

## 3 v 3 RULES

**NUMBER OF PLAYERS PER TEAM:** Six is the maximum number of players on each team's roster: three field players and three substitutes, but teams are allowed less than six players if they choose.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine possession and direction before the start of the game. There are no timeouts and the Game Clock does not stop in 3v3 games. The Referee has the official time on the field.

**Substitution:** Substitutions may be made during any dead-ball situation, Substitutions may **NOT** be made on the fly! Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks are dead ball situations.

**GOAL BOX:** The goal box, ten feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An **INFRACTION** occurs if a defender touches the ball in the goal box, a *penalty kick* is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box **MAY** result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are approximately 4 feet high by 8 feet wide.

**KICK OFF:** May be kicked 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). The kick off is an indirect kick.

**KICK-INS:** The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

**DIRECT & INDIRECT KICKS:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded

within five yards of the opposing goal box, the ball will be moved back to five yards from the box. It is the referee's discretion where the ball will be placed.

**GOAL KICKS:** May be taken from any point of the end line. All Goal Kicks are indirect kicks.

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

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

There are no Goalkeepers in 3v3 Soccer. No Off-sides in 3v3 Soccer! **No Slide Tackling** in 3v3 Soccer: If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be 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, so long as no contact is made with an opposing player. Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).