



WinterFest 3 v 3 Rules

Maximum roster size - 6

Minimum roster size - 3

Minimum number of players to play a game - 3

Game duration - 20 minutes

Ball - U9 thru U12 - #3 futsal ball; U13 and older - #4 futsal ball

All players must wear shin guards

Teams will have a 5 minute grace period to have 3 players on the court to start a game or the game is a forfeit

All restarts are an indirect kick ** - player has 5 seconds to take the kick after placing the ball

Defensive players must give 3 yards space

** **Exception** - Penalty kicks are direct kicks

“Crease” is an area in front of the goal, marked by a continuous line from the goal line on one side of the goal, generally in an arc, to meet the goal line on the opposite side of the goal

“Crease” rules :

No player may touch the ball when it is in the crease

No player may touch the ball when they are in the crease regardless of where the ball is (yes, a foot touching the line is “in the crease”)

Exception - An offensive player may dribble through their own defensive crease but may not pause there for “safety”

Sanctions -

Offensive touch in the crease - deadball, opponents free kick from the edge of the crease

Defensive touch in the crease - if the ball continues into the goal, the goal stands. If the ball does not go into the goal the result is a penalty kick, taken from the halfway line.

Goal scoring - The ball must be in the attacking team’s offensive half for a goal to be scored

Substitutions - On the fly, from midfield. Player leaving the field **MUST** be within 1 (one) yard of the touch line before the new player may enter the court. Leaving players may exit the field anywhere along the team side of the court **on their team’s half**

Sanction - offending team will play one player down for 30 seconds

NO SLIDE TACKLING - At the discretion of the referee, a player may be removed from play for dangerous play for a slide tackle. The player may be substituted for. Persistent infringement of this rule may result in the removal of the player from the game. This player may not re-enter but the team may substitute for this player



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Listed home team will change in the event there is a color conflict. Pinnies will be available at all courts

Penalty Kick - A penalty kick is taken from the halfway line and all players are behind the half-way line. It is a “deadball” kick. There is no rebound play. The goal is scored or not. Possession changes in either case.

All games in preliminary rounds may end in a tie.

For a semi-final or championship game, a tie game will be resolved by -

A 3 minute extra period, sudden victory and goals may be scored from anywhere on the court, ie, the attacking player does NOT have to be in the offensive half. If the game remains tied, each team will put 2 players on the court. Play will be sudden victory, score from anywhere on the court, no substitutions, unlimited time.

Standings and advancement to championship rounds

Win = 3 points

Tie = 1 point

Loss = 0 points

Shutout = 1 point (must score, a 0 - 0 tie WILL NOT receive shutout point)

If teams are tied in the standings the following procedure will be used to rank the teams.

Head to Head (proceed to next step if more than two teams)

Most wins

Goal differential - max 5 per game, positive or negative

Goals scored - max 7 per game or up to plus (+) 3 over opponents score (eg, a score of 8 - 5 gives an 8 goal count for tiebreaking, 9 - 7 would get a 9 goal count, 9 - 0 would get a 7 goal count, etc)

Goals allowed

Coin flip