

SYSA Jam-Boo-Ree 3v3 Rules

** FIFA rules apply if not modified within **

SYSA Mission: "To provide sports activities for all youth where everyone plays, develops skills, is taught good sportsmanship, and learns the value of being a team player."

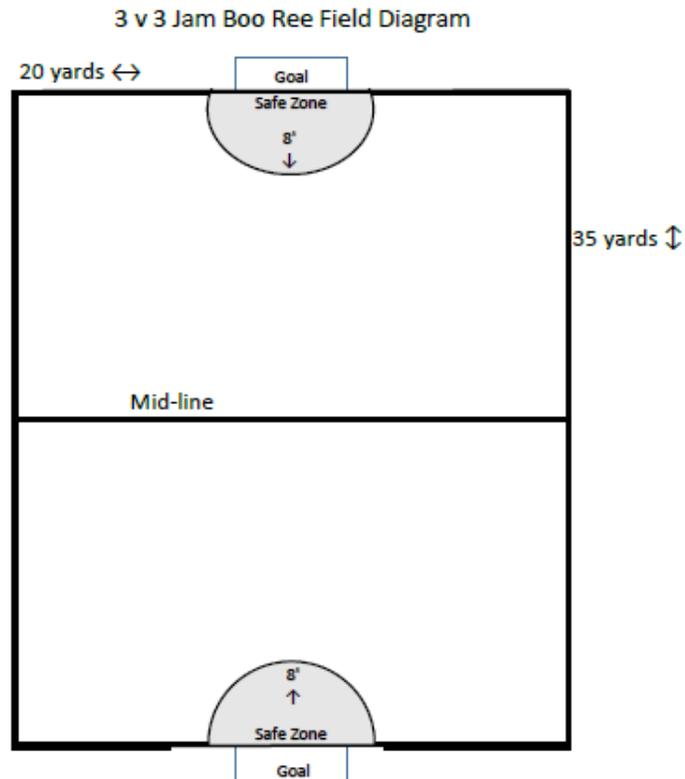
Good judgment, sportsmanship and fair play should govern the decisions and actions of all the players, coaches, referees and spectators.

The following rules have been established in order to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the tournament.

These rules are subject to changes/edits as needed.

- 1. Registration:** All players and coaches must be SYSA registered recreational participants of the current fall SYSA season. Coaches will register a team into a division based on the birth year and gender of the players. The coach must list the players on their team on the tournament registration form. Changes or additions to the roster must be made to the registration form prior to the first match. No changes or substitutions to rosters may occur after the start of a team's first game. Any team/player determined to have falsified birth year or players will be dismissed from the tournament. Teams that span more than one birth year must register in the birth year of the oldest player on your team. It is each team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament and registration fees will NOT be refunded.
- 2. Number of Players:** SIX (6) is the maximum number of players allowed on a roster; three field players at one time. Teams are allowed less than six if they choose. A minimum of TWO (2) players must be on the field at all teams for each team or to start a match. Players may only be rostered to, and play for, one team. There are no goalkeepers. The U6 and U7 divisions will play 4v4 with a roster of eight (minimum of 3 players on the field for 4v4 teams).
- 3. Jamboree Play/Tournament Play:** Jamboree Play: U6, U7 and U8 teams will play 3 Jamboree matches. Tournament Play: U9, U10, U12, U14, and HS Coed will play 3 bracket games with the top two teams in the division advancing to a championship match.
- 4. Uniforms/Protective Casts:** All players must wear jerseys during play. Players are encouraged to "dress up" if they choose but masks are not allowed to be worn and "costumes" must be safe to all players. If both teams are wearing the same color, one team will need to wear mesh practice jerseys determined by a coin flip. The Tournament Director and/or referee assignor must approve players wearing protective casts. No jewelry will be allowed, including earrings of any type, necklaces and bracelets. The only exception will be players wearing taped medical bracelets.
- 5. Equipment:** All players must wear shin guards under their socks. Any player without shin guards will not be allowed to play. Teams are responsible for providing games balls. U6/U7/U8 = size 3 ball. U9/U10/U12 = size 4 ball. U14 = size 5 ball. HS Coed = size 5 ball. In the event that age divisions are combined, the teams should use the older division's ball size.
- 6. Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.
- 7. Schedule Changes:** It is the responsibility of the Coach or Team Manager to check the schedule for any changes after each game.
- 8. Field Dimensions:** The playing field is 35 yards long by 20 yards wide for all ages. The goals are 4 feet high and 6 feet wide.

9. Field Diagram:



10. **The Safe Zone:** The Safe Zone is an arched eight foot radius located directly in front of the goal. There is no ball contact allowed within the Safe Zone, however, players may pass through the Safe Zone as long as they do not touch the ball while in the area. If the ball comes to a rest in the safe zone, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the safe zone is considered in the safe zone. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team.
11. **Goal Scoring:** A goal may be scored from a touch (offensive or defensive) in the *offensive half* on the playing field. The only exception to this rule is you cannot score directly from a kick-off, free kick or a kick-in from the sidelines. The ball must be touched by another person, either offensive or defensive and you cannot score from inside the Safe Zone.
12. **Game Duration:** The game shall consist of two 15-minute halves separated by a 3 minute halftime. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop.
13. **Forfeits:** Teams are given 5 minutes before a forfeit is issued by the referee. The Tournament Director has the option to replay a forfeited game if deemed necessary.
14. **Substitution:** Substitutions may be made "on the fly" or during dead-ball situations, regardless of possession. Players must enter and exit at mid-field. The player exiting the field must refrain from interfering with the active play (may not touch the ball).
15. **Delay of Game:** A player may be cautioned with a yellow card if it is deemed by the official that the player is intentionally wasting time. (For example, intentionally kicks the ball long distances away from the playing field in order to waster time.)
16. **Playoff Overtime:** Teams will have a 3 minute "sudden victory" overtime period with a coin toss to decide kick-off/direction. If the score is still tied, the winner is decided by shootout with the 3 players on the field at the end of the sudden victory period with a coin toss to decide which team kicks first. The remaining 3 field players on the field after overtime will rotate, alternating teams with each kick. Kicks will be taken from the penalty mark (center of the mid-line) with all players (on both teams) behind the mid-line. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.
17. **No heading will be allowed.**
18. **No Offsides.**
19. **No Slide Tackling an Opponent:** No slide tackling an opponent. This does not prevent players from sliding to stop/intercept a ball with no opponent in the vicinity. Example: a player may slide to save a ball from going out-of-bounds.
20. **Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) and/or (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).
21. **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

22. **Player Ejection (Red Card):** Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).
**If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.
23. **Coach/Parent Ejection:** The Tournament Director has the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team. Red Card suspension – rest of the game plus the next game.
24. **Kick Off:** May be taken in any direction. You cannot score directly from a kick off.
25. **Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves.
26. **Five Yard Rule:** In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be played 5 yards from the goal box in line with the direction of play prior to the penalty.
27. **Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect (meaning a goal cannot be scored without first touching another player) with the exception of corner kicks and penalty kicks.
28. **Goal Kicks:** Will be taken from any point of the end line.
29. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
30. **Bracket Play Scoring:** Games will be scored according to the following 10-point scale; 6 points for a win, 3 points for a tie; 0 points for a loss. Each goal counts as an additional point, up to 3 points for both winning and losing teams. 1 point is awarded for a shut-out. A forfeited games is scored as a 3-0 win (10 points) for the team that is present.
31. **Tie Breakers for Advancement:** For teams that are tied in points, advancement will be determined as follow (1) head to head (2) goal differential (3) fewest goals scored on, and (4) coin toss.
32. **Forfeits:** Any team forfeiting two games during pool play will be removed from the tournament.
33. **Protests:** Protests are strongly discouraged. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting.
34. **Pets:** No pets allowed.
35. **Weather Related Issues:** The Tournament Committee reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.
36. **Refund & Bad Weather Policy:** Teams understand that there will be no refunds granted for any reason after the registration deadline. This includes, but is not limited to inclement weather, etc. In case of inclement weather, the Tournament Director reserves the right to reduce the number of scheduled games and/or the time of games and/postpone or delay game times and/or cancel the event. Every effort will be made to complete games and the tournament. Entry fees are non-refundable after registration deadlines.

***** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. *****

Modified September 2018