

## Tonka Flurry Jamboree Rules

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to Tournament Staff.

**Schedule Changes:** It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes).

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

**Number of Players:** Six is the maximum number of players on a team: three field players and three substitutes. A team must have a minimum of 2 field players to participate. Players may only play on one team per division. There are no goalkeepers in 3v3. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

**Player Registration:** All players must register at the Tonka Dome Tournament Headquarters at least 30 minutes before their first game. Teams cannot add players after their first game has been started. All teams are required to have medical authorizations for each player available for inspection at registration and games.

**Cancellations and Refunds:** Once registration is received and confirmed, no refunds will be made. Confirmation emails will be sent within 3 days of receipt and acceptance of registration. Fees are non-refundable if games are cancelled for any reason.

**Age of Participants:** The age group of each team is determined by the birth date of the oldest player on the roster. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. The birth date guidelines are:

U09 8/1/2001 – 7/31/2002 U12 8/1/1997 – 7/31/1998 U15 8/1/1994 – 7/31/1995  
U10 8/1/199 – 7/31/2000 U13 8/1/1996 – 7/31/1997 U16 8/1/1993 – 7/31/1994  
U11 8/1/1998 – 7/31/1999 U14 8/1/1995 – 7/31/1996

### **Groupings:**

The Tournament reserves the right to combine age groups dependent on the total number of teams in a particular age division. Parity of competition will be a priority when scheduling. Teams will be notified when groups are combined. Teams will be divided into World Cup groupings of 3, 4 or 5 teams (5 will be preferred). Each team is assigned at least four games in the initial group of play. Each team may play another team more than once if there are not 5 teams in their group.

**Awards:** First place teams in all Age Groups will receive Championship T-shirts.

**Coed Rules:** A coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Coed teams are allowed to play in Male Divisions, which in this case the standard coed rules do not apply.

**Uniforms/Protective Casts:** All players must wear same colored jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If the referee determines that the jersey colors are similar, the home team must change to an alternate jersey. The referee must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets. Glasses and sport goggles may be worn; however they must have a strap and meet the safety criteria.

**Medical Attention:** Every player participates at his or her own risk. Each team is responsible for its own medical supplies (including ice) and for the treatment of injuries. Players who are bleeding from an injury must leave the field of play and not reenter without the referee's permission.

**Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Here are the following sizes for each group: U9-U12 = Size 4; and U13 & up = Size 5.

**Spectators and Field Usage:** Where possible, both teams will be on the same side of the field and fans on the opposite side. Only water - no food or other beverages - are allowed in the dome. Teams are asked to assist in ground maintenance by picking up trash at the end of each game. Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds. This is a tobacco free event – no smoking is allowed in any of the tournament locations.

**Field Dimensions:** The playing field is 40 yards long by 25 yards wide for ages U11 and higher. U9 and U10 age groups play on 35 x 25 yard field. The goals are approximately three feet high and four feet wide.

**The Goal Box:** The goal box is eight feet wide by six foot long (into field) located directly in front of the goal. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3v3 games.

**Forfeits:** Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the Tournament Director before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary.

**Substitution:** All teams are allowed unlimited substitutions. Field player substitutions may take place "on the fly" (like in hockey) as long as it takes place within 2 yards of the team bench area.

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

**No Off-sides in 3v3 Soccer! No slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

**Player Ejection (Red Card):** Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

**\*\*If players are red carded for fighting, they will be ejected from the tournament.**

**Coach/Parent Ejection:** Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

**Kick Off:** May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. Once the ball is placed on the line (within one yard of where it went out), the player has five seconds to put the ball in play or the other team will be awarded the ball. The ball is considered in play when the ball is touched and moves one full rotation.

**Five Yard Rule:** In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** May be taken from any point of the end line.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Referees:** There will be a USSF certified referee for each game.

**Scoring:** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Tournament Head Quarters immediately following the game!

**Tie-Breakers:** For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower place team (unless otherwise decided by a tournament official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. Ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between two teams in record whom have tied each other will be broken by (1) goal

difference in pool play games (2) goals against pool play games  
(3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

**Protests:** Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting.

**Weather Related Issues:** The Tournament Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to reschedule games, as well as the right to shorten game lengths.

**\*\* The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. \*\***