



3v3 Soccer

Laws of the Game

NVYAA 3v3 Soccer

Games will be played with the official FIFA soccer rules. Any exceptions to the FIFA rules will be listed below.

Number of Players Per Team:

A team can roster a maximum of 6 players - three field players and three substitutes. Teams are allowed to roster less than six players (A team must have a minimum of 2 field players).

Game Duration

- The games are 2 - 10 minute halves.
- Home team will start with possession.
- If the game is tied after regulation play shall proceed to 3 penalty kicks per team.
- The Referee has the official time on the field.

Substitution:

- Can be made at any dead ball situation regardless of possession. Teams must get the referees attention and player can only enter/exit at mid field

Kick Offs / Kick Ins / Direct and Indirect Kicks / Goal Kicks / Penalty Kicks:

Kick Offs

- May be kicked in any direction.
- You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).
- The kick off is an indirect kick.

Kick-ins

- The ball shall be kicked into play from the sideline, rather than thrown in.
- The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.
- The ball must be stationary before it can be kicked in

Direct and In-Direct Kicks

- All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks, and penalty kicks.
- Indirect kicks must only change position before the ball will be considered in play.
- If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the box.
- It is the referee's discretion where the ball will be placed.

Penalty Kicks

- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card).
- Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line.
- Penalty kicks are dead ball kicks.
- If a goal is not scored, the defense obtains possession with a goal kick.

Goal Kicks

- May be taken from any point of the end line. All Goal Kicks are indirect kicks.

Five-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 box in line with the direction of play prior to the penalty.

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.
- See below for "Plane of the Goal / Net Interference."

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:

- There are no Goalkeepers in 3v3 Soccer, we don't play with offside and no slide tackling is allowed.
- If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED.
- 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 out-of-bounds.

Hand Ball Clarification

- Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following:
 - (1) A penalty kick (at the discretion of the referee)
 - (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Field Dimensions

- The playing field is 20 yards by 30 yards for U10 and up
- The playing field is 30 yards by 40 yards for U6 and U8.
- The goals are 4 feet high and 6 feet wide.

The Goal Box

- There are no goalkeepers in 3v3.
- The goal box is 8 feet wide and 5 feet long and are located directly in front of the goal.
- The lines of the goal box are considered part of the goal box.
- There is no ball contact allowed within the goal box, however, **all players may pass through the goal box as long as they do not touch the ball while in the box.**
- If the ball comes to a rest in the goal box, or on the goal box line, a goal kick is awarded regardless of who touched the ball last.
- Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such.
- 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.

Plane of the Goal / Net Interference

- A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play
- If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal).

Delay Of Game / Forfeit / Overtime

Delay of Game

- The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.
- Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Forfeit

- Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit.

Play-off Penalty Kicks

- If there's no winner after the official game time the game will go to shout-outs.
- A coin toss will decide team-kicking order.
- A team may choose any 3 players to 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.