

SUMMER STORM

3V3 SOCCER

SUMMER STORM 3v3 · 3RD ANNUAL

TOURNAMENT RULES

Saturday, August 1, 2026 · Westminster, MD · Hosted by B2012 United Storm

01

GENERAL TOURNAMENT INFO

Registration Deadline: July 26th, 2026.

Registration Fees: \$199. Registration fees must be paid by the registration deadline.

Proof of Age: Tournament officials have the right to demand Proof of Age for any player included on the roster. Players are required to carry Proof of Age with them at all times during the event. Examples would be Player Cards or Birth Certificates.

Gender: No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions.

Number of Players Per Team: Six (6) is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they choose (a team must have a minimum of 2 field players on field for play to commence). Players may only play on one team per division.

Refunds: Once your team is accepted into the tournament, there is no refund unless the Tournament Director determines we do not have enough teams for a bracket. If there are not enough teams within a given age or competition level, teams will be contacted to play up. No teams will be given the opportunity to play down.

Competition Levels: The competition committee will be making every earnest effort to put together competition levels that are equitable. In some cases teams may be asked to play up one level of play, or up one age group. If competition cannot be accepted in advance of bracketing announcement then a refund to the team in dispute will be offered and the tournament will move on with scheduling.

Bracketing: Brackets will consist of a minimum 3 teams. If there are four (4) teams in a bracket, a round robin format will be utilized with Tie Breakers (see below). In brackets greater, or less, than 4 teams, Pool Play followed by a Championship format will be applied with Golden Goal only occurring in the Semi-final or Final matches. In the case of Pool Play, ties will be permitted and Championship Rounds will be bracketed using Tie Breakers. During Championship Rounds (semi-finals and championship games), a Golden Goal will be used to determine winners.

Official Team Roster: All rosters are frozen at check-in. Each team must complete the Official Team Roster Form, Waiver and Medical Release form and submit the form to the 3v3 Event Staff during Team Check-In at HQ tent 30 minutes prior to your team's 1st game. Failure to do so may result in your team being disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game.

02

FIELD & EQUIPMENT RULES

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

Forfeits: A forfeit shall be scored as 5-0.

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In the case of a playoff occurring, the higher seed will have the option. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size by US Soccer will apply for age groups. In the event that age divisions are combined, the teams should use the older division's ball size.

Field Setup: Fields will be 30-40 yards long and 25-30 yards wide. Goals are 4' x 8'. Each team shall field a maximum of 3 players, other players will be substitutes.

Goal Box: The goal box or "Crease" shall be a ten (10) feet wide semi-circle directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the

goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

03**RULES DURING GAMEPLAY****KICK OFFS / KICK INS / DIRECT & INDIRECT KICKS / GOAL KICKS / PENALTY KICKS**

Game Duration: The game shall consist of two 12-minute halves separated by a two-minute halftime period. The Away Team starts with possession in the first half, the Home Team will get possession in the second half. Home team to provide appropriate sized Game Ball.

Mercy Rule: In cases where a team is leading with 10 goal difference the referee may choose to end the match early. The referee must consult with both opponents and unless both agree to continue playing, the match shall be called as final and the final score shall be noted at that time. (Not first to 10 goals, a 10 goal differential.)

Games during Pool Play and Round Robin that are tied after regulation play shall end in a tie.

Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to Overtime (see Overtime Rules for Playoffs / Championship Rounds below). There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The Referee has the official time on the field.

Substitutions: Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when the dead ball situation first occurs to be called on.

Kick Off: May be kicked in any direction. The kick off is an indirect kick – a goal cannot be scored directly from a kick off (ball must be 100% over the midline to be considered on the offensive half of the field).

Kick-Ins: The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. A kick-in is an indirect kick – a goal cannot be scored from this kick.

Direct & Indirect Kicks: All dead-ball kicks (goal kicks, corner kicks, kick-ins, kick-offs, free kicks) are indirect free kicks (IFKs). IFKs must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed. The only direct kick is a Penalty Kick (see below).

Heading: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.

Goal Kicks: May be taken from any point of the end line. All Goal Kicks are indirect kicks.

Goal Scoring: Goals may only be scored when the ball is touched by either team inside the offensive half.

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 midline. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal.

GOAL KEEPERS / OFF-SIDES / SLIDE TACKLING / HANDBALL CLARIFICATION

There are no Goalkeepers in 3v3 Soccer.

No Off-sides in 3v3 Soccer!

No Slide Tackling: If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded.

This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds, so long as no contact is made with an opposing player.

Handball 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); (2) A yellow or red card given to the player committing the handball (at the discretion of the referee).

04

BRACKETING: RANKINGS, SEEDING & TIE BREAKERS

All brackets will be announced in advance of the day of the tournament. A competition committee will be used to make the best possibly leveled fields for each grouping. A Classic / Recreational / Recreational Travel Grouping and a Select / Premier Travel Grouping will be offered for each age and gender.

Determining Winners: Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) point for each Tie
- Zero (0) points for each Loss

SEEDING TIE-BREAKERS

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker.)
2. Goal differential, maximum of +/-3 per game (team wins 4-0, only gets 3 points; losing team gets -3).
3. Most goals scored.
4. Fewest goals against.
5. Most total wins.
6. If a tie still exists after steps 1 through 5, teams will play a game consisting of a golden goal outcome (1st team to score wins). NO RULES WILL BE REVISITED.

BRACKETS GREATER, OR LESS, THAN FOUR (4) TEAMS

There is a minimum 3 game allotment for all teams in the Summer Storm. At all times we will try to bracket four (4) teams into round robin play but when competition levels expand brackets past four (4) teams, or are reduced to 3 teams, we will enter Pool Play and then Playoffs/Championship Rounds and/or Final. See below for more on this.

05

OVERTIME RULES – PLAYOFFS & CHAMPIONSHIP

Only applicable to brackets greater than, or less than, 4 teams.

In the case of a Playoff/Championship game resulting in a tie after regulation, teams will complete the following process to determine a winner. In brackets greater than 4 teams, or less than, there shall be a playoff and/or championship game which shall consist of Overtime, and then if needed, Shootout.

Overtime: Shall consist of a sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three-minute overtime period, the winner shall be decided by shootout.

Shootout / Penalty Kicks: A coin flip will decide which team starts the penalty kick round. Three players from each team will alternate with each penalty kick taken at the half line, with the higher scoring team winning after the first round.

If the score remains tied after the first round of penalty kicks, players from each team, starting with the players not used in the first round of penalties and then using all the players from each team again, will rotate in a sudden death penalty kick format until one team scores unanswered.

06**DISPUTES & FINAL AUTHORITY**

Disputes: The Tournament Committee reserves the right to decide on all matters pertaining to the tournament, competition levels, and all interpretations of the rules are final. If a team disregards any decision made by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.

Situations rules do not address are the decision of the Tournament Director.

07**INCLEMENT WEATHER POLICY**

Inclement Weather: Regardless of weather conditions, players and coaches must be present at the scheduled field at the scheduled time, ready to play. In the event of inclement weather, the tournament committee will have the authority to change any game as follows: relocate or reschedule game(s); change the duration of game(s); cancel preliminary game(s) that have no bearing on the selection of division winners.

Updated: July 15th, 2026

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