



3v3 RULES

Player/Team Registration:

- All teams must check in at the registration table at least 30 minutes before the start of their first game and provide the team roster and signed waiver for each team member.
- Players may be required to show proof of birth date at this time (e.g. copy of birth certificate, player pass, passport, etc) if it is proposed that a player has been put into a division they are ineligible for. Any player determined by the event director to have falsified age will be dismissed from the tournament/league. All games played with an ineligible player shall be forfeited.
- A team can have up to 8 players on a roster.
- NO PLAYER may play on two teams in the same age group / division.
- A team can field no more than 3 players at any time.
- Co-Ed teams must have at least 1 female player on the field at all times. This only applies to our Adult Co-ed division for Summer 2021, as some of our teams are in a co-ed division but are not true co-ed teams.
- A minimum of 2 players must be present to start the game.

Field Dimensions:

U8 and older: 40 yards long by 30 yards wide. U4 – U6. 30 yards long by 20 yards wide.

Equipment:

Age appropriate ball size, U5-U8 size 3, U9-U12, size 4, U13-Adult, size 5.

Shin guards required; cleats recommended but not required.

Each team must have 2 different colored jerseys. In case of conflict the home team will change.

The home team is listed first on the schedule.

Coaches/Spectators:

Each team will be allowed no more than 2 adults (coach/parent) on the coach's sideline of a game.

Spectators must remain on the opposite side of the field.

Game:

Games will start as scheduled – 5 minute grace period.

Two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first.

Home teams are listed first on the schedule and get the kick-off. Kick off may be taken in any direction.

Teams will switch sides at halftime and the opposite team will receive the kickoff.

Substitution can be made on any dead ball by notifying the referee.

Goal kicks are taken from any point on the end line. Corner kicks are taken from the corner designated.

All dead ball kicks are indirect, except corner kicks and penalty kicks.

Kick offs are indirect.

No throw-ins, all out of bounds restarts are from a kick-in where the ball left the field.

There are no off-sides. NO SLIDE TACKLING.

Slide tackling will result in a penalty kick for the other team.

Kickoff: Is indirect and may be played in any direction. A goal cannot be scored directly from a kickoff or a touch as the ball must be completely across the mid line.

Goal Kick, Free Kick AND Sideline Kick In: Are Indirect, the ball must only be touched and change position before being considered in play. Goal kicks may be taken from any point on the end line

outside of the penalty area. Kick Ins: The ball must be kicked in to play from the sideline rather than a throw in. The ball is considered In-Play when it is touched and changes position. **NO DRIBBLE-IN OPTION!**

Corner Kicks and Penalty Kicks: Are Direct. A PK is taken from the center of the mid line with all players on both teams behind the line. Only a goal or a goal kick shall be the result. A PK is awarded if, in the referee's opinion, a goal scoring opportunity was nullified by the infraction or a serious foul from behind.

Goal Box Rule: If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the goal box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned. Players are allowed to run through the goal box, just not to touch the ball.

5-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, in line with the place of the foul.

6 Goal differential rule: **NEW**, all age divisions and skill levels will implement a 6 Goal Differential Rule, where a team that is down by 6 goals or more may add a "4th player" to the field, while the team leading by 6 goals or more must still play with 3 players on the field. When the goal differential drops to a 5-goal differential, the team with 4 players on the field of play must remove 1 player to go back to a 3v3 situation. This scenario will continue for the entire game, based upon the score of the goal differential. The Referee will be responsible for letting the coaches know when it is appropriate to add a 4th player, and when to remove the 4th player from the field of play. Coaches may choose not to add the 4th player at their discretion, and roster size. 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

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) in their offensive half, 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, unless 2 players touch the ball before a goal is scored. See below for "Plane of the Goal / Net Interference." Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no Goalkeepers in Kick It 3v3 Soccer. No Off-sides in Kick It 3v3 Soccer! No Slide Tackling in Kick It 3v3 Soccer: If a player is sliding

Penalty Kicks / Goals:

A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction.

A penalty kick shall constitute a direct kick taken from the center of the half-field line with all players behind the half way line.

After the kick, the offensive team cannot touch the ball again until the defensive team has touched it. Goals must be scored in the offensive half of the field. No long ball goals.

The ball must be touched in the offensive half of the field by either an attacker or defender to count.

Player ejection (red card):

Referees have the right to eject a player, coach or spectator from the game.

Red card will result in a one game suspension.

If a male player gets red carded, the team must play with one male and one female on the field for the remainder of the game. If a female player gets red carded, the team may continue play with two males on the field for the remainder of the game.

Points for a match are as follows:

Win: 3 points plus a point for each goal scored up to 3.

Tie: 1 point plus a point for each goal scored up to 3.
Loss: 0 points plus a point for each goal scored up to 3.
A team will receive an additional point for a shutout.
A forfeited game is scored as a 12-0 win for the team that is present.

Advancement Tiebreaker will be decided by:

- 1.) points
- 2.) head-to-head competition
- 3.) Goal Difference in head to head games between the tied teams
- 4.) goals against
- 5.) a coin toss

Playoffs:

Length of games: 2 halves at 12 minutes each (running time clock) with a 5 minute half time. Kick off will be decided by a coin toss. Playoff Overtime shall consist of one 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. • Shootout. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

The Pueblo Rangers 3v3 Program Director will have the final say in any disputes.