

SCSYSL 3v3 Rules

Team Roster:

Six (6) is the maximum roster size for a team. There are no goalkeepers in 3v3 soccer. Player's may play on more than one team in the tournament but **ONLY** one team in an age group IE: A player may play up in age to a second team. If there is a schedule conflict, the player shall play for the team in the age correct division. Only SCSYSL registered players may participate in the tournament.

Number of Players:

The maximum roster size is six (6), minimum is three (3). No players may be added or removed from a roster once the tournament has started. There are no goalkeepers in 3v3 soccer.

Substitutions:

Substitutions may be made during any dead ball situation by either team. The referee shall suspend play until all substitutions are made.

Uniforms/equipment:

Shin guards are required. No jewelry is allowed except for a medical alert bracelet/necklace which **MUST** be taped to body. Hard casts are allowed but must be padded and approved by referee. In the case of a uniform color conflict, the home team shall change or wear pennies. Ball sizes shall be u8: #3; u10/12: #4; u14 and older: #5.

Scoring:

Games shall be scored the following way: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeit win is scored as 6-0.

Field Dimensions:

U8: 30x20 yards, U10 and up: 40x30 yards

Goal Box:

The goal box shall be 10x6 feet centered on the goal line. Goals are 6x4 feet. There is no ball contact allowed within the goal box, however, any player may pass thru the goal box. If the ball comes to rest with the goal box, a goal kick is awarded. The goal area line is part of the goal box and extends upward indefinitely. If a defensive player touches the ball within the goal area, a goal is awarded to the opposing team. If an offensive player touches the ball within the goal area, a goal kick is awarded.

Game Duration:

The game shall consist of two (2) 12-minute halves separated by a two (2) minute half time. Exception: if a team is ahead by 12 goals at half time or later in the match, the game is considered complete. The home team shall choose a side to defend prior to the game. The visiting team shall kick off. A team will be given a forfeit if at least three (3) players are not present at game time.

Start/restart of Play:

Kick-off:

The kick-off may be taken in any direction. A goal may not be scored directly from a kick-off.

Kick-ins:

The ball shall be kicked in from the sideline instead of thrown in. Kick-ins are indirect kicks. The ball is in play when it is touched and moves.

Five Yard Rule:

In all dead ball situations, defenders must stand at least five (5) yards from the ball. If the defenders' goal is less than five (5) yards than the spot of the foul, the ball will be placed five yards away from the goal in line to where the foul was committed and the goal.

Goal Scoring:

A goal may only be scored from a touch within a team's offensive half of the field. The ball must be completely in the offensive half of the field and may not be touching the half line. If a ball is played from the defensive half of the field and touches another player (defensive or offensive) before entering the goal, a goal is awarded. Otherwise, a goal kick is awarded to the opposing team.

Offside/Slide tackling:

There is no offside infraction or slide tackling allowed in 3v3 soccer. NO Slide tackling. Penalty: Indirect Free Kick.

Fouls / Sportsmanship:

Coaches are responsible for the conduct of themselves, bench personnel, and spectators.

Unless modified within these rules, FIFA rules will apply.

Cautions: A player or coach receiving two cautions (yellow cards) in the same game shall receive an expulsion (red card)

Expulsions: A player or coach receiving an expulsion (red card) shall sit out and not participate in any way for that game and be suspended for the next game. If a player receives the expulsion while on the field, that team shall play short for the remainder of the game (2 players left on field) and if a second player on the field from that team receives a red card during that game, his/her team shall forfeit that game.

Free Kicks:

All dead-ball kicks (kick-offs, kick-ins, free kicks) are indirect except for penalty kicks and corner kicks.

Penalty Kicks:

A penalty kick is awarded if, in the opinion of the referee, a goal scoring opportunity was nullified because of an infraction. Penalty kicks are direct kicks and are taken from the center of the half-way line with all players behind the half-way line. If a goal is not scored, the defensive team restarts the game with a goal kick.

Goal kicks:

May be taken from any point on the goal line.