

Statik Soccer Center

Rules for 3v3 Soccer

Teams will be placed into divisions based upon age and gender. Any team or player determined by the League Director to have falsified age will be dismissed from the league. Teams that span more than one age group will be placed into the division of the oldest player on the team. The league administration will make every effort to place teams into divisions with according age.

Field Dimensions:

The playing field is 58 feet long by 25 feet wide. The goals are 3 feet high by 4 feet wide.

No Offside in 3v3 Soccer!

No Slide Tackling:

Players must stay upright and “on their feet” and may not make contact with an opposing player.

Goal Scoring:

U8 and Above: 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: Cannot be touching the mid-line). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

U7 and Below: Rule does not apply.

The Goal Box:

The goal box, approximately 6 feet wide by 3 feet long, is directly in front of the goal. The goals are approximately 3 feet high by 4 feet wide. There is no forward 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 or bounces off the wall in the plane of the goal box the ball can be played by either team. Defending team can dribble or kick out. Offending team can dribble or kick out in order to then proceed to scoring goal. Any part of the player’s body past 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 in forward motion, if the ball is touched by the defensive team, a PK from the center line will be awarded. If the

offensive player touches after the ball has broken the plane, the game continues unless it was kicked into the goal in which the ball restarts in the middle for the Defending Team. A ball rolling in sideways motion can be played. The plane of the goal box extends upward.

U7 and Under: The above rule does not apply. Although, a player standing in the box is discouraged in order to encourage more active playing by remaining outside of the box. This will be left to the coach and ref discretion.

Game Duration:

The game shall consist of two 14-minute halves separated by a two minute halftime period for U8 and Up, adults two 15- minute halves separated by a one minute halftime period. For ages U7 and below, there will be four 6- minute quarters with a 1 minute halftime, and quick water break in between quarters. Home rules or referee will determine which team kicks off and which side each team defends before the start of the game. Games tied after regulation play shall end in a tie, except in the Quarterfinals, Semi-Finals or Finals. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no time-outs during 3v3 games unless a major injury has occurred. This will be at refs discretion. If there is an injured player on the field, it is the coach's responsibility and duty to get him/her off the field as fast as possible. The ref will determine whether to add time or not. All play should continue until ref blows the whistle even if time ends on the scoreboard.

Quarterfinal, Semi-final or Final Overtime:

Shall consist of a 2-minute overtime period with a coin toss to decide kickoff/direction. No golden goal. The full 2 minutes allowed will be played. If no team has scored in the 2-minute overtime, the winner shall be decided by Penalty Kicks. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players may kick twice.

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) or in the case of a Box Rule. It is a direct kick taken from the center of the midfield line with all players behind the mid-field line and the player taking the kick. In case of a Penalty Kick during the game, the players may continue play as soon as ball is touched. In the case of Penalty Kicks during Quarterfinals, Semifinals or Finals as a tie breaker, the ball is a "dead-ball" and does not continue to be played.

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 from mid-line to opposing team. An unintentional hand ball going into goal or not, will result in an Indirect Kick from the Center of the mid-line with the exception of U7 and below who will have a direct kick.

Fouls:

Fouls are called at refs discretion and not up for discussion. Along with basic soccer fouls, a player may NOT "hockey check" a player against the wall or prevent player from running with arm against wall. Cleats cannot be showed at any time (e.g. kicking ball backward and displaying cleats to player behind them). After a foul, the ball will be played from Center of the mid-line with an Indirect Kick with the exception of U7 and below who will have a direct kick.

Cautioned Players (Yellow Card):

Players that receive two yellow cards in one game will result in a red card. (Please see Red Card rule) Any player accumulating three yellow cards during a tournament or league games will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card):

Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. 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 and premises for the duration of the event or season.

Coach/Parent Ejection:

Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or facility official must leave the facility 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:

All free kicks will be taken from middle of center line. Players may be anywhere on the field, however, must be outside of circle.

Kick-Ins:

The ball will be restarted from the middle.

Indirect Kicks:

All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of penalty kicks. This rule only applies to age groups using Box Rule. Age groups U7 and below will have all direct kicks.

Kick Off:

Kicks may be taken in any direction.

Number of Players:

Six is the recommended number of players on a team; three field players and three substitutes (a minimum of 2 field players). 6 players are recommended for 3v3 Soccer. There is no max roster. Coaches would be wise to consider amount of playing time for each player with a high roster. Players may play on more than one team so long as fee is paid for each team. No goalkeepers.

Player Registration:

All players must be registered on their team's registration form before the league or tournament begins (player must be on roster before the first game). Any team or player determined by the League Director to

have falsified age or skill level will be dismissed from the tournament/ league. Tournament/league officials have the right to demand proof of age for any player included on the roster.

Substitutions:

Substitutions may be made at any time, regardless of possession, with special care to not disrupt the game.

Schedule Changes:

It is the responsibility of the coach or team captain to check the schedule for any changes before each game (you may not be notified of changes).

Delay of Game:

Any player may be cautioned with a yellow card if it deemed by the referee that the player is intentionally time wasting.

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 10-0 win for the opposing team.

Protests:

Protests will not be tolerated. Nor will any yelling, commenting or gesturing at the referee. No exception.

Age of Participants:

The age group of each team is determined by the birth year of the child. Children will be grouped depending on the amount of players and team to each age group. The League Director has full discretion in this decision to determine what benefits teams more and most importantly keeps players the safest. The owner and directors of the facility reserve the right to ask for birth certificates.

There will be no co-ed teams.

Exception: Youth ages may have to have boys and girls mixed in order to have enough to make a bracket. For 3v3 male brackets, a female can play on a male team but a male cannot play on a female team in the female bracket. This is done at players own risk.

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:

Uniforms are optional but recommended. Pinnie's are available for one team or the other but it is preferred that each team has at least the same color shirts. The referee will determine which team will wear the pinnies'. Owners of facility, both coaches and referee must approve players wearing protective cast, hard cast will not be allowed unless it is covered. No jewelry will be allowed whatsoever, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets that cannot be removed.

Equipment:

All players must wear shin guards. Any player without shin guards will not be allowed to play, no exceptions. A size 4 ball will be used for ages U8 and above up to Adult, size 3 for U7 and below, size 5 for Adult. Cleats or turf shoes can be used (not metal cleats). Shin guards are required unless the specific League Coordinator allows an exception.

The owner, managers and manager assistants have the right to move or reschedule games, as well as the right to shorten game times.

All players must be registered and paid for before stepping onto the field. No refunds will be given after the player has registered.

Rules are subject to change at owners, managers and assistants discretion.