



UNITED SOCCER CAMPS 3V3 RULES

Games will be played with the official FIFA Laws of the Game. Any exceptions to the FIFA Laws of the Game are listed below.

Roster

Every team must hand in a roster with all the player names and their Date of Birth prior to the start of the tournament.

Number of Players per Team

A teams can roster a maximum of 6 players – three field players and three substitutes. Teams are allowed to roster less than six players if they choose (A team must have a minimum of 2 field players). Players may only play on one team per age group. The Tournament Director may modify this rule for each individual tournament held.

Game Duration

The games are 12-minute halves with a 2-minute half time. Home team will start with possession. Games during Group Play that are tied after regulation play shall end in a tie. Games during the Playoffs / Championship Rounds that are tied after regulation play shall proceed to 3 Penalty kicks per team. The Referee has the official time on the field.



Substitutions

Substitutions can be made on the fly. No more than 3 players per team can be on the pitch at any time and the incoming player must wait for the exiting player to be off before coming in. Substitutions are made at mid-field.

Kickoffs

Kickoffs may be kicked in any direction. You cannot score directly from a kickoff (ball must be 100% over the mid-line to be considered on the offensive half of the field). The kickoff is an indirect kick.

Ball Out of Play

If the ball leaves the inflatable pitch, the ball shall be kicked into play from the spot the ball left the pitch. The ball is considered in play when the ball is touched and changes position. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and In-Direct Kicks

All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect, the exception being hand balls and penalty kicks. Indirect kicks must only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal area, the ball will be moved back to five yards from the area. It is the referee's discretion where the ball will be placed.

Goal Kicks

May be taken from inside the goal area. All Goal Kicks are indirect kicks.

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).

Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.



Five-Yard Rule

In all dead-ball 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 area in line with the direction of play prior to the penalty.

Goal Scoring

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field. If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

Goal Keepers

There are no Goalkeepers in 3v3 Soccer

Offside

There is no offside in the 3v3 tournament.

Sliding

There is no sliding allowed in the 3v3 tournament.

Hand Ball Clarification

Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).



The Goal Area

There are no goalkeepers in 3v3. The goal area is marked by a semi-circle located directly in front of the goal. There is no ball contact allowed within the goal area; however, all players may pass through the goal area if they do not touch the ball. If the ball comes to a rest in the goal area, or on the goal area line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the area is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the goal area, the plane of the goal area, or an extension of the goal area (such as any part of the ball or player's body on the line or inside the plane of the area), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal area, the plane of the goal area, or an extension of the goal area (such as any part of the ball or player's body on the line or inside the plane of the box), a goal kick will be awarded to the defensive team, and a goal will not be counted if scored. The plane of the goal area extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Plane of the Goal / Net Interference

A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned onto the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.



Delay of Game

The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game. Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, such as if a player intentionally kicks the ball out of the playing field to waste time.

Forfeits

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the referee issues a forfeit. The Soccer Tournament Director must approve all forfeits before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting three games during the group stage may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament.

Game Format, Points & Tie Breakers

During the group stage of play, each winning team will be awarded 3 points. The losing team will be awarded no points. Should the match result in a tie at the end of regulation, each team will be awarded 1 point.

At the end of the group stage, the top 3 ranked teams will move on to a playoff. The second and third place team will play a semi-final match with the winner facing off against the top ranked team in a final.

Should there be a need for a tie breaker to determine the top 3 teams, goals scored will be used first, goals conceded second, and goals against average third. If at the end of these tie breakers there is still a tie, a coin toss will determine the tie breaker.

In a tournament where there are more than one group at an age level, the top two teams from each group will compete in a playoff format.



Play-off Penalty Kick's

If there's no winner after the official game time the game will go to shoot-outs.

A coin toss will decide team-kicking order. The three players from each team remaining on the field at the end of the game will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. 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) must 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 must kick twice.

