

Rotary 3 vs. 3 Tournament

Policies, Rules and Scoring

- 3 Players on the field at a time.
- Substitution on any dead ball.
- All out of bounds are taken as kicks. Ball must be stopped and on the line.
- Time wasting, Swearing and major foul's in the offensive half, will result in a free penalty kick from the half way line to the opposing team. All players must be behind the ball.
- All kicks are direct.
- Opponents must be 4 yards away from all restarts
- No offsides.
- No slide tackling allowed.
- You must be in your offensive half to score.
- You may not defend in the arc (4 yard radius from center of goal (Goal counts if defender in the arc stops ball on the way to goal).
- You may not score from inside the arc.
- Kick off from center spot after goal scored. Ball may be played back.
- Players may only register on one team.
- Balls over end line, Corner or goal kicks.
- Minor Fouls committed close to arc will be moved 4 yards away from arc.
- Pitch: 20 yards by 40 Yards. Goals: 2 feet by 3 feet tall

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- 6 Points for a win
 - 3 Point for a tie
 - 1 points for a shutout (0-0 tie equals 4 points)
 - 1 point for each goal (maximum 3 points per game)
 - 10 points maximum per game
 - Tie breaker
 - Winner of head to head
 - Winner of most games
 - Goal differential (goals scored minus goals against) with a maximum of 3 goals differential per game.
 - Fewest goals allowed
 - Kicks from centerline.
 - A forfeit in play will result in a 3-0 score
 - **Championship games.**

Two 2 minutes half's followed by the best of three kicks from half way line Followed

By individual kicks until a winner is declared

- All referees will be USSF registered, one per field operating off the pitch. Red cards: confiscated players passes will be sent to MYSA.

- The Tournament Director's decision is final and no protests will be entertained.
- Registration: On a first come basis until a bracket is filled. Places will be held to try and fill a new bracket.
- May use two guest players per team.
- Maximum of 4 players on a team
- Groupings: We reserve the right to combine age groups dependent on the total number of teams in a particular age division. Parity of competition will be a priority when scheduling. Teams will be notified if this occurs.
- 4 team bracket: a winner is declared in each bracket after playing one game with each of the other teams in the bracket.
- Six team bracket: the top two seeds overall play in final round.
- Fees are non-refundable if games are cancelled for any reason.
- Check-in Procedure: should be done half hour prior to team's first game. A team representative will need to present team roster (on flier) & MYSA player's passes.
- Teams must immediately reschedule any league games that may conflict with this event.
- Games are two 10 minute half's. With a two minute half time break.
- No score will be kept for the U-10's. Every U-10 will get a participant ribbon.
- Detroit Lakes Youth soccer is a tobacco, drug and alcohol free organization, please help us protect our youth by abiding by this policy.