

SCSYSL 3v3 Rules

Team Roster

Three (3) is the minimum roster size. 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 on a U8 team and U10). If there is a schedule conflict, the player must play for the team in the age correct division. Only SCSYSL registered players may participate in the tournament.

Number of Players

There are 3 players from each team during game play. No players may be added or removed from a roster once the tournament has started, with no exceptions. There are no goalkeepers in 3v3 soccer.

Substitutions

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

Uniforms/equipment

Shin guards are required and should be completely covered by socks or sweatpants. 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 u6/8: #3; u10/12: #4; u14 and older: #5.

Home teams will wear their blue jersey. Away teams will wear their white/gray jersey. An undershirt is recommended for quick uniform changes. Home teams are always listed first.

Points for Standings

Points 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.

Alternatively, bracket style of play may be used if each team receives a 3-game guarantee. If a team has won all its games during bracket play and loses at the championship game, there will be an additional championship game played.

If this loss happens outside of bracket play, there will NOT be an additional game played.

Tie Breaker

In the event a non-championship game results in a tie, a shootout will occur at a designated field.

Championship games resulting in a tie will conclude with a 5-minute overtime period. If the result is still a tie, a shootout will be used on the game's playing field to determine the winner of the game.

Tie Breaker PK Distance for Tie Breakers

U8/10: 10 yards

U12/U14: 15 yards

Field Dimensions

U8/U10: 30x20 yards or larger, U12/U14: 40x30 yards or larger

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 within 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 and will result in a goal kick for the defending team.

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 Infraction

There is no offside infraction allowed in 3v3 soccer.

Slide tackling

There is **NO** Slide tackling allowed in 3v3 soccer. Penalty: Indirect Free Kick. If a player receives 2 infractions for slide tackling within 1 game, the player must sit out the rest of that game. If a player sits out in more than 1 game, that player will be ejected from the tournament. In the event an ineligible player results in a team roster size violation, the team shall forfeit its remaining games.

“Headers”

Headers are not permissible in the U8 or U10 divisions. This includes accidental/incidental headers.

Penalty: Indirect free kick awarded to opposing team; regardless of injury to player playing the ball with their head.

Headers are permitted in the U12 and 14 divisions.

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.

Situations that these rules do not address are the decision of the tournament director.

These rules effective 10/11/2022