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OE3v3 Ovid-Elsie Tournament Official Rules

Please note: The OE3v3 Tournament is a recreational event designed to promote healthy competition and fun. It is not affiliated with soccer governing bodies for ranking or long-term tracking of teams or players.

1. Unless otherwise stated in this document***, current FIFA rules apply (see rule #18).
2. All players must sign a player registration form. If under 18, a parent or legal guardian must sign. By signing, participants acknowledge that the Ovid-Elsie Girls Soccer and tournament committee are not responsible for lost or stolen property or injury. Proof of age is required if challenged.
3. Teams must have 3 to 5 players listed on the waiver. A maximum of three (3) players and no fewer than two (2) may be on the field at once. Substitutions only occur during stoppages (excluding fouls/corners) and with referee permission. No additions to the roster after waiver submission.
4. Teams are grouped by age. If insufficient entries exist, teams may be reassigned or divisions removed at the committee's discretion.
5. Games are held Friday evening and Saturday (with Sunday as a weather backup).
6. Tournament organizers may reduce the number or duration of games due to unforeseen events.
7. No goalkeepers are allowed.
8. Players must wear shin guards and matching shirts (or matching pinnies will be provided).
9. Field dimensions: 40 yards long x 25 yards wide. Goals: approx. 3'-5' or 4' high x 6' wide.
10. Players/coaches will be on one side of the field; all spectators on the opposite side.



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11. Games consist of two 10-minute halves with a 3-minute halftime. Horn signals will indicate start/end/1-minute remaining during pool play. Bracket games will be controlled by the head referee.
12. No off-sides.
13. Goals must be scored from the offensive half. No goals on kick-offs or sideline kick-ins. Corner kicks may be scored directly.
14. Kick-ins are indirect and taken at the point the ball left play. Goal kicks are taken anywhere on the defensive penalty arc.
15. Deliberately delaying restart (e.g. booting ball far away) results in a warning, then a penalty kick for the opposing team on second offense.
16. No player may **stand** in the 7-foot radius penalty arc: a. 1st offense = warning.
b. 2nd+ offenses = penalty kick from midfield.
(Running through is allowed; standing or defending inside the arc is not.)
17. Touching the ball inside your own arc results in a penalty kick for the opponent. Defensive clearances from the arc to avoid goals may result in an automatic goal. Offensive players shooting inside the arc results in a goal kick for the opponent.
18. **Penalty Kicks (PKs):** Given for fouls/misconduct. Referees are advised to use discretion—call only impactful, dangerous, or clearly unfair fouls. This is a fun-first tournament. a. No slide tackles b. No headers for U11 and under (restart with indirect kick) c. Handballs only called when intentional or egregiously advantageous
19. PKs taken from the centerline. All players must stay behind the centerline. Ball is dead when forward momentum ends.
20. If a ball hits the goal frame and dislodges it before fully crossing the line, the play is dead and resumed as an out-of-bounds.



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21. Referees may eject any player/spectator for unsportsmanlike behavior. Ejections may apply to multiple games or the entire tournament at committee discretion. Behavior includes:

- Aggression or attempts to injure
- Fighting or threats
- Abusive language
- Disrespect toward refs/officials
- Hostile or negative behavior toward others

22. Failure to comply with an ejection may result in team forfeiture of the game or further consequences.

23. Each game will generally have 1-2 referees. Head ref has final authority. Referees are **volunteers**, many of whom are young and/or not certified. Mistakes may happen. Participation implies acceptance of this recreational, volunteer-run environment.

24. **Mercy Rule:** If a team leads by 7 goals, they must remove a player. That player may return if the lead drops below 7.

25. Teams must arrive 5 minutes prior to game time. Game time = forfeit time unless exceptional circumstances exist (referee discretion).

26. Final roster updates must be completed at tournament registration before your first game.

Pool Play Point System:

- Win = 3 pts
- Tie = 1 pt
- Loss/Forfeit = 0 pts

Tiebreakers: Head-to-head, Goal differential (max +5/game), Fewest goals allowed, Coin flip. If more than 3 pool games are played, only the first 3 count toward seeding.



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Championship Round Tie:

- PK shootout (3 players on field, 3 shooters)
- If still tied, one player takes a 4th shot chosen by opposing team
- If still tied, sudden-death PKs with full roster rotation

Inclement Weather Policy:

1. If weather halts play:
 - If during 1st half, remaining time will resume later
 - If 2nd half or halftime, game is complete
2. Delays last **minimum 30 minutes** after last thunderclap.
3. Updates announced via Ovid-Elsie Soccer Club communications (website, email). Teams must return to play within 15 minutes of resumption.
4. Games resume as scheduled moving forward. Missed games may be rescheduled after bracket play, as fields and availability allow.
5. If necessary, games may be moved to Sunday. Updates posted to the OE website and via email.

(Fingers crossed for clear skies and great soccer!)