



Women's 3v3 Challenge Tournament Rules and Procedures

General Rules

- Games will be a total of 16 minutes (2 8-minute halves), with a 2-minute halftime. Opening possession, starting at centre, is determined via "Rock-Paper-Scissors", and possession will switch at the commencement of the second half.
- Slide tackles are **not** allowed, and appropriate equipment is required (short/long-sleeved shirts and shinpads **must** be worn by all players, pinnies may be worn in place of jerseys).
- Whichever team scores the most goals wins.
 - A 3-point system is used for games:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - +1 extra point for shut out (excluding a 0-0 tie)
- **Goals may only be scored from in the attacking half.**
- Roster Size: Teams will consist of a team of 3-5 players. During games, teams will have no goalkeepers and three field players on each side. In-game and "on-the-fly" substitutions are permitted.

Game Restarts

A restart constitutes a dribble-in or pass-in when the ball exits the field of play. Possession is determined by the game official. Opponents must be a minimum distance of 3 yards away from the restart.

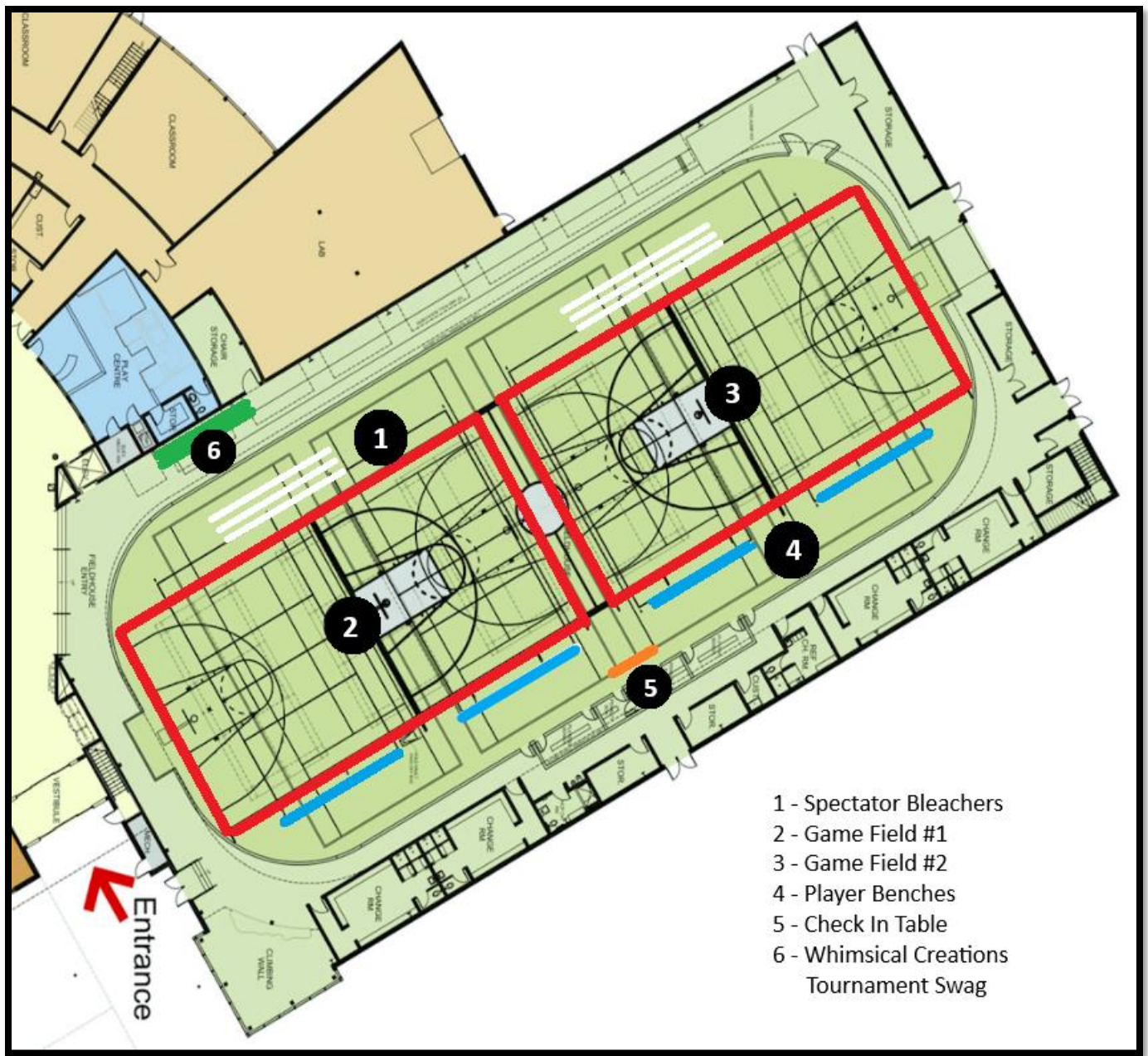
Restarts after a goal will be by dribble-in or kick-in from the goal line. The defending team must retreat by 1/2 of the field length.

Tie-Breaker Rules

- Ties in group stage games stand.
- Ties in the knockout stages where a result is needed will have an **8 min overtime, next goal wins.**
 - If 2 teams are still tied after overtime, the winner will be determined in the following order:
 1. Head-to-head result
 2. Most wins
 3. Goal Differential
 4. Least Goals Against
 5. Coin Toss

For unforeseen issues that may emerge, that cannot be resolved through the current rules and procedures or unanimously agreed upon measures, the tournament organization will make the final decision.

Anticipated Layout:



Field: Basketball Courts / Half Fieldhouse

Ball: Futsal Ball

Nets: 2.5' x 4' folding nets

Locker Rooms: Will be shared among teams as needed due to the quick nature of the games, no assigned rooms.