

## 3v3 Rules

**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.

**Number of Players:** Five is the maximum number of players on a team: three field players and one substitutes. (A team must have a minimum of 2 field players). Players may only play on one team. There are no goalkeepers in 3v3.

**Proof of Age:** All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

**Age of Participants:** The age group of each team is determined by the birth date of the oldest player on the roster (see registration form for age group breakdown).

**Skill Level:** Teams are placed in divisions based on their players' competitive experience. Teams that have one or more players with any competitive experience will be

bracketed in the competitive division. **A team with no competitive experience will be in**

**a recreational bracket.**

**Uniforms:** All players in their team must wear the same color jersey/shirts during play. No jewelry or hard hair fasteners will be allowed. All players must wear shin guards completely covered by socks.

**Field Dimensions:** The playing field is 40 yards long by 30 yards wide for ages U10 and up. U8 and younger play on 30 x 20 yard field. The goals are 4 feet high by 4 feet wide.

**The Goal Box:** The goal box is an 8foot x 8foot box in front of each goal. There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or the player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a penalty kick will be awarded. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. **Substitutions can not be made on the fly!**

**Kick Off:** May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

**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 and moves one full rotation.

**Five Yard Rule:** In all dead-ball situations, defending players must stand at least five yards away from the ball.

**Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner or penalty kicks.

**Goal Kicks:** May be taken from any point of the end line.

**Penalty Kicks:** shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by a flagrant infraction. Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**No slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick is awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**No Offsides in 3v3 Soccer!**

### **3 VS 3 Point System**

Round Robin Point System

Six points for win

Three points for a tie

Zero points for a loss

One point for each goal scored up to a maximum of 4 per game.

#### **TIE BREAKER**

1. Head to Head Competition.
2. Goals Allowed.
3. Shootout (Best of 4)