



Williamsburg Indoor Sports Complex  
5700 Warhill Trail  
Williamsburg, Virginia 23188

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## WISC 3 V 3 RULES

**WISC 3v 3 GAMES** will be played on three fields located on the arena turf and on the upstairs futsal court. Field sizes will be 64 ft in length by 50 ft in width with small 3v3 goals.

**Referees** Officials will be assigned by WISC to referee all tournament matches.

**Participating Teams** The tournament is open to teams from Virginia as well as the surrounding states.

**Age Divisions/Groups** Boys & Girls U9 - U18 and Adults. WISC futsal reserves the right to drop or combine divisions or age groups. The tournament is a 3-a-side tournament (3 field players, no goalie)

**Team Registration** Teams can register online through the website at [www.thewisc.com](http://www.thewisc.com)

**IMPORTANT COACH INFORMATION** There is no coaching license required to coach a team. Any adult who is registered with the team as a coach or manager can sit on the bench. This is a great option for teams with outdoor coaches who want to take a break, but still want their teams to have fun and play.

**SPECTATORS** All spectators are asked to sit in the bleachers or stand around the spectator area around the arena boards. No spectators are permitted to enter the arena turf playing area at any time. Parents may not stand behind the goals during the game. Coaches with multiple teams WISC will accommodate coaches with multiple teams by scheduling them accordingly as much as possible.

**Competition Format & Rules** Official futsal FIFA Rules and Regulations as stated under the Laws of The Game will be enforced with exceptions noted below under House Rules. "House Rules" to the Laws of the Game

1. **Game length** is one 24-minute period for all age groups & divisions
2. The ball may be kicked in from the sideline instead of thrown in.
3. An **arc** will be painted in front of each goal.
  - i. Players may not stand in the arc or touch the ball inside the arc but may run through the arc.
  - ii. **Touching the ball in the arc by a defensive player will result in a penalty kick. Touching the ball in the arc by an offensive player will result in a goal kick for the defending team.**
  - iii. Standing in the arc will result in a verbal warning. After that a penalty kick will be awarded
4. **Penalty kick** – placement shot from the midline. Opposing team may not block the shot.
5. **No Slide Tackling**
  - i. When a player slide tackles in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.
6. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks. 7. In all dead ball situations, defending players must stand 3 yards away from the ball. 8. Goal Kicks may be taken from any point on the end line, and not in the goal box area.

**Tournament Fees** The tournament entry fee is \$175. You may register one team with a maximum of 6 players and 2 coaches and include the fees to cover officiating.

**Player Cards** will not be necessary for our December event weekends.



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**Player/Double Rostering** Players may be double - rostered on teams that are in different age divisions, but cannot play down an age group.

**Game Balls** Balls will be provided by the facility for all matches. Do not bring balls into the facilities. They are not allowed for warm-up.

**Equipment** Shin pads will be mandatory for all players. Indoor, flat soled soccer shoes or turf shoes also must be worn.

**Time Outs / Home Team Colors** Due to tighter scheduling, we are eliminating time outs except for referee-called stoppages. Home team is to wear white or lighter colors. If Home team complies and there is a conflict, the visiting team must change jerseys. If the home team does not wear light/white and there is a conflict, home team must change jerseys. Visiting teams centers off first.

**Forfeited Games** If a team fails to show for a scheduled match, the referee shall allow a 5-minute grace period. After the 5 minutes, if the team has not yet arrived or does not have enough players to field a team (4), the game will be forfeited. The game will be tallied as a 3 to 0 loss for the forfeiting team and a 3 to 0 win for their opponent. If the referee terminates a match for reasons other than an act of God or field conditions, the WISC tournament director will decide the result of the match after hearing the official reason from the referee, and both coaches. Teams forfeiting a match will not receive a refund on their registration fee. Forfeited games are recorded as a 3 - 0 loss.

**WISC Point System and Tiebreakers** The determination within the group standings is as follows: 3 points for a win 1 point for a tie 0 points for a loss Forfeited games are recorded as a 3 - 0 loss Tiebreakers 1. Head-To-Head 2. Goals Against 3. Goal Differential (Maximum 8 goals for) 4. Goals Scored

**Ejections - Red Cards** If a player is ejected from a match, the minimum penalty for an ejection is that the player shall not be permitted to play in the immediate next match. The maximum penalty, after review by the WISC tournament director, may result in the individual players or teams' expulsion from the competition.

**Coach Ejections** If a coach is ejected from any match, the minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match. The maximum penalty, after review by the WISC tournament director, may result in the individual coach or team's expulsion from the competition.

**Additional Questions** If you have any additional questions or concerns regarding the WISC 3v3 Series, please feel free to contact us at [cscrofani@thewisc.com](mailto:cscrofani@thewisc.com)