

Rules

3V3 FUTSAL TOURNAMENT RULES

PLAYER REGISTRATION: All players must be registered on their teams' registration form provided on your welcome email before the tournament begins. Any team or player determined by the NVSA to have falsified age or skill level will be dismissed from the tournament. All coaches must carry proof of their player's age (e.g., player pass or copy of birth certificate).

ROSTERS: All rosters are frozen at tournament check-in.

PLAYERS AND SUBSTITUTIONS: SIX is the maximum number of players on a team; three field players at one time. Teams playing more than six players during the course of an event will be disqualified. Players may only play on one team per division.

- **Dead Ball Situations:** Substitutes may occur in any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when a dead ball situation first occurs to be called on.
- **Sub On the Fly:** You can also substitute a player on the fly, but the player entering cannot come onto the field of play until the departing player has left the field on their half of the field where their team bench is located.
- There is a five second rule on substitutions in dead-ball situations. Referee has the discretion to not allow the substitution if he/she feels the rule is being taken advantage of.

GENDER: No males will be allowed to participate in any female divisions, Females CAN play in male divisions.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. No jewelry while playing is allowed. No metal studs in cleats allowed.

FIELD DIMENSIONS: Width:15-20 yards, Length: 25-30 yards

SWEEPER KEEPER FORMAT (VERY IMPORTANT TO UNDERSTAND):

Differences from Traditional 3v3 Format

- NVSA format includes a dynamic keeper scenario.
 - Every player has the ability to be the goalkeeper for their team.
 - The first player to enter their teams' goal box becomes the goalie and can use all the traditional ways of playing keeper to his/her advantage to keep the ball out of their respective net. If the goal box is vacated, it is then open for anyone to become the new goalie.
 - All three field players can potentially be in the goal box during gameplay, but only the 1st defender into the box can use their hands.
 - If said player leaves the box, then the next player who had entered the box is now the keeper.
- Goal Box is larger: 18'X6' (18 feet wide by 6 feet deep), is directly in front of the goal.
- Any player can touch the ball within the goal box, but only the keeper can use their hands.
- All goal kicks can be performed from anywhere inside the goal box. Your team can score from the goal kick.

Additional Format References

- For keepers: any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box.
- No keeper throws past midfield.
- No keeper punting.

GAME DURATION: All games are on a schedule in order to keep the tournament moving forward. Therefore, games will be using a running clock at all times. The game shall consist of two 12-minute halves separated by a 2-minute halftime, OR the game ends when a team reaches a 10-goal lead. Each half ends when time has expired (a shot that has not crossed the goal line before time expires will not count). Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

OPTIONAL MERCY RULE: If a game has officially ended due to the 10 goal difference, the losing team can decide to play on until their official time has expired.

PLAYOFF OVERTIME: *TEAMS WILL HAVE AN OVERTIME PERIOD UNTIL ONE TEAM SCORES A GOAL "GOLDEN GOAL" TO DETERMINE A WINNER.* If 10 MINUTES OF OVERTIME DOES NOT PRODUCE A WINNER, the winner is decided by shootout with the three players on the field at end of golden goal period. Kicks in the shootout will be taken from the kick-off spot approximately 6 yards out from the net.

GOAL SCORING: A goal may be scored from anywhere on the playing field.

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 5-0. The maximum goal differential in any game is 5 goals, therefore, a game with the winner's score of 15-2 would be recorded as 7-2.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head-to-head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play.

- If teams are still tied after all tiebreakers, there will be penalty kicks (best of three) between the two teams. If no winner has been decided after the best of three, we will alternate additional PKs until a winner is decided.
- All penalty kicks in the shootout are one shot only with no rebounds.

NO OFFSIDES

NO SLIDE TACKLING

NO HEADING

HEADING: 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.

THREE YARD RULE: In all dead ball situations, defending players must stand 3 yards away from the ball. If a foul occurs closer than 3 yards to the net, the ball is placed three 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. You can score off the kick in. Once the ball is placed, if the ball has not made a full rotation the ball is eligible to be kicked by the player. This one rotation rule has been added to increase the speed of play and avoid unnecessary stoppages normally experienced in 3v3.

INDIRECT KICKS: All dead ball kicks are direct and that includes kick-ins, free kicks, and kick-offs. Only the head ball rule creates an indirect kick.

KICK OFF: May be taken in any direction. **Your team can score from the kickoff.**

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 top 6-yard mark from the goal line. All other players behind the midfield line. If a goal is not scored, the play is live unless it goes out of bounds, including the initial penalty shot taker as the double touch rule is not applicable.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW/RED CARD): Referees have the right to dismiss player OR bench personnel 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 bench personnel for rest of tournament. (Teams still play with 3 on the field)

A team official guilty of misconduct will be shown a YC (caution) or RC (disqualified); if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

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. Any instance of such conduct will disqualify the responsible team from the event.

FORFEITS: A forfeit shall be scored as 5-0.

SITUATIONS THAT THE RULES STATED ABOVE DO NOT ADDRESS ARE THE DECISION OF NVSA.