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## 2018 KANSAS CITY CORPORATE CHALLENGE

# 3v3 SOCCER

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**DATES / TIMES:** Monday -Friday, June 11-15, 2018

Scheduled game times will be available on the KCCC website on March 31<sup>st</sup> by 5:00 p.m. ([www.kccorporatechallenge.com](http://www.kccorporatechallenge.com)).

**LOCATION:** Charles J. Stump Memorial Park  
4751 Woodland Drive  
Shawnee, KS 66218

- Each company may enter one Men's team and one Women's team in the Soccer Tournament. Teams will compete only against companies in their division.
- **A team representative must check-in at event, no less than 30 minutes prior to their scheduled game time, and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit, as well as any point penalties resulting from a forfeit.**
- Teams may have an unlimited number of participants for the tournament. **A maximum of 6 players may be used per game.** Team members not playing in the designated game must be distanced from the 6 designated players. All the players used in the tournament must be legal players from the company's participation list.
- **Scheduled game time is forfeit time.** Teams must be at their field before their scheduled game time.
- **Shin guards and soccer socks (completely covering the shin guards) are mandatory. Players are not allowed to play without them.**
- Soccer cleats or athletic shoes are recommended. No jewelry including body piercings.
- Baseball / Softball cleats are not allowed. Multi-purpose shoes with toe cleats are not allowed.
- The Tournament will be single elimination until quarterfinals (final 8 teams), at which point the tournament will become double elimination. Teams forfeiting their first game in the tournament will be forfeited out of the tournament, and penalty points will be assessed. If a team forfeits a game after having already played a game or games in the tournament, that forfeit will be counted as a loss.
- Games will consist of two 10-minute halves, with a two-minute halftime. Teams will defend one goal in the first half, and the opposite goal in the second half.
- In the event of a tie at the end of regulation time in any game, sudden-death overtime will be played, with the first team to score being declared the winner.
- Please refer to the KCCC Point System for information on points for Soccer.
- **Penalty Cards: Players receiving a red card will miss the remainder of that game as well as the following game.**
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.
- In the event of bad weather, please use the KCCC rain-out number 913-312-8843 or check the KCCC website ([www.kccorporatechallenge.com](http://www.kccorporatechallenge.com)).
- **FIFA:** International Soccer rules apply except as modified below:
- **No Slide Tackling:** Players must remain on their feet. If they slide to play a ball, they cannot make contact with an opposing player without committing a foul.
- **No Offside.**

## KCCC 3v3 SOCCER (continued)

- **Goal Scoring:** To score a goal, you must be on the offensive half of the field when you kick (touch) the ball, and the ball must completely cross the goal line.
- **Penalty Kicks:** If in the referee's opinion a scoring opportunity was nullified by an infraction, he can award a penalty kick. It is a direct kick taken from the middle of the center line, with all the players behind the half field line. After the kick, the offensive team cannot touch the ball until the defensive team has touched the ball.
- **Five Yard Rule:** In all dead ball situations, the defending players must stand at least five yards from the ball. If the ball is closer than 5 yards from the goal area, the ball shall be placed five yards away from the area.
- **Kick Off:** To start from the center circle may travel in any direction.
- **Indirect Kicks:** All dead ball kicks are indirect kicks (kick ins, free kicks, goal kicks, kick offs) except corner kicks or penalty kicks. (Indirect means it has to touch another player before it is counted as a goal.)
- **Goal Kick:** May be taken from any point on the end line or goal area.
- **Kick-Ins:** The ball shall be kicked in to restart play from the sideline, instead of a throw.
- **Corner Kicks:** This is a direct kick taken from the arc in each corner, meaning a goal can be scored directly from the player taking the kick.
- **No Goal Keepers:** No players are allowed to use their hands while the ball is in play.
- **Substitutions:** Substitutes are allowed with the referee's acknowledgement at any dead ball situation.
- **Field dimensions:** 40 yards long by 30 yards wide.
- **Goal Box:** Ten feet wide and six feet long directly in front of the goal. No player can touch the ball in that area. Any player may move through that marked area, but not touch the ball. If a defender touches the ball inside the area, it is counted as a goal. If an offensive player touches the ball, it is a goal kick for the defense. If the ball comes to a complete stop in the goal box, it is a goal kick for the defense.
- **Goal:** Approximately 4 feet tall and 6 feet long.
- **Center Line:** Divides the field evenly in length.

