



PURE ENERGY!
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3v3 Game Rules

No Offsides in 3v3 Soccer!

Substitutions:

Substitutions can be made on the fly in between the substitution zone. The substitution zone will be 8 foot wide area in front of the team bench marked by hash lines. The out coming player must leave the field of play completely through the substitution zone before the incoming player may enter the field of play. If the incoming player enters the field of play before the outgoing player leaves the field of play completely the incoming player will receive a yellow card. If an outgoing player leaves the field of play in any area that is not the substitution zone, the outgoing player will receive a yellow card.

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 mid-line). 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. There will be no kickoff when a goal is scored. The ball must be played within three seconds by the defending team when a goal is scored. i.e., when the opposing team scores a goal, the defending team may use the momentum of the ball if there is any to make a quick play. Or place the ball on the end line and played as if it's a goal clearance all within three seconds.

The Goal Box:

The goal box, 8 feet wide by 6 feet long, is directly in front of the goal. The goals are 3 feet high by 5 foot wide. There is no contact allowed within the goal box that either plays the ball in an offensive manner i.e., taking a shot on goal. Which will result in a goal kick for the defending team. Or in a defensive manner i.e., blocking a shot within the box. 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 in a defensive manner, a goal will be awarded. However, any player may pass through the goal box. Or in the case of an offensive player, they are allowed to dribble the ball within the box of the opposing team if they are not making an offensive play within the box i.e., taking a shot on goal. Also, a defensive player is allowed to dribble through their own goal box as long they are not denying a goal scoring opportunity to the opposing team i.e., the ball hits the goal post and is traveling in the opposite direction of the defending goal. The defending player is allowed to dribble the ball out of the goal box in the before mentioned example. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last.

Game Duration:

The game shall consist of two 12-minute halves separated by a two-minute halftime period. 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, except in the playoffs. A team will forfeit a game if they are not present within 10 minutes of the game start time. There are no time-outs during 3v3 games.

Playoff Overtime:

Shall consist of a 3-minute overtime period with a coin toss to decide kickoff/direction. If a winner has not been decided within the overtime period, the winner shall be decided by a shootout. The three players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. 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. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

Fouls:

All fouls are indirect free kicks, opposing players must be three yards away from the ball. In an instance where the edge of the goal box is less than three yards away from the ball, then the opposing player may be on the edge of the goal box.

Penalty Kicks:

All penalty kicks will be taken from the penalty spot that is at the half way point of the half field line. A penalty shall be awarded if there is an accumulation of five fouls. (The sixth foul will be the penalty). This is a "dead-ball" kick shot from the penalty spot. All players must be behind the half field line for the duration of the penalty kick. If a goal is not scored, and the ball is still in play the ball is live and free to play for both teams.

Hand Ball Clarification:

Any hand ball on any spot of the field that does not deny a goal, or a goal scoring opportunity will result in a penalty.

Any intentional handling of the ball that does not deny a goal, or a goal scoring opportunity will result in a penalty and a warning to the player committing the foul. The player will be shown a yellow card (at referee's discretion).

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)

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 or four players; however, if the player receiving the red card was on the field of play, the team must complete the next minute or until a goal is scored a player short. Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player or coach is red carded for fighting, they will be ejected from the league and banned from the facility for the duration of the event, The Team will be fined \$150.00 for the incident.

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 who are ejected by the referee or tournament 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.

Three Yard Rule:

In all dead-ball situations, defending players must stand at least three yards away from the ball.

Kick-Ins & dribble ins:

The ball shall be kicked or dribbled into play from the sideline (no throw ins allowed) within three second of the player touching the ball. The ball is considered in play when the ball is placed dead on the spot where the ball left the field of play and then touched with a foot and enters field of play. Defending players must stand at least three yards away from the ball.

Indirect Kicks:

All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect except for penalty kicks. Defending players must stand at least three yards away from the ball. The ball must be played within three seconds of the player touching the ball and placed on the spot of the indirect free kick.

Goal Kicks:

May be taken from any point on the endline. Defending players must stand at least three yards away from the ball. The ball must be played within three seconds of the player touching the ball and placed on the endline.

Kick Off:

Games will start when there are at least two players from each team present. Kick-offs will only occur at the bigging of each half. Kick-offs May be taken in any direction.

Scoring (In bracket play):

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team present.

Tiebreakers:

For teams that are tied in record, if one team forfeited a game, they are the lower seed. For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by:

- (1) head-to-head results between the tied teams
- (2) goal difference in head-to-head games
- (3) goals against in head-to-head games
- (4) goal difference in pool play games
- (5) goals against in pool play games
- (6) shootout.

Ties between two teams in record whom have tied each other will be broken by

- (1) goal difference in pool play games
- (2) goals against in pool play games
- (3) shootout. Each tie-breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.



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