

## **Claremore 3v3 Jamboree 2024**

### **Mission Statement:**

The Claremore 3v3 Jamboree was established to create additional opportunities for players to learn and grow in a fun, competitive environment. Small sided games give players the chance to work on their ball skills and enhance their decision making through fast based, technical play.

### **Field Size and the Basics:**

U6-U8: 15 yards by 25 yards

U10+: 25 yards by 35 yards

Goals: 6 feet wide by 4 feet tall

Goal Box: 8 feet wide and 6 feet deep

### **Teams:**

Max 6 players per roster, minimum 4 per roster. Teams may be formed with friends, no requirement is made for teams to have been together in the last season. Players may only be rostered with one team. No double rostering. Teams will play in the age group matching the most recent spring season of their oldest rostered player. Teams may request to play up one age level, per approval by the tournament directors. Coaches are required to have proof of age for their players, which can be demonstrated with either official player passes (original copy or photo copy is allowed) or through birth certificates (original copy or photo copy). All players must also sign an official injury waiver.

### **The Game:**

The game will consist of two 15-minute halves with a 5-minute halftime. Games will be played with the appropriately sized ball per US soccer guidelines (E.G. size 3 for U6-U8, size 4 for U10-U12, size 5 for U14+).

In the event of a tie during knockout play, one 5-minute overtime will be added. Overtime is not golden goal and the full overtime period will be played. If the score is still tied after overtime, a penalty kick shoot-out will determine the winner.

The Game is 3v3 with no goalies.

If the two teams are wearing matching colors, it is the responsibility of the team listed as home on the schedule to find an alternate jersey.

There is no offside rule.

### **Scoring:**

A goal may not be scored directly from a team's defending half of the field. Any shot that originates in a team's defending half that enters the opponent's goal without touching an opponent with result in a goal kick and no goal will be rewarded. If a shot from the defending half touches an opponent while in flight towards the opponent's goal and then enters the goal, a goal will be rewarded.

### **The goal box:**

No player may touch the ball inside the goal box (the goal box boundary line is considered a part of the box). If a player touches the ball inside their own box, a goal is rewarded to the opponent. If a player touches the ball in the opponent's box, a goal kick will be rewarded.

A player may not touch the ball while the player is touching the box, otherwise it will result in the above actions.

If the ball stops inside the goal box, a goal kick is rewarded.

### **Fouls, Free kicks, and Restarts:**

All kicks (except penalties) are indirect and must be touched by a second player before a goal may be scored. This touch may be from either team.

No slide tackling is allowed. A player may slide to keep a ball in bounds or intercept a pass/shot provided that no other players are in their vicinity. A slide tackle will result in an indirect free kick for the opposing team.

No heading for U12 and under. A deliberate header for U12 and under will result in an indirect free kick for the opposing team. U14 and older may head the ball.

All fouls and hand balls are from the spot of the foul and are indirect with the exception of a denial of an obvious goal scoring opportunity (DOGSO). Any foul or handball that denies an obvious goal scoring opportunity will result in a penalty kick (e.g. a player is tripped while running towards an open goal with no other defender between the attacker and the goal). If a foul or handball occurs less than five yards from the other team's box and does not result in a penalty, the ball will be moved to a location five yards from the edge of the box and an indirect free kick will take place.

For free kicks all opponents must be at least 5 yards from the spot of the kick.

A penalty kick will be taken from the kickoff spot with all players behind the midfield line. No player may cross the line before the ball is kicked. The ball is live upon being struck and play will resume as normal from that point. The penalty kick is a direct kick and may be scored without touching another player. If the penalty kick taker touches the ball a second time before another player has touched the ball, an indirect free kick is rewarded to the opposing team at the spot of the second touch.

A ball out of bounds along the side line will result in a kick-in from the point it left the field. The ball must be placed stationary on the sideline and opponents must be back 5 yards from the kick-in taker. Kick-ins are indirect, a goal may not be scored directly from a kick-in. Kick-ins may be taken quickly, provided the ball is stopped before being played.

Kickoffs may go in any direction and are indirect. A goal may not be scored directly from a kick-off. If a ball enters the goal directly from a kick-off a goal kick is rewarded.

Goal kicks may be taken from anywhere along the end line, outside of the goal box. Opposing players must remain at least 5 yards from the kick taker.

Corner kicks must be taken within one yard of the corner flag. Opposing players must remain at least 5 yards from the kick taker.

### **Substitutions:**

Substitutions are unlimited. Substitutions may occur at any stoppage of play at the referee's discretion. Substitutions are to be made at the sideline, with one player entering as the player they are replacing exits the field of play.

### **Bracket Scoring:**

A win is rewarded with 3 points, a tie with 1 point, and a loss with 0 points.

For bracket standings, scoring differential per game will be limited to +3. For example, a 7-0 win would be recorded as 3-0 in the standings and a 6-2 win would be recorded as 5-2. There is no benefit in the standings to "running up the score".

Tiebreakers will be determined in this order: head to head, goal differential, goals allowed, goals scored, cards received. If teams are still tied, a penalty kick shootout will determine the tie breaker.

First and second place in each age group will receive medals.

### **Penalty Kick Shootout:**

Each team will select 3 penalty takers. The teams will alternate kicks from the midfield line. If the two teams are tied after 3 takers, the teams will continue with 1v1 "sudden death" rounds until the score is no longer tied at the end of a completed round. A player may not take a second penalty until every player on the team has taken an equal number. A coin flip before the start of the penalty kick shootout will determine which team kicks first in the shootout.

### **Discipline:**

Any player or coach receiving two yellow cards in one match will result in a minimum of a one game suspension. For violent conduct, the offender may be banned from the remainder of the tournament, per the discretion of the tournament directors.

Yellow cards received in separate matches "stack". A player receiving multiple yellow cards over the course of the tournament will be suspending for the match following the match where they received their second yellow card. Yellows reset after a suspension has been served.

The tournament directors will have a zero-tolerance stance towards abuse of referees, players, parents, coaches, event staff, or any other persons attending the tournament. For extreme cases, the offending person(s) may be banned for the remainder of the tournament, per the discretion of the tournament directors.

### **Disputes:**

All disputes will be determined by the Claremore 3v3 Jamboree Tournament Directors.