

Turf Wars 3v3 Indoor Soccer Tournament Rules



Levels will follow the US Youth Soccer Birth Year Matrix (for 2026-27 season). View our [Age Group Chart](#).

FIFA Laws of the game shall be used with exception of any rule outlined in this document.

Format

3v3 (No Goalies)

Games are 25 minutes in length. 12.5 minute halves with a 1 minute halftime. **Clock stops in the last minute of the game if a goal is scored.**

One referee

All games played on one day

Field of Play

Field will be approximately 28 yards x 20 yards with a no touch zone around the goal

Specific 3v3 Rules

No player may touch the ball within the goal crease. However, any player may move through the goal crease. Any part of the ball on the line is considered in the goal crease. If a defender touches the ball when the ball is within the goal crease, a goal is awarded to the attacking team. If an attacking player touches the ball when the ball is within the goal crease, a goal kick is awarded to the defensive team. If the ball comes to rest in the goal crease, a goal kick is awarded regardless of who touched the ball last.

A defender who touches the ball while inside/ touching the crease is also considered inside the crease and a goal is awarded.

All out of bounds will be kick-ins. Goal kicks will be taken at the top of the crease. Opponents must be 3 yards away from where the ball is played.

Goals can be scored off of a Kickoff, Corner Kick and Goal Kick. A goal cannot be directly scored off of a kick-in from out of bounds.

Three Yard Rule

In all dead-ball situations, defending players must be at least 3 yards away from the ball. If a foul is committed within 3 yards of the defensive player's goal crease, the ball shall be placed 4 yards from the goal crease, in line with the place of the infraction.

Roster



The maximum roster size is 6 per team. All 6 players from your roster can play in each game.

Failure to field a full starting roster does not constitute a forfeit. Teams may play "short handed" but their opponent is under no obligation to play short also.

Forfeit Games

The team that forfeits will receive 0 points for the game and the score will be recorded as a 0-6 loss for the team that forfeits the game.

Scoring

To determine placement in the championship game or bracket, games will be scored as follows: 3 points for a win, 1 point for a tie and no points for a loss. If a team wins due to a forfeit they shall be awarded a 6-0 victory and 3 points. The maximum goal differential per game is 6 goals. ***For example, if the final score of a game is 10-2, it will be entered in the computer as 8-2 to take into account the maximum allowable goal differential of 6 goals per game.***

The following tie-breakers shall be used:

1. Head to head (only for two teams)
2. Total goals against
3. Total goals differential
4. Total goals for
5. Most clean sheets
6. Coin toss

"Bracket/Championship" games cannot end in a tied score. If a tournament game ends in a tie the teams will play a 5 minute extra time period 2 v 2. First team to score wins. Further overtimes will be 5 minutes and played 1v1.

Behavior; Cards and ejections

Excessive fouling, language or other poor behavior will not be tolerated and may result in ejection at the discretion of the referee, Tournament Director or GTCC on-site coordinator. Ejections can be given to individuals, multiple players or entire team(s). If such ejections are deemed to be the actions of multiple players on a single team to the extent that a game is canceled that team will be given a loss by forfeit. If a game is canceled due to action(s) by both teams the game will be reported as null-null with no points awarded to either side. Multiple infractions by individual players or teams could result in expulsion from the event. These same behaviors off the field within the complex may result in the same punishment.

All team names, logos and representations shall not contain inappropriate language, profanity or innuendo. Questionable names or logos will be reviewed by GTCC Tournament Committee and teams may be asked to cover them as needed.



A yellow card results in a 2 minute penalty of playing down a player (or until the other team scores). A second yellow results in playing down a player for the remainder of the game. There will be no accumulation of yellow cards throughout the event.

A red card results in the receiving player not being allowed to compete in the remainder of the game or the next game for the team/division they were ejected in. Longer suspensions are at the discretion of Tournament Director and the GTCC management, based on the transgression. No refund of fees will be paid due to player ejection or suspension adversely affecting the games.

Uniform and Equipment

Uniforms must be consistent from each player to the next. Vests will be available for teams to wear if both teams have a similar color.

Home team is the team listed first and the team required to change in the event of conflict.

Shin-guards covered by socks are required.

Only soccer cleats are allowed. No metal cleats, jewelry of any kind and/or watches/step trackers or cameras can be worn (unless pre-approved by GTCC Tournament Director).

Substitutions

Unlimited Substitutions can be made on the fly. The player entering the field may not touch the ball until the other player exits the field.

Age groups can be combined at the discretion of the tournament director.

Teams are required to clean up their bench area after their game. No gum and no seeds allowed on turf.

GTCC reserves the right to change or amend these rules at any time at the tournament's discretion. If a change is made all team managers will be notified.

Protests

The tournament committee will not authorize nor accept any protests. All decisions by referees or by tournament staff are final.

Last Updated: 7/8/26