

3v3 Rules

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 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.

The Goal ARC/BOX:

The goal ARC, ten feet wide by six feet long, is directly in front of the goal. The goals are four feet high by six feet wide. 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 penalty kick will be awarded. If the offensive player touches after the ball has broken 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 two minute halftime period. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. 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 time-outs during 3v3 games.

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 mid-field 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.

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 Club Director 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 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 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 moves one full rotation.

Indirect Kicks:

All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner/penalty kicks.

Goal Kicks:

May be taken from any point on the endline.

Number of Players:

Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). *5 Players are recommended for 3v3 Soccer.* Players may only play on (one) team per division. There are no goalkeepers in 3-v-3.

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 mid-field. No on the fly substitutions.

** The Club Director will have final say on all disputes and interpretations of League Rules*