

# RIO RANCHO SOCCER CLUB

## 3v3 Summer Program Rules

### FIFA LAWS APPLY WITH EXCEPTIONS

Updated June 2008; 3v3 Rules based on 3v3 Kick-it and 3v3 Live Rules

Except as otherwise noted in these Rules, the FIFA Laws will govern the play of all games in this program.

**DIVISION GUIDELINES:** Age divisions are determined by the age of the oldest player on August 1, 2008.

**TEAM REGISTRATION:** Eight is the maximum number of players on a team; three field players (A team must have a minimum of 2 field players). There are no goal keepers in 3-v-3. Roster changes, substitutions and additions, must be made before the beginning of a team's first game. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the program.

**TEAM UNIFORMS:** All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt or pinneys. If both teams are wearing the same color the first team listed in pool play will determine the team to change uniforms.

**PROGRAM EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Ball sizes are: U6-U8 size 3, U9 - U12 size 4, U13 – U16 size 5.

### FIELD DIMENSIONS:

- U6-U8 shall play on a field that 20 yards wide by 30 yards long
- U9 and above shall play on a field that us 30 yards wide by 40 yards long

### GOAL and GOAL BOX:

The goal itself shall not exceed four feet high by eight feet wide. The goal box is ten feet wide by six foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest on 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. The plane of the goal box extends upward. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team.

### GAME START AND DURATION:

The game shall consist of two 18 minute halves separated by a two minute halftime period. Games tied after regulation play shall end in a tie. Teams shall report to assigned fields a minimum of 10 minutes prior to assigned start time. In the event that a team is not readily available at game start time, the game shall begin by starting the time clock and one (1) goal will be awarded to the opposing team for each minute that team is late. The team may report and the game will commence and finish based on timekeepers clock. In the event any team is more than 5 minutes late for the start of their game, that game will be forfeited. There are no time outs in 3-v-3 soccer.

### 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. There are no substitutions on the fly.

**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.

## **THERE ARE NO OFFSIDES IN 3-V-3 SOCCER**

**NO SLIDE TACKLING IN 3-V-3 SOCCER:** If a player is sliding, no contact is 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.

**FIVE YARD RULE:** In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be 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 instead of throw in.

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

**GOAL KICKS:** May be taken from any point on the end line, and not in or on the goal box.

**KICK OFF:** Is an indirect kick and may be taken in any direction.

**PENALTY KICKS:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field 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.

**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).

**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 will automatically be suspended for their next game (no exceptions).

**Player Ejection (Red Card):** Referee's 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 or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

**FORFEITS:** Any team forfeiting two consecutive games will be removed from the Program. Registration fee is nonrefundable.

**PROTESTS:** THERE ARE NO PROTESTS. All problems will be resolved by the Head Referee or Program Director.

**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.

**INCLEMENT WEATHER:** In the case of inclement weather rain and or lighting in the area. Games will be postponed and rescheduled if possible at the Referee's and Program Director's discretion.

**SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE HEAD REFEREE AND PROGRAM DIRECTOR.**