

DISNEY'S 3v3 SOCCER CHAMPIONSHIPS

TOURNAMENT RULES – 2017

Updated 04/18/16

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at the ESPN's Wide World of Sports Complex, 700 Victory Way Kissimmee, Florida 34747. Mark Luster Tournament Director (407) 938-3805

REGISTRATION AND TEAM ELIGIBILITY

Disney Youth Soccer Tournaments shall be open to all teams properly registered and who have paid the fees to participate in an age group listed in the "Tournament Rules".

Tournament officials shall conduct credentials checks:

- At initial registration. ESPN's Wide World of Sports® Complex, January 13, 2016 from 3-7 pm
- At the field before each game. Teams should be available for check-in with the referee or field marshal 5 minutes prior to the scheduled game time.
- There will be no roster changes and/or additions once a team's first tournament game has started.

PLAYER AGE AND ELIGIBILITY

In no event will a player be allowed to participate who has not been certified by the Disney Youth Soccer Tournaments Credentials Committee.

AGE DETERMINATION: the player's playing age is determined by the following guidelines for 2015/2016.

Age Division	Birth Year Range	Maximum Roster*
Adult Men, Women & Coed Division	Born in 1997 or before	6
Under 19 Girls and Boys Division	Born in 1998	6
Under 18 Girls and Boys Division	Born in 1999	6
Under 17 Girls and Boys Division	Born in 2000	6
Under 16 Girls and Boys Division	Born in 2001	6
Under 15 Girls and Boys Division	Born in 2002	6
Under 14 Girls and Boys Division	Born in 2003	6
Under 13 Girls and Boys Division	Born in 2004	6
Under 12 Girls and Boys Division	Born in 2005	6
Under 11 Girls and Boys Division	Born in 2006	6
Under 10 Girls and Boys Division	Born in 2007	6
Under 09 Girls and Boys Division	Born in 2008	6
Under 08 Girls and Boys Division	Born in 2009	6
Under 07 Girls and Boys Division	Born in 2010	6
Under 06 Girls and Boys Division	Born in 2011	6

Documentation required at initial registration:

- Roster – Printed from on-line system
- Disney Waivers (Players & Coaches)
- All players must be able to provide proof of age. Documents that will be accepted (but not collected) are.
 - Player ID card, verified, from a National Soccer governing body. USYS, US Club, AYSO
 - Birth Certificate
 - Passport
 - Drivers license
 - Other governmental identification

Arrange player passes/birth certificates/passports/drivers license/Disney Waiver Forms in alphabetical order to match roster.

Tournament player passes unique to the event will be made for all players.

Documentation required for pre-game check-in:

- Teams are required to have and present player and bench personnel picture identification cards
- Each team is limited to two (2) coaches on the bench, all of which must have picture identification

Youth players may not play for more than one team in the tournament. Adult players can play on one gender specific team and one coed team.

A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the referee.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the **Disney Youth Soccer Tournaments** Credentials Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL SCHEDULED MATCHES**

MANDATORY: All teams must enter their rosters complete with bench personnel into the tournaments on-line scheduling system no later than January 6, 2016. The minimum required information is:

- Name
- Date of Birth
- Uniform number
- Gender
- Recent photo

This information will appear on the tournament player pass to be used by the referees for check-in on the field prior to each game. Teams failing to input this information are subject to removal from the event.

MANDATORY: All teams, except as noted below, are subject to book lodging through the Disney designated travel provider as a condition to compete at the event.

- Teams that are located within a 75 mile driving distance of the ESPN's Wide World of Sports Complex are not required to book.
- Teams that are located within a 90 mile driving distance of the ESPN's Wide World of Sports Complex and have a drive time of less than 90 minutes are not required to book.
- All teams over 90 miles are expected to book with the designated travel provider as a condition to compete - no exceptions
- Addresses used for the determination of the distance/time will be the address of ESPN Wide World of Sports and the Club's physical address or the physical address of the Club's home fields whichever is closer.
- Google Maps™ or other approved online mapping services will be used to determine driving distance and time.

CONCUSSIONS:

Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head injury and Concussion Law. If the referee (or assistant referee) believes that, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY. The injured player if able to leave the field on their own must be escorted to their coach and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardians to seek medical attention. The player may not resume participation until he/she has been cleared by a medical doctor. The Referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

LAWS OF THE GAME

All games shall be in accordance with the FIFA "Laws of the Game", except as modified below.

LAW 1: Field of Play

Recommended size and markings will be:

- GOALS - Four (4) feet by Eight (8) feet
- FIELD - U6-U8 Width 20 Yards x Length 30 Yards U9 – Adult Width 30 Yards x Length 40 Yards
- GOAL AREA - Ten (10) feet wide Six (6) feet deep
- MARKINGS - The field of play shall be marked with distinctive lines, not more than five inches (5") in width. A halfway line shall be marked out across the field of play. The center of the field of play shall be indicated by a nine inch (9") circle and a ten (10) foot radius shall be marked around it.

LAW 2: The Ball

- U6 – U8 = Size 3 ball
- U9 – U12 = Size 4 ball
- U13 – Adult = Size 5 ball

LAW 3: Number of Players

- Maximum on Roster: Six (6) players
- Minimum players on field: Two (2) players
- Maximum players on field to play: Three (3) players
- No Goalkeeper
- Adult co-ed division must have at least one female on the field at all times. If the referee notes that a team is playing without at least one female on the field, the game shall be stopped, a female shall be substituted in and a Penalty Kick shall be awarded to the opposing team. If a co-ed team is unable to start and continue a match with at least one female player, then a forfeit shall be declared. The score shall be recorded as a 12-0 win for the opposing team.
- Unlimited Substitutions at game stoppage. The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

LAW 4: Players' Equipment

- Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).
- **Orthopedic casts are not permitted;** however, soft braces can be worn with **written** approval from a doctor, and judgment as to safety is at the discretion of the referee, the ultimate authority is the referee.
- Teams to wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform. No two (2) players may have identical uniform numbers while the players are playing on the field at the same time.
- In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee. In case of a jersey color conflict with both teams, the referee shall change into a non-conflicting color.
- No jewelry will be allowed

LAW 5: The Referee

- One (1) certified Referee will be used.
- Referees are required to submit a completed official tournament specific game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

LAW 6: The Assistant Referee

- None are required

LAW 7: The Duration of the Match

- | | | | |
|-------------------------|---------------------------------------|--|--|
| • All Age Groups | Pool Play (min)
2 x 12 = 24 | Semis & Finals (min)
2 x 12 = 24 | Overtime (min) for Semi-Finals & Finals
2 x 3 = 6 Golden Goal (Sudden Victory) |
|-------------------------|---------------------------------------|--|--|
- The game shall consist of two 12 minute halves separated by a two minute haltime period, OR the game shall end when a team reaches a total of 12 goals scored regardless of the goal difference with the opposing team.
 - Pool Play Games shall end in a tie, if the game is tied at the end of regulation. Only Semi-final and Championship Games shall play into overtime.
 - Games tied in Quarter finals, Knock-Out rounds, etc. that require a winner for advancement to the next round shall go directly to a Shootout (see below) if tied at the end of the two (2) regulation twelve minute periods. Consolation and 3rd & 4th place games shall also go directly to a Shootout if tied in regulation time.
 - **Golden Goal Overtime Period.** For Semi- Final and Finals. Playoff Overtime shall consist of two (2) 3-minute "golden goal" overtime periods with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. Teams shall switch sides immediately between the two overtime periods if still tied.
 - **Shootout** - If no team has scored by the end of the second 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. 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. If one team finishes with 2 players on the field, one of the two field players must kick twice.
 - The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

Law 8: The Start and Restart of Play

- A goal may **NOT** be scored directly from a kick-off
- Kick-off any direction

Law 9: The Ball In and Out of Play

- The ball will be considered out of play when the entire ball has passed beyond the sideline or end line.
- A ball out of play on the sideline will resort in a kick in awarded to the opposing team of the player who last touched the ball from the point where the ball left the field.
- A ball passing over the goal (end) line when last touched or played by a defender will result in a corner kick awarded to the opposing team.
- A ball passing over the goal (end) line when last played or touched by an attacker will result in a goal kick for the opposing team.

Law 10: The Method of Scoring

- Goals can be scored from anywhere on the offensive half of the field (**See #1 on attached diagram**)

Law 11: Offside

- No Offside.

Law 12: Fouls and Misconduct

- Goal Area Violation - (**See #2 on attached diagram**) If a defending player touches/kicks or otherwise stops the ball in the goal area a goal will be awarded. If an attacking player touches the ball or the ball comes to rest in the goal area an indirect free kick will be awarded to the defending team from any point on the goal area. The plane of the goal area extends upward indefinitely
- No slide tackles. - Players may slide to stop a ball as long as contact with another player is not initiated. Penalty: 1st warning and Indirect Kick for opponent from point of the foul. Repeat by same player may result in a caution.
- Player ejection (Red Card) – Referees have the right to eject a player from the game for continued disobedience or as a result of an incident that warrants a player being sent off. Player may be replaced with an eligible roster player. Teams will still play with 3 players on the field. Player ejected shall be suspended a MINIMUM of 1 additional game up to the duration of the event.

Law 13: Free Kicks (See #3 on attached diagram)

- All free kicks will be indirect with the exceptions of corner and penalty kicks
- No defender closer than five (5) yards
- Free kicks must be spotted no closer than five (5) yards to the goal area.
- The 5 yard requirement is automatic. Neither team must request the distance. A player failing to move the required 5 yards may be cautioned by the referee. The team taking the kick may take a quick kick without the required 5 yard distance being made.

Law 14: The Penalty Kick (See #6 on attached diagram)

- Penalty kicks are **DIRECT** kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line and not in the center circle. A Penalty Kick 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 dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Law 15: The Throw-in (See #5 on attached diagram)

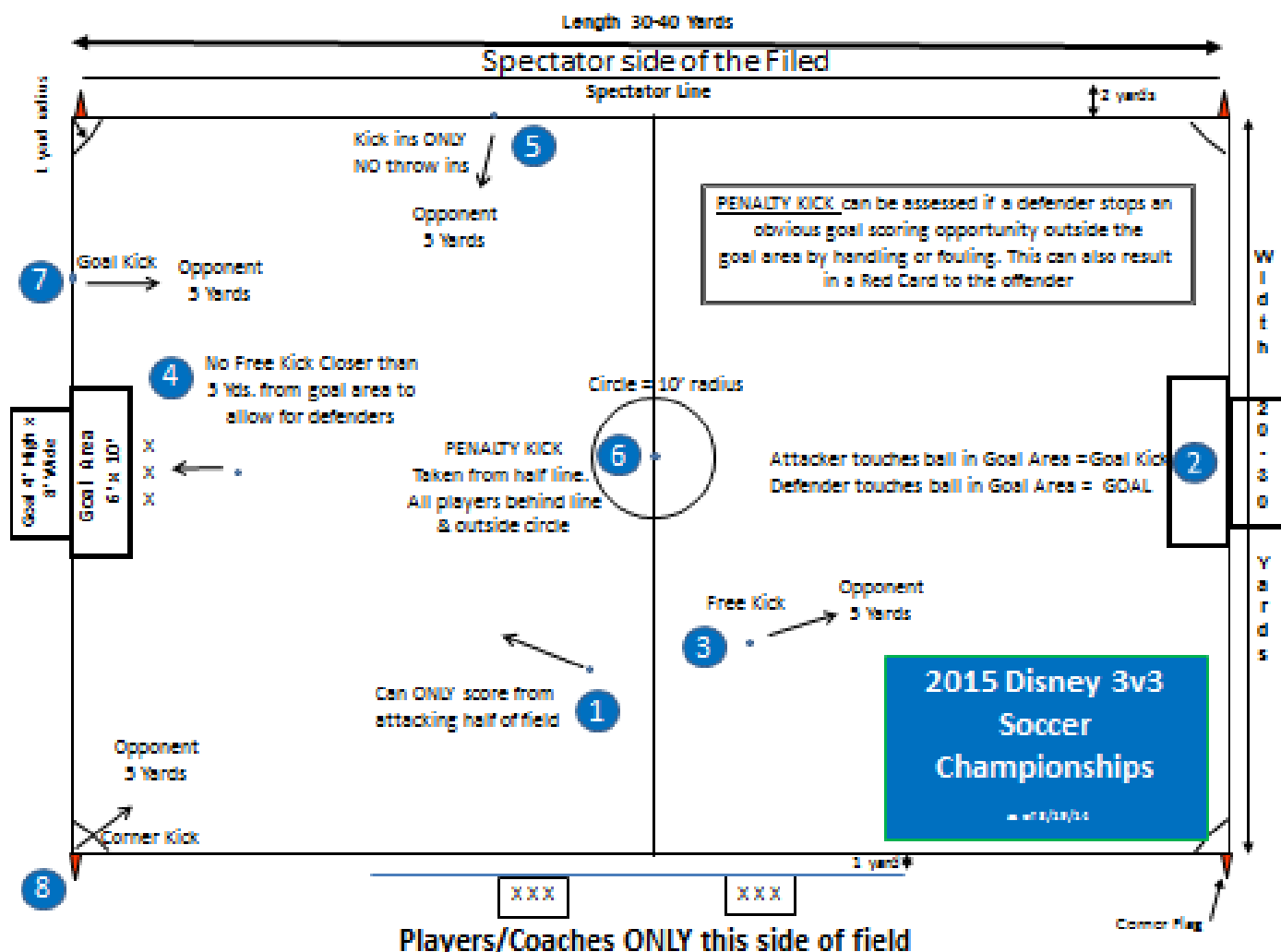
- There will be no throw in. The throw-in will be replaced by a kick-in.
- No defender closer than five (5) yards

Law 16: The Goal Kick (See #7 on attached diagram)

- All goal kicks will be taken by placing the ball on any point on the end line, and not in the goal area with no defender closer than five (5) yards.

Law 17: The Corner Kick (See #8 on attached diagram)

- No defender closer than five (5) yards
- You can score directly from a corner kick.



TOURNAMENT AND MATCH SCHEDULES

Disney tournaments are designed as follows for all age groups and gender:

- During the preliminary stage of the tournament teams will play in a World Cup pool play format. Ties shall remain.
- Minimum number of teams at any age/flight is 4; maximum is 32.
- The tournament reserves the right to have multiple flights within an age group.
- All teams are guaranteed a minimum of 5 scheduled games.
- Maximum number of games is 9.
- Teams can play up to 3 games in one day
- A minimum of two time slots for rest purposes will be scheduled between games.
- Groups of 6 teams or more will have consolation or semi-finals and finals
- Semi-Finals with a designated wildcard or best 2nd will be seeded based on most points during group play. The Wildcard or best 2nd will always be considered the lowest seed. If the teams have the same number of points, the criteria in the "Determination of Group Winners" will be used to break the tie. Pairings will be Seed 1 vs. Wildcard, Seed 2 vs. Seed 3. If the Wildcard comes from the same flight as Seed 1, the pairing will be adjusted to Seed 1 vs. Seed 3, Seed 2 vs. Wildcard.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game." The Site Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to Disney Youth Soccer Tournaments:

The Tournament Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of two (2) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and substitutes must remain on their respective benches and may not roam the sidelines.

The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

**ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.
ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.**

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

POST GAME PROCEDURES

- As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.
- At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.
- A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.

DISCIPLINE

- Disney Youth Soccer Tournaments will have a Discipline Committee of no less than three (3) members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc
- A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.
- At the conclusion of Disney Youth Soccer Tournaments, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if suspension has not been completed).

DETERMINATION OF GROUP WINNERS

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win 1 point for a Tie 0 points for a Loss.

If Two Teams Tie:

Start with tie breaker number 1

1. Head to head result; if no clear winner,
2. Net goal differential, maximum of twelve (12) goals per game; if no clear winner,
3. Most goals scored, maximum of twelve (12) goals per game, if no clear winner,
4. Least goals allowed, maximum of twelve (12) goals per game, if no clear winner,
5. Minus 1 Game Point for each Red Card/Send-off, if no clear winner
6. Penalty kicks* – Penalty kicks will

If Penalty kicks is required to determine the winner for advancement after steps 1-5 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

*If both teams are to advance to the playoff rounds the team that applied first will decide the higher seed in lieu of penalty kicks.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 the team that applied first will sit out. The other two teams will then compete in a Shootout as described in Law 7 to establish a winner. The winner of this will then compete in a Shootout with the team sitting out, the winner will advance. When all teams will advance to the playoff rounds the teams will be seeded based on date of application, from earliest to latest, in lieu of kicks from the mark.

Example 1: Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st, team 2 is 2nd, and team 3 is 3rd.

Example 2: Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +4. Team 1 is 1st, Team 3 defeated team 2 therefore team 3 is 2nd and team 2 is 3rd.

Example 3: (6 Team Bracket) Three teams have 6 points and Team 1 has defeated the other two. Team 1 will be the group winner. The tie breaking procedure begins for the remaining tied teams with number 1.

In the semi-final and final game, if a clear winner is not decided after regulation time, overtime will be played. Overtime will be two periods of equal length. If a clear winner is not decided after the overtime periods, a Shootout as described in Law 7 will take place to establish a winner. The three remaining players on the field from each team will alternate with each penalty kick with the higher scoring team winning after the first round (3 kickers/team). If still tied after first round the same players will rotate in sudden victory format until one team scores unanswered.

The tournament reserves the right to adjust pairings so teams will not play teams already played.

FORFEITS

Games should start at the given start time. In case the team does not have the minimum number of players there will be up to a ten (10) minutes grace period. At that time the Tournament Director may extend the wait time based on unforeseen circumstances or make the decision to declare a forfeit and award the victory to the other team. A forfeit will be scored 12-0.

The tournament discipline committee will review the circumstances of the forfeit and may add additional penalties such as:

- Not allowing the team to be declared a division winner or wild card team
- Forfeit one you forfeit all. The forfeiting team may play all remaining Group Play matches (using referee) as official exhibitions.
- The decision of the committee will be final

PROTEST

There will be **NO PROTESTS**. All disputes will be resolved immediately by the Site Director. These decisions will be final.

EXTERNAL CONDITIONS, WEATHER, ETC.

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play.

In case of inclement weather or field conditions, games may:

- Be shortened - The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.
- Be reschedule (time and location determined by Tournament Director)
- Go to a Shootout as described in Law 7 (time and location determined by Tournament Director)
- Be canceled

If the Tournament Director rules that during the preliminary round a Shootout as described in Law 7 will be done due to inclement weather or field conditions, the following rule will apply:

- Each team will take a maximum of three (3) penalty kicks.
- At the end of three (3) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of three (3) kicks
- In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss
- The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.

Only referees or duty manager can suspend a match already started due to weather conditions.

TERMINATED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Discipline Committee after receiving reports from game officials. The decision of the Committee will be final and is binding on all parties. Further disciplinary actions may be taken. If it is determined that one team is the sole cause for termination of a game, that team will be considered to have forfeited that game.

Pool play matches

In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location. In the event a referee terminates a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Play-off matches

In the event a referee terminates a match (different from suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

Final Matches

In the event, a referee terminates a final match (different from suspending) while the teams are tied, co-champions will be declared. Both teams shall receive Championship trophies.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for awards.

GENERAL

Disney Youth Soccer Tournaments, the Tournament Committee, will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up or to receive a full refund.

ESPN Wide World of Sports is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

PLEASE REMEMBER

- NO ORTHOPEDIC CASTS ARE ALLOWED - NO EXCEPTIONS
- AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT.
- TO GET YOUR PLAYER CARDS BACK FROM THE REFEREE AT THE END OF EACH GAME.
- RED CARDS MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS.
- PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME.
- IN THE EVENT OF A MEDICAL EMERGENCY THERE ARE CERTIFIED ATHLETIC TRAINERS ON SITE.
- COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS.
- ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.
- ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.