

3v3 League Rules of the Game



All Referee decisions are final!!!

All FIFA rules apply if not modified below.

All House rules apply if not modified below.

Field Dimensions

- Field – 110' x 79'
- Goal Box – 6 feet long by 10 feet wide
- Goals – 4 feet high by 8 feet wide
- Regulation outdoor soccer ball

No player is allowed to touch the ball within the goal box, however, any player may run through the goal box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball inside the goal box, a goal kick is awarded to the defensive team.

Off-sides

There are no off-sides in 3v3.

Goal Scoring

A goal may be only be scored by a team from their attacking half. All dead balls, with the exception of corner and penalty kicks, are Indirect.

Game Duration

Each game will consist of two 12 minute halves or the first team to reach 12 goals, whichever comes first. Half time is 2 minutes long. There are no timeouts.

Penalty Kicks

During a match, a penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It will be a direct kick taken from the middle of the half line, and all players must stand behind the half line. There is no following the shot. If it goes in, a goal is awarded. If it goes wide, high, short or hits the post and bounces out, it is a goal kick for the defending team.

Five Yard Rule

For all restarts, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Sliding

There is no sliding period. No slide tackling or sliding for the ball.

Ball

A regulation outdoor soccer ball will be used.

Kick-ins

All out-of-bounds are kick-ins. There are no throw-ins. All dead balls, with the exception of corner and penalty kicks, are Indirect.

Indirect Kicks

3v3 League Rules of the Game

All dead balls (out-of-bounds, goal kicks, free kicks, kick offs), with the exception of corner and penalty kicks, are Indirect.

Goal Kicks

Goal Kicks can be taken from anywhere on the goal line or inside the goal box area.

Number of Players

The maximum number of players on a roster is 8. However, the maximum number of players who can play per game is 6. This includes a maximum of 3 players on the field at a time. 2 players are required to begin play and to finish a match. There are no goal keepers.

Subbing

Subbing may only take place when the ball is out of bounds, after goals and at the start of the 2nd half. There is no subbing on the fly or on restarts.

Kickoff

After goals and to start both halves, the kickoff may be played in any direction.

Player Registration

All players must be registered with their team registration prior to starting the first game.

Registration Process

Registration must be completed a minimum of one hour before your first game. Team registration can only be accepted in full by the team representative. Three things are needed for registration:

- Payment in full
- Waivers completed (can be completed online, if not, we will have copies available)
- Copies of Birth Certificates or Player ID Cards (please bring copies, if not, we can make copies for you)

Player Ejections

Referees have the right to eject a player from a game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two or three players. The ejected player will also be suspended for the following match.

Scoring System

- Win – Six points
- Tie – Three points
- Loss – Zero points
- Bonus – one point for each goal scored up to a maximum of 5.