



## **2026 ROUND ROCK 3V3 SPOOKOUT RULES**

**PLAYER REGISTRATION:** All players must be registered on their teams' registration form online through Team Sideline 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:** All rosters are final upon completion of the team's first game. No males will be allowed to participate in any female divisions.

**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 event will be disqualified. Players may only play on one team at the tournament. 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.

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams must provide a game ball. Ball Size: U7– Size 3, U8 - U12 Size 4, U13 – U14 Size 5. In the event that age divisions are combined, the teams should use the older division's ball size.

**FIELD DIMENSIONS:** All age groups will play on a 35 yards long by 25 yards wide.

**TEAM AREA:** Both teams will share a sideline on each half of the field. The team areas are between fields. Parents and spectators should be on the opposite sidelines across from their team. Spectators are asked not to stand in the team area, and behind the end line during the game or the shootout.

**PENALTY AREA:** The penalty area ten feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the penalty area, however any player may move through the penalty area. Any part of the ball or player's body on the line is considered in the penalty area; the player is an extension of the area. An INFRACTION occurs if a defender touches the ball in the penalty area, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the penalty area, a goal kick is awarded to the defensive team. Habitual touches in the penalty area MAY result with a Yellow Card given to the offending party. If the ball comes to a complete stop in the penalty area, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are approximately 4 feet high by 6 feet wide.

**HEADING:** Heading is permitted in the U12 and older age groups (**Friday**). Intentional heading is not permitted in the U7 - U11 age groups (**Saturday & Sunday**). Intentional heading at the U7 - U11 age group will result in an indirect free kick for the opposing team.

**GAME DURATION:** The game shall consist of two 10 minute halves separated by a three minute halftime, OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end with a penalty shootout. All games cannot end in a tie.

**POOL PLAY OVERTIME:** *TEAMS WILL GO STRAIGHT TO PENALTY KICK SHOOTOUT.* The three players on the field at the end of regulation time of a pool play match will each take penalty kicks to determine the winner of the match. If tied after the first three players have taken kicks, it will cycle through the beginning of the kickers on the field, and will go to sudden death.

**PLAYOFF OVERTIME:** *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD.* If the score is still tied, the winner is decided by shootout with the 3 players on the field at the end of golden goal period.

**GOAL SCORING:** A goal may be scored from a touch, by a player on either team, on the offensive half on the field. Goals may be scored directly from the kickoff.

**SCORING (IN POOL PLAY):** 3 points for a win, 0 points for a loss, and a victory by shootout will result in a score at the end of regulation, plus one goal for goal differential.

**TIEBREAKERS:** For advancement and seeding, ties between two or more teams will be broken in the order below:

- 1) head to head result(s) between tied teams
- 2) goal difference
- 3) total goals scored
- 4) fewest total goals against
- 5) penalty kick shootout with 3 players from each team (3 shots for each team taken by 3 different players).

**PENALTY KICKS:** A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by a foul/infraction or a defensive player touches the ball in their own penalty area. It is an unopposed direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**SHOOTOUT PENALTY KICKS:** The three players on the field at the end of regulation time of a pool play match will each take penalty kicks to determine the winner of the match. If tied after the first three players have taken kicks, it will cycle through the beginning of the kickers on the field, and will go to sudden death.

**NO OFFSIDES IN 3V3 SOCCER AND NO SLIDING OR SLIDE TACKLING IN 3V3 SOCCER**

**FIVE YARD RULE:** In all dead ball situations, defending players must stand five yards away from the ball. This includes kickoffs. If the defensive player's penalty area is closer than five yards, the ball is placed five yards from the penalty 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. Players can not dribble in or touch the ball twice before a different player touches the ball.

**DIRECT KICKS:** All free kicks for a team, in that team's attacking half, are direct free kicks. This includes all fouls and infractions (such as intentional heading). Kickoffs and corner kicks are direct.

**INDIRECT KICKS:** All free kicks for a team, in that team's defensive half, are indirect free kicks (since goals can only be scored in a team's attacking half). All kick-ins are indirect (sidelines and goal kicks).

**GOAL KICKS:** Must be taken from any point on the end line, and not in the penalty area.

**KICK OFF:** May be taken in any direction. ***Goals may be scored directly from the kickoff.***

**PLAYER EJECTION (YELLOW/RED CARD):** 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. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject a player for the rest of the tournament. Teams still play with 3 on the field after receiving a red card.

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

**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.

**WEATHER:** In case of inclement weather, please follow all directions from the venue & tournament staff. The tournament director and/or site coordinators will determine if a game is to be played. In the event of inclement weather, the tournament committee has the authority to restructure or cancel the tournament. Once the game has started, the decision rests with the referee and site coordinator. If games are canceled or postponed, it is up to the team coach to check with the site coordinator or tournament director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game may be rescheduled if possible to be determined by the tournament director.

**APPEALS:** We will not utilize spectator video or photos to overturn a referee's decision.

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