

3-on-3 Soccer Rules

The Field: The field will be 40 yards by 40 yards.

Open: (no gender specific rules or player ratio requirements, recreational in nature)

Teams: Limited to 4 per roster. (Open Teams see above)

No Play Zone: The *no play zone* is an arc in front of both goals. The purpose of the *no play zone* is to replace the goalkeeper. Players may pass through the *no play zone* during play, but may not touch the ball in this zone at any time. If an offensive player touches the ball in the zone, it will result in a goal kick for the opposing team. If a defensive player touches the ball in the no play zone, it will result in a penalty kick for the offensive team.

Time: Each game consists of two 10 minute halves with a 2 minute half-time. The clock will run continuously during each half, except for injury timeouts.

Scoring: A goal may not be scored during play directly from the defensive half of the field.

Restarts: All restarts are kicked in (there are no throw-ins).

- All restarts require the defending team to be a minimum of 3 yards from the ball.
- Kick-off--may be taken in any direction and must touch another player before entering a goal.
- Indirect kick--all dead ball kicks are indirect kicks, with the exception of penalty kicks.
- Kick-in (throw-in)--the ball is to be played in approximately the same place where it left the field on the sidelines. Corner kicks will be awarded and taken from the side where the ball left the field.
- Delay of game--players should not delay the game. A delay of game will result in a penalty kick.
- Goal kick--a goal kick is awarded if the offensive team touches the ball while in the *no play zone*. A goal kick may be taken from anywhere on the kicking team's third of the field, excluding the *no play zone*.

Substitutions: Substitutions may occur on the "fly" within a team's defensive half of the field. The exiting player must be off the field before the substitute can enter. A penalty kick will be awarded for this infraction if done to prevent a breakaway.

Penalty Kicks and Infractions: PK's will be awarded because of an infraction. Infractions include:

- a slide tackle
- an intentional hand ball
- any defensive player touches the ball in the *no play zone*
- an illegal substitution preventing a breakaway
- a delay of game

PK's will be taken from the defensive 1/3 spot. During a PK, all players must line up on the sidelines and may not enter the field until the ball is kicked. At the point the ball is touched, any player, offensive or defensive, may play the ball. The shooting player may not touch the ball again until another player has touched it.

High School Federation Rules will apply for all other infractions. Any other situations or conflicts that arise will be left to the discretion of the official.

Tie Game: If the game is tied at the end of regulation time (playoffs only), play will continue until either team scores ("Golden Goal").

Players: Shin guards are recommended for all players. Jewelry may not be worn during play.