

3v3 Summer Friendlies Rules



All Referee decisions are final!

All FIFA rules apply if not modified below.

All House rules apply if not modified below.

2009 and Older Field Dimensions (nearly 2/3 of the full field)

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

2010 and Younger Field Dimensions (same as Turkey Bowl, played across the width of the field and 2 games at once)

- Field – 40' x 79'
- Goal Box – 3 feet long by 6 feet wide
- Goals – 3 feet high by 5 feet wide
- Half Line – the half line is represented by a black dot in the center of the field. The referee will determine all half line decisions

Off-sides

There are no off-sides in 3v3.

Goal Scoring

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

Goal Box

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. The ball must be physically in the goal box for a defender to touch the ball and be awarded a goal in the air or on the ground. If one foot is in the box, while the other foot is outside of the box touches the ball, play continues and no goal is awarded. If a ball stops dead in the goal box, the whistle will be blown and a goal kick will be awarded.

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 comes back into play, it is a goal kick for the defending team.

Five Yard Rule

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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.

Substitution

You may only sub when balls are out of bounds, after goals and the start of the 2nd half, with permission of the referee. Substitution is not allowed on the fly or on free kicks (fouls).

Indirect Kicks

All dead balls (out-of-bounds, goal kicks, free kicks, kick offs), except for 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 per night is 6. Each night you can bring different players, but a maximum of 6 per night. 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.

Kickoff

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

Registration Process

To join the Friendlies you must pay for one night (\$60 per team). After you pay for one night, you can register for additional nights and pay in the office prior to your games.

Roster/Waiver

On your first night you should check in with the office and turn in your roster for that night. Each player's parent must sign the waiver on the roster. Because your roster can change each night, on future nights, send any new parents/players into the office to sign the roster/waiver.

Protests

These are Friendlies, there are no protests. If you feel someone has an illegal player you should let the office know and we will address it for the next night.

Scheduling: Schedules will be completed 1 week in advance. Games start at 5:00pm with the youngest age groups starting first. Please notice in the date options, each age group has two lists of dates to help with appropriate competition: if you are a 2008 team, there are nights that you are matched with 2009's and another set of nights that you are matched with 2007's. You win some, you lose some, it doesn't matter. These are all friendlies.

Coach/Player Ejections

Referees have the right to eject a coach or a player from a game for continual disobedience or as a result of an incident that warrants sending off. The ejected coach or player will be suspended for the remainder of that match

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and the following match. The game will continue. The team must play short-handed for a full 5 minutes, regardless of whether or not a goal is scored. The ejected player or coach must leave the facility.

Scoring System

Standings will not be held for the Friendlies.