



ST.LUKE'S SPORTS CENTER
PRESIDENTS DAY
3v3 SOCCER TOURNAMENT

Divisions, Time, Location:

U-12 Boys and Girls 10:00 am - 12:20 pm | Sports Rink | 3323 7th St. Whitehall, PA 18052 | (Front building)

U-14 Boys and Girls 12:20 pm - 2:40 pm | Sports Rink | 3323 7th St. Whitehall, PA 18052 | (Front building)

High School Boys Advanced & Intermediate 2:40 pm - 5:00 pm | Sports Rink | 3323 7th St. Whitehall, PA 18052 | (Front building)

High School Girls 2:40 pm - 5:00 pm | Fieldhouse | 3321 7th St. Whitehall, PA 18052 | (Back building)

Adult Coed 8:30 pm - 10:00 pm | Sports Rink | 3323 7th St. Whitehall, PA 18052 | (Front building)

Field Dimensions: The playing field is 30 yards long by 20 yards wide for all ages. The goals are four feet high by four feet wide.

Offsides: There is **NO Offsides** in 3v3 Soccer!

Slide Tackling: Players must stay upright and "on their feet" and may not make contact with an opposing player. **NO SLIDE TACKLING.**

Goal Scoring: A goal can be scored from anywhere on the field. You can score from your offensive or defensive half. A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. You cannot score from indirect kicks. After a goal is scored the team who conceded starts with a kickoff from the middle circle.

The Goal Box: The goal box is 8 feet wide by 5 feet long. No player can touch the ball within the goal box, however, any player may pass through the goal box. If the ball comes to a stop inside of the goal box, a goal kick is awarded to the defending team. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, **if the ball is touched by the defensive team, a goal will be awarded.** If the offensive player touches after the ball has broken the plane, a goal kick will be awarded.

Game Length: The game is a 15 minute running clock. Games that are tied after regulation play shall end in a tie, except for the championship game.

Overtime (Championship Matches Only): Overtime is a 5-minute "golden goal" overtime period. The first team to score in overtime wins. If no team scores in overtime, it is a 1 vs 1 golden goal game until a goal is scored. You can make substitutions.

Penalty Kicks: PKs are 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). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "deadball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

Substitutions: Substitutions are made on the fly.

Hand Ball Clarification: A deliberate hand ball to the ball that denies the opposing team a goal or an obvious goalscoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see the 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): Referees 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. Players that are red-carded need to leave the immediate playing area. If a player is red-carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the game for continual disobedience or due to an incident that warrants ejection. Coaches or parents who 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 may be forfeited in favor of the opposing team.

Five-Yard Rule: In all deadball 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 place of the penalty.

KickIns: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves in one full rotation.

Indirect Kicks: All deadball kicks (kickins, free kicks, kickoffs) are indirect with the exception of corner/penalty kicks.

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

Corner Kicks: May be taken from the corner if awarded.

Kick-Off: May be taken in any direction.

Number of Players: 6 is the maximum number of players on a team; 3 field players and 3 substitutes maximum. There are no goalkeepers in 3v3.

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

Scoring (In bracket play): 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 present.

Tie Breakers: For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in the record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, 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) total goal difference (4) least goals allowed

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest.

Coed Rules: A coed team may be made up of any combination of male and female players. However, during play, there must be at least one male/female player on the field at all times. **This only applies to adult teams.**

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.

Uniforms: All players must wear matching jerseys/shirts/theme (Numbers are not required) during play and each team must bring both a light and dark-colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change or they can wear pinnies provided by the facility. In playoffs, the higher seed will have the option. Athletic trainers and referees must approve players wearing protective casts, hard casts will not be allowed. Braces with exposed metal 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.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Ball sizes: U 12: Size 4. U14 & up: Size 5

*Thank you for participating and please let us know if you have any questions.
Contact use at info@StLukesSportsCenter.com or call 610-351-0352*