

# Evo3 Tour – Official League Rules & Regulations

*(FIFA Laws of the Game apply unless specifically modified below.)*

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## 1. Tournament Rules

### Gameplay Rules

- **Scoring:**
  - Goals **cannot** be scored from a team's own half; a goal scored from a team's own half will result in an **opponent's goal kick**.
  
- **Goal Box Rules:**
  - No player may **touch the ball inside the goal box**, though players may **move through** it.
  - **Offensive contact** in the goal box results in a **goal kick** for the opponent.
  - **Defensive contact** in the goal box results in an **automatic goal** for the attacking team.
  
- **General Play:**
  - Teams must supply game balls. The **designated home team** is responsible for providing the official match ball.
  - No offsides.
  - No slide tackling. Sliding without another player nearby is permitted.
  - A **five-yard rule** applies on all dead ball situations. If the ball is placed closer than 5 yards to the goal, it must be moved back.

- Balls played out of bounds may be **kicked in or dribbled in** (no throw-ins). The ball must **come to a complete stop** before restarting play.
- **Goal kicks** are taken from any point on the end line, **outside the goal box area**.
- A **10-goal mercy rule** applies in the **second half only**.

## Player Disciplinary and Bench Conduct / Ejections

- **Yellow Card:** The player who committed the foul must be **substituted immediately**. The player may re-enter the game at the next eligible substitution opportunity.
  - **Red Card:** The player who receives a red card will be **removed for the remainder of the current game** and is **suspended from the team's next match**.
  - **Team Format:** Following a red card, the team will continue play with **three players on the field** — no numerical disadvantage will apply.
  - The **Tournament Director** reserves the right to suspend or dismiss any player or bench personnel from the **remainder of the tournament** if necessary.
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## Players & Substitutions

- **Team Composition:**
  - 3 field players per team on the field at one time (no goalkeepers).
  - Maximum of **6 players per roster** per event.
  - Teams using more than 6 players during an event will be **disqualified**.
- **Substitutions:**
  - Unlimited substitutions are allowed during any dead ball situation (excluding free kicks).
  - Players must be **called onto the field by the referee**.
  - Substitutions must **enter and exit at the half-field line only**.

- Players must already be **waiting at the half-field line** when the dead ball occurs to enter.
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## Ties & Overtime

### Pool-Play Tiebreakers:

1. Head-to-head result
2. Goal differential
3. Fewest goals conceded
4. Most goals scored
5. Coin flip

### Elimination Matches:

- If tied at the end of regulation:
    - A **6-minute Golden Goal overtime** is played.
      - First 3 minutes: 3v3 play
      - 1-minute intermission if no goals scored
      - Final 2 minutes: 2v2 play
  - If still tied:
    - **Golden Goal Penalty Shootout** from the half-field line.
    - Teams alternate kicks; if Team A scores, Team B must score to stay alive.
    - Each team selects **3 players** to rotate in a repeating order.
    - All kicks are **uncontested**.
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## 2. Player Eligibility & Team Regulations

### Player Registration

- All players must be **registered on their team roster** prior to the event.
- Players must provide **proof of age** (player pass, driver's license, or birth certificate).
- Any falsification of **age or skill level** results in dismissal from the tournament.

### Rosters

- Maximum of **6 players per team**.
- **Rosters are final at check-in**.
- Players may **only play for one team per division** per event.
- **Guest players** must be approved by tournament officials before competition.

### Gender Policy

- Males **cannot** participate in female divisions (except co-ed).
- Females **may** play in male divisions.
- Co-ed divisions must have **at least one female** on the field at all times.

### Uniforms

- Teams must wear **matching jerseys or same-colored shirts** with visible numbers.
- **Shin guards are mandatory** for all players.

### Coaching Guidelines

- Evo3 encourages **player creativity and individuality**.

- Coaches should **limit instruction during live play** and provide feedback primarily at halftime.
  - At younger levels, active coaching is allowed but should remain **positive and constructive**.
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### 3. Field Specifications & Match Format

Specification	Measurement
Field Dimensions	36 yards (length) × 25 yards (width)
Center Circle Radius	6 yards
Goal Dimensions	4 ft (H) × 5 ft (W)
Goal Box Dimensions	7 ft (depth) × 8 ft (width)
Match Duration	Two 12-minute halves with a 3-minute halftime

*Slight variations may occur depending on age group.*

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### 4. Tour Structure

#### Divisions

- A minimum of **4 teams per age group** is required to form a division.
- If a division does not meet the minimum, it may **merge with the closest age group**.
- Points earned are credited to the **team's registered division**, even if merged.

#### Current Age Groups:

- U13–U15
- U16+

## Season Calendar

- The **official Evo3 Tour season** runs from **May through August**.
  - Because the season ends in August, **player age groups are determined based on each player's age as of August 31st**.
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## 5. Tournament Scoring System

<b>Result</b>	<b>Points Awarded</b>
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Win	3 points
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Tie	1 point
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Loss	0 points
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**Forfeits** are scored as 3-0.

### Season Points

Points are accumulated across all sanctioned Evo3 Tour events (May–August).

Teams do **not** need to place in a tournament to earn points.