

WINTER CLÁSICO 3v3 SOCCER TOURNAMENT

RULES

Saturday, December 19, 2026 • Maranatha Christian School, San Diego

*** FIFA rules apply if not modified within *** The following rules have been designed to ensure fair play for all participants. Each coach and player and parent or spectator is expected to understand these rules prior to their participation in the event. Any questions concerning these rules should be directed to the tournament staff.

Schedule Changes: It is the responsibility of the team (coach, team contact / manager, or team captain) to check the posted schedule for any changes after each tournament game (you will not necessarily be notified of changes). Check often, as changes do occur to the schedule.

TEAM REGISTRATION: Requirements, Information, Rules, Protests, etc.

Team Registration: Teams must register and pay all team fees to participate in each event. Teams should register into divisions based upon age group, gender (girls can play into boys), and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level could be dismissed from the tournament. Teams whose players fall in more than one age group must register in the age group of their oldest player. A team may play up into an older age group; no player may play down into a younger one. It is each Team's responsibility to register in the proper division, failure to properly register may result in disqualification from the tournament, and registration fees will not be refunded.

Age Groups: Age groups run August 1 to July 31, matching the standard adopted for the 2026–27 season.

U7/U8	Born August 1, 2018 – July 31, 2020
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U9/U10	Born August 1, 2016 – July 31, 2018
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U11/U12	Born August 1, 2014 – July 31, 2016
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U13/U14	Born August 1, 2012 – July 31, 2014
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U13/U14 is the oldest division. Any player born before August 1, 2012 is U15 for 2026–27, which this event does not currently run.

Skill Level:

- **Championship** — ECNL, ECNL-RL, GA, DPL, MLS Next, NPL, or Cal South Flight 1-2
- **Classic** — Cal South Flight 3-4, recreational, or similar

Flights are assigned by tournament staff, and we may move a team to balance the field.

OFFICIAL TEAM ROSTER (OTR): Each team must complete the Official Team Roster with Names and Birth Dates. Rosters and signed waivers are due Monday, December 14, 2026. **Team Check-In 30-45 min PRIOR TO THEIR FIRST GAME** or they may be disqualified from the tournament. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. No changes or substitutions to rosters may occur after the start of a team's first game.

PROOF OF AGE / FALSIFYING AGES: 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. Player Pass, Birth Cert, School ID w BD, Driver's License, or Passport are all approved credentials. Any team, player, coach, or manager that has falsified ages, identity, or skill level (where applicable), may result in the dismissal of individuals or teams from any event or future event.

NUMBER OF PLAYERS: 5 is the max number of players allowed on a roster. Minimum of 3.

GROUPS: Standings, Advancement, and Tie Breakers

Referees will hold all official scores, please confirm the score at the end of each game. We will collect scores from the referees to update our records.

Point System: Win - 3 points, Tie - 1 point, Loss - 0 points.

Every team plays three group games.

Advancement: Teams are ranked within their flight, across all groups in that flight. The top two teams in each flight meet in the final. There is one final per division per flight.

Forfeits: Teams will be given a maximum of 5 minutes from scheduled or updated start time to produce at least 2 players. Teams delaying the start while awaiting a 3rd player may be considered a forfeit. A forfeit is scored as 3-0.

TIEBREAKERS

Ties in standings between two teams will be broken by:

- 1 Head to Head results between tied teams
- 2 Goal Difference in group play
- 3 Goals against in group play
- 4 Most goals scored in group play
- 5 Shootout

Head to head applies only where the tied teams have played each other. Where they have not, or where results are circular, that step is skipped and goal difference decides.

WEATHER RELATED ISSUES

The Winter Clásico 3v3 Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths. Every effort will be made to complete games and the tournament, but safety comes first. Where possible, and if game, group, or division winners are discernible, awards may be distributed to winning teams, however, awards are not guaranteed if winners are not discernible. Please see the FAQ page on the site for the refund policy.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player/Coach/Spectator Ejections

Sportsmanship: Good Sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents, and spectators.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card (Please see Red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Player Ejections (Red Card): Referees have the right to issue a Red Card and eject a player or coach or spectator from the game for continued disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining roster of players, however if the player receiving the Red Card was on the field of play the team must complete the remainder of the game a player short.

Any player(s) or Coach that receives a Red Card are to leave the immediate playing area, including the fan and team areas. If the player, coach, or spectator delays or refuses to leave, the game may be forfeited in favor of the opposing team (regardless of the score at the time of the incident).

****Players, Coaches, or Spectators that are ejected for Fighting may be ejected for the duration of the event or future events.****

THE GAME: Rules During Play

Game Duration: The game shall consist of two, 12 minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine possession and direction before the start of the game. Games during group play that are tied after regulation play shall end in a tie.

Finals: Games in the finals rounds that end in a tie proceed directly to a Shootout at that field. A coin toss determines kicking order and direction.

The three players from each team remaining on the field at the end of the game will be the only players to kick for their team. The three players will rotate kickers and the teams will alternate kicks through the first round of three. The team with the most goals after three kickers is the winner. If the score remains tied after the first round, the same three players will alternate in the same order in a Sudden Death penalty kick format until one team scores unanswered. If one team has received a Red Card during the game and finishes with two players on the field, a remaining roster player (other than the Red Carded player) must be chosen to kick in the rotation of penalty kicks. If the Red Carded player is the last remaining rostered player, one of the two remaining players must kick twice.

The referee has the official time on the field. There are NO timeouts. The game clock does not stop in 3v3 with exception to a "serious" injury.

Delay of Game: The referee holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed a player or team is intentionally wasting time, such as if a player intentionally kicks the ball away from the field long distances or takes too long getting the ball or restarting play.

Substitutions: Either team may sub during any dead-ball situation, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee. Substitutions may NOT be made on the fly!

RESTARTS

AT NO POINT DO YOU DRIBBLE IN TO RESTART.

- **Kick-Ins:** The ball shall be kicked in to play from the sideline instead of throw in.
- **Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, or kick-offs) are indirect except corner and penalty kicks.
- **Goal Kick:** May be taken from any point on the end line.
- **Kickoff:** Is indirect and may be played in any direction. A goal cannot be scored directly from a kickoff.
- **PK** is taken from the center of the mid line with all players on both teams behind the line. Only a goal or a goal kick shall be the result. A PK is awarded if, in the referee's opinion, a goal scoring opportunity was nullified by the infraction or a serious foul from behind, or a ball is stopped by a defensive player in the penalty box.

Five Yard Rule: In all dead-ball situations, defending players must stand at least 5 yards from the ball. If the defensive players penalty area is closer than 5 yards, the ball will be moved back to where it's 5 yards from the penalty area. Teams are allowed to "play quickly" but they forfeit the 5-yard rule if a player has not had the chance to vacate the space.

Goal Scoring: A goal may ONLY be scored from a touch (offensive or defensive) within the teams' offensive half of the field. The ball must be completely on the offensive half of the field and cannot be touching the mid-line (Example Kickoff). If a ball is kicked from a teams' defensive half and goes in the goal untouched, a goal kick is awarded. If a player kicks a ball from their defensive half across midline and it hits a player from either team, a goal will be awarded. Own goals (dribble through own penalty area, bad pass, etc) in the defensive half will stand.

Goal Keepers / Off Sides / Slide Tackling / Hand Ball Clarification: There are NO Goalkeepers in 3v3 Soccer. There is NO Offsides. There is 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 will 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 play, so long as no contact is made with an opposing player. ALL Slides and Slide Tackling are at the Referee's discretion and are NOT protest-able.

FIELD DIMENSIONS, GOAL BOX, PLANE OF THE GOAL / NET INTERFERENCE, PLAYER UNIFORMS, GAME BALLS, ETC.

Player Uniforms & Gear: All players must wear shin guards. All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine the team to change uniforms. This applies in group play and in the finals rounds.

Game Balls/Sizes: Standard USYS/FIFA game ball per state age requirements. In the event where age groups are combined that differ in game ball size, the smaller size will be used.

Field Dimensions: The playing field is 35-40 yards long and 25-30 yards wide for all ages and divisions. The Goals are approximately 3 feet high and 6 feet wide.

The Goal Box: There are no goalkeepers in 3v3. The GOAL BOX is approximately six feet deep and ten feet wide located directly in front of the goal. There is no ball contact allowed within the penalty area, however, any player may pass through the penalty area as long as they do not touch the ball while in the area. If the ball comes to rest in the penalty area, or on the penalty area line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the area is considered IN the penalty area and an extension of such. If a defensive player touches the ball after it has entered the penalty area, the plane of the area, or an extension of the area (such as any part of the ball or player's body on the line or inside the plane of the area), a PK will be awarded to the offensive team. If an offensive player touches the ball after it has entered the penalty area, the plane of the area, or an extension of the area, a goal kick will be awarded to the defensive team, and a goal will not be

counted if scored. The plane of the penalty area extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal / Net Interference: A goal will be awarded if the ball completely crosses the goal line. The referee's judgement call and ruling will not be overturned.

FORFEITS

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referees.

****The Tournament Director will have final say on all disputes and interpretations of Tournament Rules****