



## **3v3 Summer Series Rules**

\*FIFA rules apply if not modified below\*

### **Field Size**

The playing field is approximately 30 yards long and 20 yards wide with a 6-foot arch in front of the goal.

### **Game Duration**

The games are two, 10-minute halves, with a 2-minute halftime. Games during Pool Play that are tied after regulation will end in a tie. The Referee has the official time on the field.

### **Substitutions**

Substitutions may be made during any dead-ball situation, regardless of possession.

### **Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks**

**Kick Off** - May be kicked in any direction. It is an indirect kick; therefore a player cannot directly score from it unless another player touches the ball before it goes into the goal.

**Kick Ins** - The ball shall be kicked into play from the sideline, rather than a throw in. The ball is considered in play when the ball is touched and changes position. This is an indirect kick.

**Direct and Indirect Kicks** - All dead-ball kicks are indirect except for corner kicks and penalty kicks. 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 on the endline. All goal kicks are indirect kicks.

**Penalty Kicks** - Will be awarded, in the referee's opinion, a scoring opportunity was nullified by an infraction. 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.

### **Goal Keepers / Off-sides / Slide Tackling**

There are no Goalkeepers in 3v3 soccer.

There are no Off-sides in 3v3 soccer.

There is no slide tackling in 3v3 soccer. 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.





### **The Goal Box**

There is not ball contact allowed within the goal box, however, **all players may pass through the goal box if they do not touch the ball while in the box**. If the ball comes to a rest in the goal box, or on the goal box line, 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 the goal box, **a goal will be awarded** to the offensive team. If an **offensive player touches the ball** after it has entered the goal box, **a goal kick will be awarded** to the defensive team, and a goal will not be counted if scored.

### **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 and cannot be touching the midline). 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.

### **Points System**

Win = 3 points

Tie = 1 points

Loss = 0 points

**4 Team Division:** 3 group games, the team with the highest point total are the Champions

**6 Team Division:** 2 groups of 3 teams, at the end of group play, then 1 vs 1, 2 vs. 2, and 3 vs. 3. The winner of 1 vs. 1 will be the Champions

### **Tie Breakers**

1. Head to Head
2. Goal Difference
3. Goals Scored
4. Goals Conceded
5. Full Field Shots

\*Championship Game tie after full time will go to 3 Full Field Shots

