

Massac Youth Soccer 3v3 Rules (Sept 2020)

Yellow highlights indicate additions/changes in the rules from the last release.

Law 1-The Field:

- A. Dimensions: The field of play shall be rectangular, with a targeted length of 35-40 yards and a width around 25-30 yards.
- B. Markings:
 - a. Distinctive lines not more than (5) inches wide.
 - b. A halfway line shall be marked out across the field.
 - c. A center circle with an five (5) yard radius.
 - d. Four corner arcs each with a two (2) foot radius.
 - e. Goal area: 10 feet wide x 8 feet deep.
 - f. NO penalty area for 3v3.
 - g. Flag posts: Installed at each four corners
- C. Goals: The size of goals shall be either MYSL U6 goal or pop-up goals

Law II-The Ball: Size four (4) for 6th grade (U12) & under. Size five (5) for 7th grade (Jr High) & up.

Law III-Number of Players:

- A. Maximum number of players on the field per side is three (3).
- B. Only officially rostered players from either team are allowed to play in games. Non-rostered players to that team are not allowed to play for games, unless specially approved from the league.
- C. Substitutions:
 - a. Substitutions may only enter the field when the referee is informed and the player(s) receive such signal as permission to enter the field.
 - b. All substitutions MUST be performed in a quick fashion expected of typical 3v3 play. Slow substitution transfers will not be tolerated.
 - c. All potential substitutes must locate near the center line between team bench areas until waved in by the referee and must enter the field near this center line point.
 - d. Substitutions may be granted by permission of the referee for ANY team ON ANY DEAD-BALL situations for 3v3 play.
 - e. Substitutions can occur for EITHER team between halves OR after a goal by either team.
 - f. Substitutions can occur after an injury by EITHER team when the referee stops play.
 - g. At the sole discretion of the referee, a referee can deny any substitutions in 3v3 play for any reason but particularly for the following situations:
 - * Excessive numbers of substitutions by that team disrupting flow of play
 - * Delay tactic by one team to slow game down for their favor
 - * Substitutions by either individual players or the team as a whole are not transferring on & off the field in timely manner expected of typical 3v3 game play

Law IV-Players Equipment:

- A. Footwear: Tennis shoes or soft-cleated soccer shoes with no protruding front toe cleat (as sometimes found in baseball or softball cleats)
- B. Shin-guards are mandatory. Socks must be worn which shall be pulled over and completely cover the outside of the shin guard.
- C. No Jewelry is allowed (Including necklaces, rings, bracelets, rubber bands and earrings). The league will no longer permit bandage-covering of earrings.
- D. **For safety reasons, players with hard casts are not allowed to play unless completely wrapped in bubblewrap and securely taped to the satisfaction of the referee.**

Law V-The Referee:

- A. One center referee (CR) shall be assigned by the league.

Law VI-Assistant Referees:

- A. No assistant referees are applicable in 3v3 play.

Law VII-Duration of the Game:

- A. The game shall be divided into two (2) equal halves of ten (10) minutes each.
- B. There shall be a half-time break of two (2) minutes.
- C. Halves may be shortened in duration to accommodate weather conditions.
- D. At the discretion of the referee, he/she may allow for time lost per the FIFA Laws of the Game. However this is expected to be minimal and the game is expected to conclude within a 30-min scheduled time frame.
- E. A 10-goal “mercy rule” is in effect if at any point the score gets to be a 10-goal differential. The game is then officially over and the team in the lead is declared the official winner. Play may continue for the duration of the regular match if at the losing coach decision wants to continue play. However the score will no longer be kept and the official winner stands. In the case of a “mercy-rule” games for the time remaining, players may be swapped between benches if both coaches agree however no new players outside either team’s rosters may be added for play.

Tournament Game Overtime Provisions

- a. Upon a tie-game result at the end of regulation, a 3 minute overtime period will be conducted.
- b. No coin flips occur for 3v3 play – referee determines team to perform the kickoff and what goals are for each team.
- c. These overtime periods will be played as a “golden goal” where the next goal wins the game for that team.
- d. If the game remains tied after the overtime period concludes, then a special shootout shall be used to determine the winner. All players at the end of the overtime MUST not exit the field and can be the only ones eligible for the special shootout. See Addendum to Law X – Method of Scoring.

Law VIII-The Start of Play:

- A. No coin flips exist for 3v3 play. It is the sole discretion of the referee to determine which team kicks off & what goals each team will attack at the beginning of play
- B. In the second half of the match, the teams change ends and attack the opposite goals.
- C. Opponent must be five (5) yards from the center mark while kick-off is in progress.
- D. A goal may be scored CANNOT be scored directly from the kick-off in 3v3 game play.

Law IX-Ball in and Out of Play:

- A. The ball is out of play when:
 - a. It has wholly crossed the goal line or touch line, whether on the ground or in the air.
 - b. Play has been stopped by the referee.
- B. Dropped Balls per FIFA:
 - * Drop balls will be mostly conducted with single players only (rare usage of dual player drops)
 - * Drop balls will be awarded to & dropped to the team that is viewed to be in possession of the ball.
 - * Drop balls where possession is indiscernible, the referee reserves right to conduct dual player drop ball re-starts.

Law X-Method of Scoring:

- A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.
- C. A team CANNOT score unless within their own offensive half of the field.
- D. GOAL BOX for 3v3:
 - NO player of either team during live play may ever touch the ball within the goal box
 - Players may however move or pass through the goal box without contact of the ball
 - ANY part of the player or ball on the line is considered within the goal box

- INFRACTION occurs if a defender touches the ball in the goal box – then a penalty kick is awarded to the offensive team.
- INFRACTION occurs if an offensive player touches the ball in the goal box – then a goal kick is awarded to the defensive team.
- Habitual or frequent goal box infractions may result in a YELLOW or RED card.
- If the ball comes to a stop within the goal box then a goal kick is awarded to the defensive team.

Law XI-Off-Side:

- A. There are no offsides in 3v3 game play.

Law XII-Fouls and Misconduct:

- A. FIFA.
- B. Formal cautions or ejection's (yellow or red cards) may be issued to any players OR coaching staff.
- C. See 3v3 Goal Box Rules and Infractions listed in Law X – Method of Scoring.
- D. No deliberate headers are allowed in 3v3 play. This infraction will have an indirect free kick awarded to the opposing team at the place of the infraction.
- E. Slide tackles are NOT allowed in 3v3 play.

Law XIII-Free Kicks:

- A. All free kicks are to INDIRECT with except of corner kicks and penalty kicks.
- B. The kicker cannot touch the ball a second time until it has touched another player.
- C. If an indirect free kick is kicked into the opponent's goal, a goal kick to the opponent is awarded.
- D. Opponents must be 5 yards from the ball until it is in play.

Law XIV-Penalty Kicks:

- A. This is taken at the top of center circle arc on the offensive side of the field of the team awarded the PK.
- B. All other players must position behind the center line
- C. Once the PK kick is taken – the ball is NOT considered to be a live ball and will be either considered dead or be counted as a goal. The opposing team will always be awarded a free kick after the PK kick is taken.

Law XV- Throw-In:

- A. No throw-in are allowed in 3v3 play. Kick-ins shall be conducted in their place.
- B. The kick-in should be taken on the touch line at the nearest point from where the ball crossed the line.
- C. At the moment of delivering the ball, the kick-in player shall:
 - a. Face the field of play.
 - b. Has both feet on or behind the touch line.
- D. The kick-in player cannot touch the ball again until it has touched another player.

Law XVI-Goal Kick:

- A. In 3v3 play:
 - Goal kicks are conducted on the goal end line not the goal area box.
 - The ball is in play once the kick is taken & ball moves
 - Opposing players must provide 10 yards spacing for any goal kick
 - The goal kick player cannot play the ball twice upon the initial goal kick – this is penalized as an double-touch & an indirect kick is awarded to the opposing team.

Law XVII-Corner Kick:

- A. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line and a goal is not scored in accordance with Law10.
- B. The ball is placed inside the nearest corner arc.
- C. Opponents must be five (5) yards away from the ball until it is in play.
- D. The kicker cannot touch the ball a second time until it has touched another player.

Other Rules:

- * Official scores and standings may be kept by the league.
- * **It is NOT allowed that coaches can add non-rostered players for game play.** See Law III for situations where number of players are below the typical maximum player number.
- * All teams are subject by league officials for a spot roster check for a game.
- * Opposing coaches and players should shake hands after each game. SPECIAL COVID PROVISIONS: Teams are expected to avoid any unnecessary contact including within their own team. "Air High Fives" may be substituted in place of traditional hand shakes, fist bumps, or high fives.
- * Spectator and team benches should be on opposite sides of the field. Areas around goals should be cleared of any spectators or coaches. "Goalie coaches" are not allowed.
- * Slide tackles are NOT allowed in 3v3 game play.
- * Intentional heading of the ball is NOT allowed in 3v3 play and will penalized by the referee.
- * Team bench areas are to ONLY include:
 - * Team rostered players
 - * Officially designated league coaches for that team
 - * Special volunteers (such as a single bench parent) as specified & deemed by the Head Coach.All other individuals must remain outside of these team bench areas.
- * Parent/coaches, non-participating players and spectators should be there to enjoy, encourage, and support the activity of the youngsters.
 - At anytime, the referees or the league administrators have authorization and sole decision-making ability to have any spectators, coaches, or players leave the game field premises for any conduct, actions, or language in their opinion that warrants field removal. The game will not continue until that person fully leaves the game field and is no longer in any line sight of the field of play. Per FIFA, referees may utilize the official usage of yellow or red cards for any person within that team's bench area to indicate a formal warning or removal.