



FAMILY FUN FESTIVAL (FFF) 2023

Festival Rules

Games will be played with 'fun, laughter and healthy competition' in mind at the same time respecting general soccer protocol to provide a safe and fun environment for ALL our members.

REGISTRATION

Registration for our **Family Fun Festival ("FFF")** is open and free for all Soccer Pointe-Claire (SPC) members (player, coach, manager, referee, staff, parent). All age categories are eligible to play.

1. All players must be SPC members.
2. All teams will have a minimum of 4 players and a maximum of 6 players.
3. Players must wear appropriate footwear as well as shin pads.
4. All players must wear the same color shirt/jersey. You can wear a jersey (old or new) or a t-shirt. Feel free to be creative and jazz up a solid color t-shirt! SPC does not provide jerseys.
5. All teams must register and identify their Team name and color by August 13, 2023. No two teams in the same Category can have the same name. Teams may choose to wear their SPC game jerseys, therefore the selected color is red/white, and more than one team can have that color. All other colors are limited to one per category.
6. All teams must have a designated Team Representative (player or non-player 14 years and older) who has a working cell phone number to facilitate quick communications with the FFF Convenor during the event.
7. Team registrations will start on July 17 until August 13, 2023.
8. Individual registrations will be accepted starting on August 7 until August 13, 2023.
9. Individual registrants will be combined to make teams within the category requested, unless merging with individuals from another viable category is required to maximize SPC participation numbers. Individual registrants may also be added to team registrants should they require or desire 1 or 2 additional player(s).
10. The objective is for each category to have 8 teams. However, SPC reserves the right to expand or reduce categories based on member interest to maximize SPC participation numbers. Categories may fill up quickly and teams may be refused.
11. Members are initially restricted to a maximum of 2 categories over the weekend. SPC may remove this restriction to all or select categories based on expected SPC participation numbers.
12. U4 to U12 players can only play a maximum of 2 age categories up.
13. If a Team withdraws from the FFF after August 13, 2023, SPC will "fine" the team \$50.
14. If a player withdraws leaving their team with less than 4 players, resulting in the team dissolving, SPC will "fine" the player \$20.

FIELD OF PLAY:

Games will be played on Terra-Cotta turf fields.

1. The playing field is 25' long by 15' and will be demarcated using existing field lines and/or temporary paint.
2. The goals are PUG style nets. Net size may vary.



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3. Immediately in front of the goal is a semi-circular Goal Box. **NO PLAYER** (offensive or defensive) is permitted to play the ball from within the Goal Box nor stand in it.
4. Ball bins will be placed throughout the FFF fields to enable play to quickly restart and prevent delays. If you see a ball not in play, please return it to a ball bin of its size (Ball Size 3, 4 or 5)

GAME PLAY:

1. **Referees:** There are no Referees in this 3v3 tournament.
2. **Team Representative:** All teams must have a Team Representative aged 14 years and older. Older teams will have a player Team Rep and the younger teams will have a Parent or Coach in the role of Team Representative. Team Reps will be responsible for facilitating starting the game on-time and leaving the field promptly at the end of each game.
3. **Team Representative and Self-Refereeing:** It is up to the Team Representatives to self-referee their games and to work with their opponents to resolve any disputes **quickly and respectfully**. If needed, a Team Representative can illicit the Field Marshall to provide observations and an opinion. Should a dispute not be resolved quickly and respectfully then the Field Marshall has the authority to end the game and make recommendations to the Festival Convenor to determine the outcome of the Game and the continued participation of the player(s) and/or team(s).
4. **Micro Team Representative:** It is requested that the Team Rep of the Micro age categories facilitate equal playing time substitutions in addition to acting as “referees”.
5. **Number of Players:** 6 is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players remaining to continue play).
6. **Substitutions:** Substitutions may be made “on the fly” and players coming on to the field can not step on the field until other player is off the field of play.
7. **Team Colours:** Teams must play in the colours identified during registration. Should any two teams play in similar colours/shades or their Red/White club jerseys, the team losing the Odds/Even pre-game will be required to wear white or a pinnie.
8. **No Keepers** (dedicated or incidental) are permitted. No player is permitted to use their hands or to play the ball within the Goal Box. No player is allowed to stand in the Goal Box.
9. **Game Balls:** Each game will be played with an appropriately sized ball (U4 to U7, Parent-Micro – Size 3; U8 to U12, Parent-Child – Size 4; all other categories Size 5). Ball bins will be placed throughout the fields where new balls can be quickly grabbed should the ball go out of play and is not easily retrieved. It is appreciated that all spectators assist the teams playing by returning fugitive balls to one of these ball bins.
10. **No Offsides** in 3v3 Soccer.
11. **Slide Tackling:** Is not permitted under any circumstances.
12. **Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (ball must be completely in the offensive half of the field: cannot be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.
13. **Goal Box:** There is no ball contact allowed within the goal box, however, any player without the ball may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward.
14. **Kick Off:** May be taken in any direction.



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15. **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 with a foot.
16. **Goal Kick:** May be taken from any point on the endline.
17. **Free Kick:** Regular and FFF specific soccer infractions (fouls, slides, hand ball, etc.) result in an indirect kick.
18. **Two-Metre Rule:** In all dead-ball situations, defending players must stand at least 2 metres from the ball. If the defensive player's goal is closer than 2 metres, the ball shall be placed 2 metres from the goal box, in line with the place of the infraction.
19. **Hand Ball:** Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in a penalty kick being awarded.
20. **Penalty Kick:** Shall be awarded if a scoring opportunity was nullified by an infraction (ie. Hand ball or player in Goal Box). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "dead-ball" kick with no goalkeeper. If a goal is not scored, the defense obtains possession with a goal kick.
21. **Indirect Kick:** All dead-ball kicks (kick ins, free kicks, kick offs) are indirect with the exception of corner/penalty kicks.
22. **Disciplinary Cards:** The Festival is about giving back to our membership and having fun as a community and therefore we do not foresee the need for disciplinary cards. That said, the Field Marshall, Grand Marshall and Tournament Convenor have the authority to eject any player for any behaviour that contravenes our code of conduct, including excessive roughness during games.

TOURNAMENT STRUCTURE:

1. **Schedule Changes:** It is the responsibility of the Team Rep to check the schedule for any changes after each FFF game (you will not be notified of changes).
2. **Checking in:** Team Representatives must sign in at the check-in table at least 30 minutes before their first game kick-off and teams must be present at their field 10 minutes before the start of their games. Teams only need to check in once each day before their first game.
3. **Game Duration:** A game shall consist of two 11-minute halves separated by a two-minute half-time period.
4. **Game Horn:** To ensure that all games start/end at the same time and to facilitate keeping the FFF on schedule SPC will be using an Air Horn. Each game half will commence immediately following a single Air Horn blast. The two-minute half-time starts immediately following a double Air Horn blast. The games end immediately following a triple Air Horn blast. The next game will start in 6 minutes, no exceptions.
5. **Game Start:** It is up to the Team Rep to ensure that their team is ready to start on-time following the initial single Air Horn Blast. No extra time will be provided to late starting games. Odds/Evens will determine direction and possession before the start of the game. Odds/Evens is a simple game whereby the Home Captain calls out "Odds" or "Evens" while each Captain shows either 1 finger or 2 fingers. The sum of the fingers will determine the winner (1+2 or 2+1 = Odds; 1+1 or 2+2 = Evens). If what the Home Captain says matches the outcome, they win; if it does not match, they lose. The team winning Odds/Evens will choose which goal to defend, and the other team will kick-off for the first half. The teams will swap sides and possession for the start of the second half.
6. **Number of Players:** Every team MUST have at least 2 players on the field of play to start and play a game. A team, at the discretion of the **Field Marshall**, will forfeit a game time if insufficient players are present.
7. **Spares:** A player can only play on 1 team within the same division. They cannot spare on another team in the same division.



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8. **Parent-Child teams:** Parent-Child teams must have a minimum of one adult and one child on the field at all times. Teams that have only one parent will forfeit their remaining games if the parent participant is no longer able to compete.
9. **Game End:** The game immediately ends once the first of three Air Horn blasts is heard. If a goal is scored after the first of three Air Horn blasts has sounded, the goal does not count. Both teams must immediately leave the Field of Play. Should a discussion be required between Team Reps at the end of the game it must be conducted off the field.
10. **Tied Games:** Games tied after regulation play shall end in a tie, except in the playoffs.
11. **Game Verification:** Each Team Rep MUST enter their score into the Google Form sheet. If both scores provided by the Team Reps match, or should one Team Rep not provide a score within 25-minutes of the Game ending, the FFF Convenor will validate the game result. If two different scores are provided by the Team Reps, the FFF Convenor will be automatically notified of the discrepancy and will contact both Team Reps to resolve the discrepancy. If no **quick and respectful** resolution can be made, then the FFF Convenor has ultimate authority to assign a final score and determine the future participation of the team(s). Should neither team report a score, it will be entered as a 0-0 tie.
12. **Category Games:** Every team will play a minimum of 3 games. There will be 3 initial games against randomly selected opponents from within their Category and 1 championship game between the 2 teams finishing in first and second place of their category. If feasible, groups will be established (e.g. 8 teams = 2 groups of 4 teams) consisting of randomly assigned teams.
13. **Category Standings:** Every verified game will be entered automatically into the FFF Google sheet, visible by all at (details to come). Throughout the event the standing of each team will be automatically updated based on an algorithmic assessment of their performances (wins, ties, goals for, goals against, opponents' relative rankings, etc.). The algorithm can be viewed within the FFF google sheet.
14. **Category Final Rankings:** After the initial three games are all verified, each team will be automatically provided a final ranking using the aforementioned algorithm.
15. **Championship:** The championship game will be played by the teams finishing first and second of their category.
16. **Championship Overtime:** Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided by a shootout. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If one team has 2 players on the field, one of the two field players may kick twice. If the score remains tied after the first round of penalty kicks, the full team will alternate in the sudden death penalty kick format until one team scores unanswered.
17. **FFF Category Winners:** The winner of each category championship game will be the Category winner and will have their photos taken at the photo board. Each player on the Category winning team will be presented with a prize.