated by a two-minute halftime. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied. A team, at the discretion of the referee and the tournament director will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no time outs in 3v3 soccer

PLAYOFF OVERTIME: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* A coin flip will decide the kick-off direction. The first team to score in overtime is the winner. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period. A coin flip will decide which team start the penalty kick round. If the score remains tied after the first round of penalty kicks the same field players will rotate in a sudden death penalty kick format until one team scores unanswered.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field. A goal cannot be scored directly from a kick-off.

SCORING (IN POOL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss. *FORFEITS:* A forfeit is scored as 6-0

TIEBREAKERS: (after qualifying play) Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) goal difference in qualifying play, 3) most goals scored in qualifying play, 4) least goals allowed, 5) if head coaches agree, a coin toss; else a shootout. Ties between three or more teams will be broken by; 1. Goal difference in qualifying play; 2) most goals scored in qualifying play, 3) least goal allowed, 4) shootout with 1 team receiving a first-round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determines the rank of the two team. A forfeit will be entered a score of 6-0

NO OFFSIDES AND NO SLIDE TACKLING IN 3V3 SOCCER

HEADING: Heading is allowed for 2010/2009 (U11/U12) and up. Heading is not allowed for 2011 (U10) and below. When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.





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FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction. For a goal to be awarded during a kick off the ball must first be kicked completely off the halfway line, into the offensive half of the field (if the entire ball is not completely within the offense half of the field when last touched, no goal will be awarded).

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the halfway line, with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW/RED CARD): Referees have the right to dismiss a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may dismiss player or Coach for rest of tournament. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team.

FORFEITS: Any team forfeiting two consecutive games in qualifying play or forfeiting a game in play offs will be removed from the tournament.

MERCY RULE:

If a team is ahead with a 10-0 score, the losing coach will be asked to continue or to stop the game. The coach might have several reasons to stop or to continue. Whether the mercy rule is used or not, a team can not get more than 10 goals as end result in the standings. If the mercy rule is applied, the score will be final, whether the game will be finished or not.

PROTESTS: There will be no protests





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SPORTSMANSHIP: players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Spectators are prohibited from entering the field of play at any time during the match. Any instance of such conduct will disqualify the responsible team from the event.

GENERAL: Houston Dutch Lions FC LLC will not be responsible for any expenses incurred by any team due to the cancellation in part of whole of any division of any part of this tournament

FORFEITS: A forfeit shall be scored as 6-0.

CODE OF CONDUCT

If the code of conduct is not being respected in any way the tournament director will inform the coach about it so he can take care of the violation. After a violation the organization can decide to punish the team in different ways: an official warning, the game will end in a 0-6 loss, the responsible team will be the responsible teams from the tournament.

SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.

