



2026 Bailee Mantei 3v3 Memorial Soccer Tournament

Rules of the Game

FIFA rules apply if not modified below

Teams will be placed into divisions based upon age, gender and playing experience. Teams that span more than one age group will be placed into the division of the oldest player on the team. The tournament administration will make every effort to place teams into divisions with similar players.

Schedule: The tournament schedule will be available at www.basasoccer.com

We will have an Opening Ceremony for the tournament with introductions at 8:15 a.m. near the pavilion at the BASA Complex, 4189 Monitor Road, Bay City, MI 48706.

Field Dimensions: The playing field is approximately 75-by-100 feet for all ages. The goals are 4 feet high by 6 feet wide.

Fields on the North side of the complex will be numbered from 1-4.

Fields on the South side of the complex will be lettered A-D.

There is No Offside in 3v3 Soccer

No Slide Tackling: Players must stay upright and on their feet. Fouls will be called against players attempting to slide tackle.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Can not be touching the center line). If a player in their defensive end kicks the ball across the midline and it hits another player (offensive or defensive), and the ball goes in the goal, a goal will be awarded.

The Goal Box: The goal box, 8 feet wide by 5 feet long, is directly in front of the goal. There is no ball contact allowed within the goal box; however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, **a goal will be awarded**. If the offensive player touches after the ball breaks the plane, a goal kick will be awarded. The plane of the goal box extends upward.

Game Duration: The game shall consist of two 15-minute halves separated by a 3-minute halftime period.

Start of Play: The "Away" team will choose which goal they'll defend, and the "Home" team will kick off to begin the game. Teams switch sides at half and the "Away" team kicks off to begin the second half. Games tied after regulation play shall end in a tie, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.

Score Reporting: The winning team should bring the completed game card to the pavilion so the score can be recorded. In the event of a tie, the home team should submit the game card.

Division Rules: There are four sized divisions for the tournament –

- **3-Team Divisions –**
 - 3 teams will play two round robin games each. After games Seed #2 and #3 will play a Semi-Final game with the winner moving on to play the #1 Seed in the Final.
- **4-Team Divisions –**
 - 4 teams will play a standard round robin (3 games each). After the games are complete, the #1 and #2 Seeded teams will play in the Final.
- **5-Team Divisions –**
 - 5 teams will play two round robin games each. After games, teams will be seeded into a 5-team knockout bracket with teams #1, 2 and 3 receiving byes to the semifinal round and Teams #4 & 5 playing a quarterfinal game.
- **6-Team Divisions –**
 - 6 teams will play two round robin games each. After games, teams will be seeded into a 6-team knockout bracket with teams #1 & 2 receiving byes to the semifinal round and Teams #4 & 5 and #3 and 6 playing quarterfinal games.

Scoring (In bracket play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team present.

Tie Breakers: For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team won by forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker.

In pool play, ties between three or more teams will be broken by:

- (1) head-to-head results between the tied teams.
- (2) goal difference in head-to-head games.
- (3) goals against in head-to-head games
- (4) goal difference (goals for minus goals allowed) in pool games.
- (5) goals allowed in pool play games.
- (6) shootout.

Ties between two teams in record who have tied each other will be broken by:

- (1) goal difference (goals for minus goals allowed) in pool games.
- (2) goals allowed in pool games.
- (3) shootout.

Each tie-breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Playoff Overtime: Shall consist of a 3-minute Overtime Period played in its entirety. If the game is still tied after this, a “golden goal” overtime period will be played with the first team scoring being declared the winner.

Mercy Rule: Regardless of time on the clock, a game will end if one team is ahead of the other team by 12 goals.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a “dead ball” kick. If a goal is not scored, the defense obtains possession with a goal kick.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee’s discretion).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will be given 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).

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally time wasting. eg: if a player intentionally kicks the ball long distances away from the playing field to waste time.

Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or due to an incident that warrants sending off. The team may then continue with their remaining four players. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the tournament and banned from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the game for continual disobedience or due to an incident that warrants ejection. Coaches or parents who are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

Five Yard Rule: In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be played 5 yards from the goal box, in line with the place of the penalty.

Kick-ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and goes one full rotation.

Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, kickoffs) are indirect except for corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

Kick Off: May be taken in any direction. If a ball kicked off strikes a defensive player and goes in, a goal will be awarded.

Number of Players: Each team may have a maximum of five rostered players. The format for play is 3v3 with no goalkeepers.

Player Registration: All players must be registered on their team's roster form before the tournament begins (players must be on the roster before the first game). All players must have a signed waiver to participate.

Substitutions: Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at midfield.

Team Benches: Teams should sit on opposite sides of the field with their supporters.

Schedule Changes: It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game. Tournament officials will do their best to notify teams of any changes. A schedule and results will be posted in the kiosk near the concession stand at the BASA Complex.

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Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest.

Age of Participants: The age group of each team is determined by the birthdates of the oldest player on the roster and the age group he/she will be playing in after Aug. 1, 2024.

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.

Uniforms: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, the “Home” team will change during pool play. In playoff games, the higher seed will have the option.

Casts, Braces & Jewelry: Athletic trainer/tournament official and referee must approve players wearing protective casts. Hard cast will not be allowed unless fully wrapped and approved before kickoff. Braces with exposed metal are not allowed. No jewelry is allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play.

Game Ball: The home team will provide the game ball. Here are the following ball sizes for each age group:

U8/9-U12 = Size 4

U13&up = Size 5

Medals: Medals will be awarded to the first-place teams in each division.

Complex Rules:

- No dogs or any other pets are allowed at the BASA Complex. The only exception is licensed service dogs that are properly outfitted. Therapy dogs are not service dogs.
- No smoking, vaping, chewing tobacco, marijuana, etc.
- No drinking alcoholic beverages (not even if you try to hide it in a non-alcoholic container).
- Please park ONLY IN DESIGNATED PARKING SPOTS at the BASA Complex. DO NOT create your own parking space. Overflow parking is available at the Bay-Arenac ISD. There are plenty of spaces there so please DO NOT park on the grass as the ISD. Also, there is no parking along Monitor Road or Skills Center Drive. Please DO NOT park in either of those places. Finally, please mind any “No Parking” signs.
- Please dispose of trash in the trash cans. After games, please look around the field and do your best to clean up.
- No foul language please. Remember, this is a friendly tournament to honor Bailee Mantei. Disagreements should be resolved in a friendly manner with the goal of always maintaining a positive environment.

The tournament director has the right to move or reschedule games, as well as the right to shorten game times.

The tournament director will have final authority on all event disputes and issues, as well as interpretations of the tournament rules.