

WYSA 2019 3v3 TOURNAMENT RULES & REGULATIONS

LAWS OF THE GAME: All matches shall be played in accordance with the WYSA Rules and Regulations governing outdoor soccer unless otherwise detailed within this document. The rules and regulations for outdoor soccer can be found on the WYSA website under Coaches & Volunteers.

FIELD DIMENSIONS: The field of play is 35 yards x 25 yards for all age groups.

GOAL DIMENSIONS: The dimensions of the goal are 6 feet wide by 4 feet tall.

GOAL BOX: The dimensions of the goal box are 6 feet long (2 yards) and 10 feet wide (3.3 yards). The goal box is located directly in front of the goal. No player may touch the ball within the goal box, however any player is free to pass through the goal box. The player is an extension of the goal box; meaning if any part of the ball or player's body is touching or across the line they are considered in the goal box. A goal is awarded if a defender touches the ball in the goal box. A goal kick is awarded if an offensive player touches the ball within the goal box or if the ball comes to a complete stop in the goal box, regardless of which team touched it last. If a player is within the goal box and the ball is outside of the goal box but the player elects to make contact with the ball, a goal will be awarded, regardless of the player's intention to play the ball or not as the player is an extension of the play on the ball.

GOAL SCORING: A goal may only be scored by a touch on the offensive half of the pitch. You may not score a goal directly off a kickoff. A goal can also be awarded if a defender touches the ball in the goal box.

KICK-INS: The ball shall be kicked into play from the sidelines instead of a throw in.

INDIRECT KICKS: All dead-ball kicks (kick-ins, free kicks, kickoffs) shall be indirect with the exception of corner kicks.

PENALTY KICKS: Due to the revision of the rules, there will no longer be penalty kicks awarded. Please refer to the "Determining a Winner" section of the rules for the relevant changes.

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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

MINIMUM NUMBER OF PLAYERS: Teams will be allowed to continue play with 2 or more players on the field at any time. If due to injury and/or dismissal that a team is unable to have at least 2 players on the field, that team will be forced to default the match. Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension

****THERE ARE NO GOALKEEPERS AND NO OFFSIDES IN 3v3 SOCCER****

TEAM ELIGIBILITY

- U9 – U12 Boys and Girls Developmental Teams
- U9 – U18 Boys and Girls Recreational Teams
- U13 – U17 Boys and Girls Premier 1 / Premier 2

Teams must fall within the following parameters:

1. All participating players, on each team, must be a registered player for the 2019 Outdoor Season to be eligible to participate in the 3v3 tournament.
2. Teams can be made up of players from any district or community center.
3. All Developmental, Premier 1 and Premier 2 players must register on teams in a COMPETITIVE division.
4. Recreational players may register in either the RECREATIONAL or COMPETITIVE divisions.
5. If you have a mixed team of recreational and/or developmental/premier players, you must register in the COMPETITIVE division (i.e. a team of 5 recreational players and 1 premier player MUST register in the COMPETITIVE division).
6. Players must compete within the same age division that they compete in for their league play, regardless of the player being age eligible for a lower age division. (i.e a U13 age eligible player cannot play in a U13 division if they play in a U14 division for league matches).

IDENTIFICATION CARDS (I.D. CARDS)

Only players participating in U9-U12 Developmental and U13-U17 Premier are required to have valid ID cards.

Recreational players who wish to guest on Developmental or Premier teams will be required to have a valid ID card produced by their District Club. All team officials in every division are required to have valid ID cards produced by their district club.

AGE ELIGIBILITY/DIVISIONS

U18 Players born on or after January 01, 2001

U17 Players born on or after January 01, 2002

U16 Players born on or after January 01, 2003

U15 Players born on or after January 01, 2004

U14 Players born on or after January 01, 2005

U13 Players born on or after January 01, 2006

U12 Players born on or after January 01, 2007

U11 Players born on or after January 01, 2008

U10 Players born on or after January 01, 2009

U9 Players born on or after January 01, 2010

TEAM ROSTERS: All team rosters should be entered online during the registration process by entering the first name, last name, current team and birthdate of all of the players on your team. You must have a copy of your roster at all tournament matches. A copy of the roster you submit online will be put into your team package. To be eligible for this event you must currently be registered as a player in the 2019 Outdoor Season. All teams must have at least one team official who is registered for the 2019 outdoor season, NO EXCEPTIONS.

ROSTER SIZES: Minimum of 3 players and 1 Team Official; Maximum 6 players and maximum 2 Team Officials. All roster sizes are the same for all divisions. All matches are 3v3 (no GK). All age groups will play with a size 4 soccer ball.

MATCH DURATION AND DETERMINING ROUND ROBIN WINNERS:

All Round Robin matches during the Tournament shall consist of two (2) x fourteen (14) minute halves. Matches tied at the end of full time during round robin play shall remain tied for the purpose of the standings.

DETERMINING A WINNER FOR SEMIFINAL MATCHES:

All semifinal matches during the tournament shall consist of two (2) x fourteen (14) minute halves. If a semifinal match is tied at the end of full time the teams will play two (2) x three (3) minute "golden goal" halves. A coin flip will determine possession or the defending goal. If a goal is not scored within these two (2) x three (3) minute halves, the match will continue with additional two (2) x three (3) minute "golden goal" halves until a goal is scored.

DETERMINING A WINNER IN THE CHAMPIONSHIP FINAL:

All championship finals during the tournament shall consist of two (2) x fourteen (14) minute halves. If a championship final is tied at the end of full time the teams will play two (2) x five (5) minute halves played to its entirety (no golden goal). If the score is still tied at the end of extra time, teams will begin sudden death play with two (2) x three (3) minute "golden goal" halves. A coin flip will determine possession or the defending goal. If a goal is not scored within these two (2) x three (3) minute halves, the match will continue with additional two (2) x three (3) minute "golden goal" halves until a goal is scored.

DETERMINATION OF GROUP WINNERS

Each team will be awarded four (4) points for a win and one (1) point for a tie. At the end of Round Robin play, the group winner will be the team with the most points accumulated by wins/ties in their group. In the event of a tie, group winners shall be determined by applying, in order, the following procedures until the tie is broken:

- a) Most points (Wins/Ties) in all group matches
- b) Most points in matches (Wins/Ties) among the tied teams
- c) Head to head result (not applicable if 3 or more teams tied)
- d) Greater total goal difference (goals for minus goals against with a maximum of five (5) goal difference per match)
- e) Least goals against (maximum of five (5) goals against per match)
- f) Most wins
- g) Most goals for (maximum of five (5) per game)
- h) Penalty kicks from the offensive side of the top of the centre circle. Time and date to be determined by the Organizing Committee and could be as soon as possible after the group's last round robin match.

****The procedure must be followed in the above-listed order. In the instance of three or more teams are tied on points, and one team has been appropriately placed, continue through the tie breaking procedure for the remaining teams at the point in which the appropriate number of team(s) have advanced through the process****

DISCIPLINE

The organizing committee is responsible for dealing with all misconduct that takes place prior to, during and after a match in the WYSA 3v3 Tournament involving players, team officials, and/or spectators. Misconduct by players, team officials, or spectators reported by the match officials shall be dealt with prior to the team's next match, when possible. All decisions of the organizing committee shall be final and binding as far as the tournament is concerned. A player/team official may be eligible to participate while under suspension from another competition. It is extremely important that if a player/team official is serving a suspension that you check with both organizing bodies to see if the player/team official is eligible while under suspension. A permission to play letter may be required.

The Winnipeg Youth Soccer Association, and for the purpose of this Tournament, will refer to the Manitoba Disciplinary Mandatory Minimums (MDMM) as set out by the Manitoba Soccer Association. The MDMM dictate minimum suspensions for each red card and/or lifetime offenses. As members of the MSA, WYSA is bound to follow the minimums as set out by the MSA.

When a team member is ejected, the match official will submit their report to the organizing committee for review. The organizing committee will review the referee report and any additional correspondences supplied by the team within 60 minutes upon conclusion of the match for consideration, regarding the incident, prior to determining any sanctioning.

In cases of team supporters interfering with a match or causing control problems for the match officials, the match official will abandon the match and will report to the organizing committee immediately. Bench control and supporter control is the responsibility of the team. Team officials who withdraw their team from the field will be subject to sanctioning. Any other actions bringing the game into disrepute not addressed by this document will be dealt with by the organizing committee as they arise.

Yellow Card Caution Offences:

- i. Unsporting behavior
- ii. Dissent
- iii. Persistent infringement
- iv. Fails to respect required distance
- v. Delays the restart of play
- vi. Enters / re-enters field without permission
- vii. Leaves field without permission

Any player receiving an accumulation of four (4) cautions during the tournament shall receive a one (1) match suspension, which will be served in the next scheduled match. Any player dismissed for two (2) yellow card offenses in a match shall receive a one (1) match suspension, which will be served in the next scheduled match. The two (2) yellow cards in one match do not count towards the accumulation of four (4) cautions throughout the tournament.

Red Card Dismissal Offences:

- i. Violent Conduct
- ii. Serious Foul Play
- iii. Spitting at an opponent or any other person
- iv. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
- v. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
- vi. Uses offensive or insulting or abusive language and/or gestures not directed at a person
- vii. Uses offensive or insulting or abusive language and/or gestures directed at a person
- viii. Receives a second caution in the same match
- ix. Fails to conduct themselves in a responsible manner (includes all incidences before, during, and after a match)
- x. Uses offensive or insulting or abusive language and/or gestures directed at towards a match official

Players/coaches who are shown a red card will be dismissed and must leave the playing surface immediately (i.e remove themselves to the stands or outside the boundaries of the grass).

All dismissals will be reported by the match official, in writing, to the organizing committee immediately upon conclusion of the match. All dismissals carry an automatic one (1) match suspension, which must be served in the next scheduled match. Furthermore, any player or team official ordered from the field by the match official for misconduct shall not participate in the tournament until the organizing committee has ruled. Any WYSA registered player/team official who is not able to serve their suspension in the WYSA 3v3 Tournament is required to serve the balance of the suspension in WYSA League play. Teams not participating in the WYSA League will be reported to their provincial/state association.

DEFAULTS: You have a grace time of five (5) minutes from the scheduled kickoff time to be on the pitch and ready to play. Failure to show up to a match will result in the team defaulting the match and it will be scored as a 0-5 loss. Defaults may also occur if a team is unable to field 2 or more players for a match.

UNIFORMS/EQUIPMENT: All players must wear a number on the back of their jersey. Each player shall have a different number and that number must coincide with the player's name and number as indicated on the game sheet. In the event that team colors clash, the Home Team must change colors

or wear pinnies. The Home Team will be indicated as the first team on the schedule.

All jewelry (rings, necklaces, wrist bands, earrings, hair clips, etc.) must be removed. Hard casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. Medical bracelets must be taped but leaving the medical information clearly visible.

If undergarments/shorts are worn, the color of the undergarment/short must be the same main color as the sleeve/shorts.

TEAM BENCH: As per WYSA rules, both teams and team officials will be placed on one side of the field with all other spectators on the opposite side.

SUBSTITUTIONS: Unlimited substitutions. Substitutions can happen on the fly or at dead ball situations. All substitutes must enter the field directly in front of the team bench. If the player being replaced does not exit the field of play directly in front of his team bench, the game shall be stopped, and the referee cautions the player for infringing the substitution procedure and shown the yellow card.

REFEREES: All Officials in the tournament are members by the MSA and WYSA Districts. Please remember to treat them with RESPECT. WYSA will not tolerate any verbal or physical abuse or intimidation of Referees.

PROTESTS: Protests, which can be filed only by a team official listed on the teams' roster, must be in writing and must be accompanied by a fee of fifty dollars (\$50.00). Protests must be delivered to the field headquarters/field marshal within thirty minutes of the completion of the game, which led to the protest. Points of fact during a match (referee calls) cannot be protested.

GAMESHEETS: Please leave the WHITE copy with the Referee who is responsible to provide that copy to WYSA.

GOOD LUCK TO ALL AND ENJOY THE 2019 WYSA 3V3 TOURNAMENT!