



# Rules of the Game

## 3v3 Winter League

Updated 01/18/18

**Field Dimensions:** Field 60ft x 90ft

**Goal Size:** Width/Height – 4'x4' or 10'x6'

**Ball Size:** Older Divisions = Four (4), Younger Divisions = Three (3)

### **Player Equipment**

Shin-guards are **mandatory** for all players. Players will not be permitted to play without shin-guards. Standard soccer shoes or tennis shoes are allowed. Cleats shall be soft molded. Hard casts are only allowed with approval. Jewelry, watches, and other dangerous equipment must be removed during games.

### **Running Clock**

The clock will run continuously at all times. However, the clock may be stopped for an injury or any other extreme circumstance that may take more than a few seconds to resolve.

### **Game Duration & Substitutions**

**Younger Division (Ages 5-8):** Since there are only three (3) teams, the Round Robin Format will be used. Teams will play two (2) "mini" games and one (1) "mini" practice when not playing. Each mini game will last sixteen (16) minutes. If applicable, teams should sub at the 8-minute mark of each mini game (not a timeout, clock doesn't stop, quick switch).

**Older Division (Age 9+):** All games will consist of four (4) 10-minute quarters (total playing time = 40 minutes). There will be a 1-minute timeout break between quarters with a 4-minute halftime break after the second quarter (if needed). If applicable, teams should sub at the 5-minute mark of each quarter (not a timeout, clock doesn't stop, quick switch).

### **Scoring Goals**

Goals can only be scored from anywhere on the field. Goals cannot be scored directly from a goal kick, throw-in, corner kick, center kick-off or indirect free kick.

### **Players & Positions**

3v3 Micro Format. Teams should have three (3) position players and no goalkeeper on the field at all times. All players can roam the field as they see fit but teams are encouraged to have one (1) defender/trailer.

### **Goalkeepers & Goal Guarding**

No goalkeepers and no goal guarding. Defending team cannot contact the ball in the "no guarding zone" which will be marked. Violation results in a goal for the opposite team.

### **Kick Offs & Goal Kicks**

Kick-offs and goal kicks are taken anywhere from the goal line. Defending team must move back behind the center line. The ball is put in play by passing the ball to a teammate positioned in front of the first blue line. The defending team can actively defend once the team in possession brings the ball across the first blue line.

### **Corner Kicks**

Corner kicks are taken from the corner nearest where the ball crossed the goal line. Defenders must be 5 yards from the corner and can actively defend once the ball is put in play.

### **Throw-Ins**

No throw-ins. All balls that cross the side or touch line will be put in play by placing the ball on the side lines at point the ball went out of play and passing to a teammate. The defending team must be 5 yards off the line and can actively defend once the ball is put in play. EXCEPTION: When a team is putting the ball in play between the goal line and blue line that is closest to their own goal, it will be considered a goal kick (see above for details).

### **Fouls**

In the attacking zone (blue line to goal line):

Foul by the defending team: Spot of foul. Defenders 5 yards away.

Foul by attacking team: Ball placed on goal line and treated like a goal kick. See above.

In the midfield zone (between the blue lines). Ball is placed at the spot of the foul and the defending team must move behind the blue line or 5 yards, whichever is greater. Defending team may actively defend once the ball is received by the attacking team.

### **Indirect Free Kick Rule**

All infringements result in an **indirect free kick** (i.e. ball must be touched by another player before crossing the goal line). There are to be NO penalty kicks called during these games (players of this age are completely honest and do not commit deliberate fouls).

### **Offside, Penalty Kicks, Yellow/Red Cards**

There will be NO offside penalty or penalty kicks. Cards will not be utilized during any situations but Referee Coaches can verbally send-off any player that commits a "dangerous" foul.

### **Referee Coaches**

Two (2) on-the-field coaches will referee all games – one from each team. Referee Coaches should position themselves according the illustration below to avoid being an obstacle for the players. A large portion of the game is played inside the "Main Playing Area". **All other coaches from both teams must remain outside the playing area at all times.** If an infringement is called, Referee Coaches should explain to the players what happened and how to avoid making the same mistake in the future before re-starting the game. Sideline coaches are encouraged to assist in refereeing duties but must remain outside the active playing area at all times. Referee Coaches are expected to encourage, teach & assist **all players**, not just their own.

