

3-ON-3 SOCCER TOURNAMENT

ACTIVITY

This fast paced tournament for men's and women's teams features modified rules. Games will be played on the IMA field turf using smaller fields and goals. Teams consist of three players per team on the field with no goalkeepers, using a "no-play zone" in front of each goal. Team rosters are limited to four players and teams are guaranteed a minimum of three games.

Note New Shirt Rule: Teams will be designated as home (light colored shirt) and away (dark colored shirt) as indicated on the schedules. Teams are responsible for wearing the appropriate colored shirt each game. Team captain's need to check the schedules carefully.

ENTRY FEE

\$25.00 per team

ENTRY DEADLINE

Wednesday, October 21, 5:00pm

TOURNAMENT DATES

Saturday, October 31 & November 7 games will be scheduled from 9:30am to 5:30pm. Teams should be prepared to play during these times on the second Saturday of the tournament but will be allowed to sign up for preferred times for the first Saturday of the tournament. We will utilize IMleagues.com to manage tournament.

ENTRY PROCEDURES

Submit the completed entry form attached below and the entry fee to the Programs Office, 3rd floor IMA, by 5:00pm on the entry deadline date. Registration begins September 21. First come, first serve.

ELIGIBILITY

Open to all Autumn 2009 UW students, faculty and staff IMA members. Current or former intercollegiate soccer players are not eligible to participate.

FREE AGENTS

The free agent program assists in helping individuals to become participants on teams even if they don't know enough people on campus to form a team. All it takes is signing up on a free agent roster in the Programs Office and attending the captains' meeting.

TEAM CAPTAINS' MEETING

Wednesday, October 23, at 5:00pm, Meeting Room, IMA Building. The meeting agenda will include rules, schedule information, ect.

AWARDS

Members of the winning team in each division will receive Intramural Championship T-shirts.

RULES

Copies of the tournament rules are available in the Programs Office and are located on the back of this bulletin.



3-on-3 Soccer Tournament

Team Name:

League: (circle one) **Women's** **Men's**

Affiliation:

Division: (circle one) **Rainier** **Cascade**

Player's Names

UW I.D. #

Phone #

E-mail

1.*

2

3

4

* Team Captain

FOR MORE INFORMATION

CONTACT THE PROGRAMS OFFICE 543-8558 BETWEEN 9:00AM AND 6:00PM MONDAY - FRIDAY

ima@u.washington.edu <http://depts.washington.edu/ima>

To request disability accommodation contact the Disability Services Office at least ten days in advance at:

206-543-6452/TTY 206-685-7264 (FAX) or dso@u.washington.edu

3-on-3 Soccer Rules

The Field: The field will be 40 yards by 40 yards.

No Play Zone: The *no play zone* is an arc in front of both goals. The purpose of the *no play zone* is to replace the goalkeeper. Players may pass through the *no play zone* during play, but may not touch the ball in this zone at any time. If an offensive player touches the ball in the zone, it will result in a goal kick for the opposing team. If a defensive player touches the ball in the *no play zone*, it will result in a penalty kick for the offensive team.

Time: Each game consists of two 10 minute halves with a 2 minute half-time. The clock will run continuously during each half, except for officials' timeouts.

Scoring: A goal may not be scored during play directly from the defensive half of the field.

Restarts: All restarts are kicked in (there are no throw-ins).

- All restarts require the defending team to be a minimum of 3 yards from the ball.
- Kick-off--may be taken in any direction and must touch another player before entering a goal.
- Indirect kick--all dead ball kicks are indirect kicks, with the exception of penalty kicks.
- Kick-in (throw-in)--the ball is to be played in approximately the same place where it left the field on the sidelines. Corner kicks will be awarded and taken from the side where the ball left the field.
- Delay of game--players should not delay the game. A delay of game will result in a penalty kick.
- Goal kick--a goal kick is awarded if the offensive team touches the ball while in the *no play zone*. A goal kick may be taken from anywhere on the kicking team's third of the field, excluding the *no play zone*.

Substitutions: Substitutions may occur on the "fly" within a team's defensive half of the field. The exiting player must be off the field before the substitute can enter. A penalty kick will be awarded for this infraction if done to prevent a breakaway.

Penalty Kicks and Infractions: PK's will be awarded because of an infraction. Infractions include:

- a slide tackle
- an intentional hand ball
- any defensive player touches the ball in the *no play zone*
- an illegal substitution preventing a breakaway
- a delay of game

PK's will be taken from the defensive 1/3 spot. During a PK, all players must line up on the sidelines and may not enter the field until the ball is kicked. At the point the ball is touched, any player, offensive or defensive, may play the ball. The shooting player may not touch the ball again until another player has touched it.

High School Federation Rules will apply for all other infractions. Any other situations or conflicts that arise will be left to the discretion of the official.

Tie Game: If the game is tied at the end of regulation time (playoffs only), play will continue until either team scores ("Golden Goal").

Equipment: Shin guards are required for all players. Jewelry may not be worn during play.