



XL Raleigh 3v3 Tournament Rules

Numbers of Players: Maximum 3 players on the field at once. No goalkeepers. Maximum 6 players per roster. All players must be listed on the roster.

Substitutions: Substitutions may be made during any stoppage in play, regardless of possession. Teams may make unlimited substitutions. No substitutions 'on the fly'.

Goal Dimensions: 6ft x 4ft

Game Duration: Games will consist of two 12-minute halves separated by a 2-minute half-time. If absolutely necessary due to time constraints, halves will be shortened to 11 minutes.

Goal Scoring: A goal may only be scored with a touch in the 'attacking' half. This touch may be from any player. Goals may not be scored directly from a dead-ball situation such as kick-off or a restart.

Field Lines: Fields will be lines with sidelines, goal lines, halfway lines and goal boxes. If a ball crosses over the sidelines or goal lines, it is considered out of bounds and a restart (kick-in) will take place. If the ball hits the ceiling net within the bounds of the field, a free kick will be awarded to the other team at that spot.

Kick-off & Restarts:

- The game will start with a kick-off from the home team; the away team will take kick-off in the second half. All players must be inside their own half for the kick-off.
- After a goal has been scored, the conceding team will take kick-off.
- If the ball crosses the sidelines, a kick in will be awarded to the opposing team from the player who last touched the ball.
- Goal kicks or corner kicks will be awarded if the ball crosses the goal line.
- Opposition players must be back at least 3m from the ball during restarts.
- Players may only touch the ball once for kick-offs and restarts. The ball is considered in-play once touched by a second player (no dribbling or shooting from kick off or restarts).

Heading & Sliding: No heading or sliding will be allowed. Sliding includes playing the ball while on the ground and attempting to make a sliding tackle.

Goal Box: Players may enter the goal box but no player may touch the ball inside the goal box. If an attacking player touches the ball inside the goal box, a free-kick will be awarded to the opposing team. If a defending player touches the ball inside the goal box, a penalty kick will be awarded to the attacking team.

Penalty Kicks: If a defending player touches the ball inside the goal box, a penalty kick will be awarded to the attacking team. Penalty kicks are taken from the halfway line. All other players must be behind the ball and at least 3m from until the penalty kick is taken.

Ball Size: All games will be played with a regulation size 4 soccer ball.



Yellow & Red Cards: Referees will be allowed to issue yellow & red cards at their discretion.

- If a yellow card is issued, that player must leave the field for a 2-minute period before returning. The team may substitute in a replacement player during this period.
- If a red card is issued, that player will not be allowed to return to the field for the remainder of the game. The team may substitute in a replacement player (teams do not have to play down a player).
- Players may be suspended or excluded from the remainder of tournament in the event of incidents of extreme severity. This decision will be at the discretion of XL Soccer World staff.

Tournament Format:

- Teams will play four matches.
- Teams in each age bracket will play each other once in a round-robin format.
- Three points will be awarded for a win, one point will be awarded for a draw (no overtime) and zero points will be awarded for a loss.
- Following the round-robin stage, the top two ranked teams in the bracket will play each other in a Final match. The bottom two ranked teams in the bracket will play each other in a Consolation match.
- Teams will be ranked in the following order: Points, then Goal Difference, then Goals Scored, then Head-to-Head. If teams still remain tied, a sudden-death penalty kick shootout will take place between the tied teams.
- If the Final or Consolation matches end in a draw, a sudden-death penalty-kick shootout will take place. A coin toss will determine which team gets to kick first (teams may defer).