

## **3v3 Guidelines**

**ROSTERS:** Format 3v3, maximum of 5 players/team.

**AGE:** U11-U12, U13-U14, U15 & UP

**GENDER:** Coed

**SUBSTITUTIONS:** Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the in bounds play. Players/coaches must get referee's attention to sub. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

**QUALIFYING PLAYING AREAS:** During play if a ball strikes a qualifying playing area (divider nets, ceiling, walls) play is stopped and restarted with an indirect kick for non-offending team. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar, cone and remains in the field of play.

**GAME DURATION:** The game shall consist of two 12 minute halves OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

**OVERTIME:** No overtime period until playoffs.

**HOME TEAM:** The Home team is listed first on the schedule and will wear the lighter color.

**EQUIPMENT:** All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear.

It is not the referee responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment.

Each team member must bring a light and dark shirt.

**GOAL SCORING:** A goal may be scored from a touch on the offensive half on the playing field. Offensive half will be marked by colored markers on the perimeter of the field.

**TIEBREAKERS:** In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

**NO OFFSIDE IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER**

**FIVE YARD RULE:** In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

**KICK-INS:** The ball shall be kicked into play from the sideline.

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

**GOAL KICKS:** May be taken from any point on the end line.

**KICK OFF:** May be taken in any direction.

**CLOCKS:** Clock will continue to run during any injury to allow games to run on time.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the 'midfield (half field), with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**PLAYOFF OVERTIME:** TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period.

**SCORING (IN POOL PLAY):** 3 points for a win; 1 point for a tie and 0 points for a loss.

**FORFEITS:** A forfeit is scored as 5-0

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**PLAYER EJECTION (YELLOW/RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game.

If it's a tournament setting the tournament director may eject a player for the rest of the tournament. Teams still play with 3 on the field.

- **YELLOW CARD:** Yellow card results in player suspended for the remainder of the half, a sub can replace this player.
- **SECOND YELLOW CARD:** A second yellow card to the same player results in player suspended for the remainder of the game, a sub can replace this player. The player responsible is suspended for the next game also.
- **RED CARD:** A red card results in player suspended for the remainder of the game, a sub can replace this player. The player responsible is suspended for the next game also.

**SPORTSMANSHIP:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

**REFEREE:** Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.