



3v3 Soccer Rules

FIFA rules apply if not modified within.

The following rules have been designed to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in Etowah Parks and Recreation 3v3 Soccer League. Any questions concerning these rules should be directed to Etowah Parks and Recreation 3v3 Event Staff.

TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, etc.

Team Registration: Teams must register and pay all team fees to participate in the league. Teams should register into divisions based upon age, gender and playing experience. Any team or player determined by Parks and Recreation Staff to have falsified age or skill level could be dismissed from the league. Teams that span more than one age group must register in the division of the oldest player on the team. Teams are responsible for registering in the appropriate division.

Official Team Roster Form, Player Registration & Proof of Age Requirements: Each team must complete the Official Team Roster Form and Waiver, and submit the form to the Etowah Parks and Recreation Staff PRIOR TO July 2, 2010. All players must be listed on the Official Team Roster prior to the team's first scheduled game time. Teams cannot add players after the start of their first game. Parks and Recreation Staff and officials have the right to demand **Proof of Age** for any player included on the roster.

Number of Players: 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 chose. (A team must have a minimum of 2 field players). Players may only play on one team per division.

Playing Ages: A player's age as of July 1 2010 determines the age division that they are eligible to play in. *A child born on 6/25/1999 would be 11 years old on July 1 so they would be eligible to participate in the 12U or higher divisions.

Falsifying Ages: The Etowah Parks and Recreation 3v3 Tournament Director / Event Director may dismiss any team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level from the tournament; and potentially future events. This act of non-sportsmanship will not be tolerated by Etowah Parks and Recreation.

UNIFORMS: All players must wear matching jerseys/shirts during play. No hard casts, jewelry except medical alert tags, or eyeglasses will be allowed. Sport goggles are allowed.

TOURNAMENT EQUIPMENT:

Shin guards are mandatory and will be checked prior to play. No hard casts, jewelry except medical alert tags, or eyeglasses will be allowed. Sport goggles are allowed. Ball size is as follows: U7-U8 = Size 3, U9-U12 = Size 4, U14 = Size 5. Teams are responsible for providing game balls.

FIELD DIMENSIONS:

For all youth age divisions the field size will be 35 yards long by 25 yards wide. For the adult division the field size will be 40 yards long by 30 yards wide. The goal box is 10 feet wide by 6 feet long positioned directly in front of the goal.

RULES DURING PLAY:

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 direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game.

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). The kick off is an indirect kick.

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 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. This is an indirect kick.

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.

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) 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.

Goal Box: There is NO ball contact allowed within the goal box, however all players are allowed to pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to rest within 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 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 this plane, a goal will be awarded to the offensive team. *If an offensive player touches the ball after it has entered this plane, a goal kick will be awarded to the defensive 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 direction of play prior to the penalty.

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

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no Goalkeepers in 3v3 Soccer. **No Off-sides in 3v3 Soccer! No Slide Tackling:** 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.

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).

Protests of Rules: Referee calls are final

Referee judgment calls are NOT grounds for a protest.