



3v3 Air Arena Rules

FIFA rules apply if not modified below

Field Size

Field size will vary depending on inflatable boundary.

Game Duration

The games are 15 minutes with a running clock. 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 on the fly or during any dead-ball situation, regardless of possession. Only 3 players per team are allowed on the field at a time.

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 a handball or foul. If a free kick is awarded within five yards of the opposing goal, the ball will be moved back to five yards from the spot of the foul. It is the referee's discretion where the ball will be placed.

Goal Kicks - May be taken from any point within 2 yards of 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 field 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 in the goal.





Points System

Win = 3 points

Tie = 1 points

Loss = 0 points

6 Team Divisions: 1 group of 5, the team with the most points wins the group.

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

