

CYS 3v3 Soccer Rules

RULES OF THE GAME *FIFA rules apply if not modified within*

Teams will be placed into divisions based grade levels. Some division may play different grade levels.

Field Dimensions: The playing field is 35 yards long by 25 yards, venue permitting. The goals are four feet high by six feet wide.

No Offside in 3v3 Soccer!

No Slide Tackling: Players must stay upright and "on their feet".

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (Ball must be completely on the offensive half of the field: Cannot be touching the midline). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

The Goal Box: The goal box is directly in front of the goal. The goals are four feet high by six feet wide. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches after the ball has broken the plane, a goal kick will be awarded. The plane of the goal box extends upward. The field official has final ruling on the ball being in the goal box.

Game Duration: The game shall consist of two 10-minute halves separated by a two minute halftime. A coin toss will determine direction and possession before the start of the game. The team winning the coin toss will choose which goal to defend and the other team will kick. Games tied after regulation play shall end in a tie. A team, at the discretion of the referee, will forfeit at game time if they are not present. There are no timeouts during 3v3 games.

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). It is a direct kick taken from the center of the midfield line with all players behind the midfield line and the player taking the kick. This is a "deadball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

Hand Ball Clarification: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule). Players receiving a yellow card must leave the field of play; a substitute player may be brought in. The player receiving the yellow card must remain out of the game a minimum of 3 minutes.

Player Ejection (Red Card): Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three, four or five players. The player receiving the red card will automatically be suspended for their next game (no exceptions) AND subject to further action by the Sportsmanship Committee. Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the league and banned from the facility.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or league official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team. Officials will report ejections to the league for further action due to violation of the League's Code of Conduct.

Five Yard Rule: In all deadball 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 place of the penalty.

Kickins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation.

Indirect Kicks: All deadball kicks (kickins, free kicks, kickoffs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point on the endline.

Kick Off: May be taken in any direction. A goal cannot be scored from a Kick Off.

Number of Players: Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). *5 Players are recommended for 3v3 Soccer.* Players may only play on one team. There are no goalkeepers in 3v3.

Player Registration: All players must be registered via the league website to participate.

Substitutions: Substitutions may be made at any dead ball situation (on the fly), regardless of possession. Players are to enter and exit from their bench area. The exiting player must be completely off the field before the substitute can enter.

Schedule Changes: It is the responsibility of the coach to check the schedule for any changes after each week of games (the league will make every effort to notify teams of changes, and such changes will be posted to the website). It is the coach's responsibility to notify their school CYS director of forfeits.

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally time wasting. (i.e.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time).

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches, players and spectators are to adhere to the CYS Code of Conduct. Coaches are responsible for the conduct of their players and spectators.

Uniforms: All players must wear the approved CYS uniform during play. The game official must approve players wearing proactive cast, hard cast will not be allowed. Knee or arm braces with exposed metal will not be allowed. Official has final authority on approved braces for play. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Equipment: All players must wear shin guards and the shin guards must be completely covered by soccer socks. Any player without shin guards will not be allowed to play. Every player must wear their team league uniform. Ball sizes for each grade level: Grade K to 2 = Size 3, Grade 3 to 6 = Size 4, Grade 7 to 8 = Size 5.