

Field Dimensions

Regular size fields are Length 35-40 yards, Width 25-30 yards. U8 and Under will play on smaller fields with Length 25-30, Width 15-20.

Goals are 4 feet high by 8 feet wide. The Goal Box is 12 feet wide by 8 feet deep, and center circles are 10 yards in diameter (5 yard radius).

Goals & Goal Boxes

The goal box, 12 feet wide and 8 feet deep, is directly in front of the goal. No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box

The box rule is only invoked if a player touches the ball when either any part of the player or the ball is in the box. The box area extends upward from the lines. Touching the ball in the air above the box is a violation.

If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

A goal can only be scored when last touched (by either team) while in the OFFENSIVE half of the field. A goal cannot be scored directly from a kick off. For a goal to be awarded during a kick-off, the ball must first be kicked completely off the halfway line, into the offensive half of the field. If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded.

Game Duration

The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director, will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no timeouts in 3v3 soccer.

Standings

Games in Qualifying Play will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss.

Tiebreakers – after Qualifying Play – Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) goal difference in qualifying play, 3) most goals scored in qualifying play, 4) least goals allowed, 5) if head coaches agree, a coin toss, if not, a shootout. Ties between three or more teams will be broken by; 1) goal difference in qualifying play, 2) most goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first-round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

Additional Rules

NO OFFSIDES and NO SLIDE TACKLING IN 3V3 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards (15 feet) 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 infraction.

KICK-INS: The ball shall be kicked into play from the sideline instead of a throw in.

RESTARTS: All dead ball kicks to restart play (kick-ins, free kicks, kick-offs), with exception of corner and penalty kicks, are considered to be indirect free kicks. The rule defining when a kicked ball is in play after the first touch in a restart is from full sided soccer. Our rules do not alter that rule in any way. In the full sided game of soccer, the ball is considered in play when it is kicked and moved. The distance to be moved is minimal and the kick need only be a touch of the ball with the foot in a kicking motion or being dragged with the top or bottom of the foot. Simply tapping the top of the ball with the foot or stepping on the ball is not sufficient.

GOAL KICKS: May be taken from any point on the endline, and not in the goal box area.

KICK OFF: May be taken in any direction. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offense half of the field when last touched, no goal will be awarded).

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the halfway line with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.