

EDP SOCCER 3v3 RULES 2018

GENERAL:

*** IFAB Laws of the Game apply if not modified within *** The following rules have been designed to ensure fair play for all participants. Each coach and player and parent or spectator is expected to understand these rules prior to their participation in any EDP 3v3 Soccer Event. Any questions concerning these rules should be directed to EDP 3v3 Event Staff.

Roster

Every team must provide a roster with all the players' names, jersey numbers, and date of birth.

Number of players per team:

Teams can roster a maximum of 6 players. Players may only play on one team per age group.

Game Duration

The games are 18 minutes straight. The Referee has the official time on the field. Home team will start with possession.

Substitutions

Either team may sub during any dead-ball situation, regardless of possession at the referee's discretion. Teams must gain the attention of the referees and players must enter and exit when prompted by the referee. Substitutions may **NOT** be made on the fly!

Kickoff

May be kicked in any direction. A goal cannot score directly from a kick off, the kickoff is an indirect kick.

Kick-ins

The ball shall be kicked into play from the sideline, rather than thrown in. The ball is considered in play when the ball is kicked and moved. This is an indirect kick, and a goal cannot be scored from this kick.

Direct and Indirect free kicks

All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks. Indirect kicks must be kicked and moved before the ball will be considered in play. If an indirect free kick is awarded within five yards of the opponent's goal area, the ball will be moved back to five yards from the goal area line. It is the referee's discretion where the ball will be placed.

Goal kicks

May be taken from any point on the goal line except within the Goal Area. All Goal Kicks are indirect kicks.

Penalty Kicks

A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an offence; this offence 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 restarts play 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 area is closer than five yards, the ball shall be placed five yards from the goal area.

Goal Scoring

A goal may only be scored from a touch (offensive or defensive) within the team's attacking half of the field. The ball must be completely on the attacking half of the field and cannot be touching the halfway line. If a player in their defensive half kicks the ball across the halfway line and the ball touches another player in

the attacking 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 in the attacking half before the ball goes 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 / OFF-SIDE / SLIDE TACKLES:

There are no Goalkeepers in 3v3 Soccer.

There is no offside in 3v3 Soccer

There are no slide tackles against an opponent permitted. This restart for this offence will be an indirect free kick for the opponent and there is potential for yellow or red card as well if contact is made with opponent and it considered to be reckless or with excessive force.

This does NOT prevent players from sliding to stop/intercept a ball where there is no opponent nearby. Example: a player may slide to save a ball from going out-of-bounds.

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; (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 approximately six feet by six feet located directly in front of the goal. The goals are four feet high by six feet wide. There is no ball contact permitted within the goal area. The goal area line is considered to be part of the goal area. However, **all players may pass through the goal area as long as they do not touch the ball while in the area**. If the ball comes to a rest within the goal area (the goal area line inclusive) 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 goal area is considered in the goal area 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 attacking team. **If an attacking 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 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 back into 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 / FORFEITS:

Delay of Game

The referee has the official time on the field and holds the right to take necessary action if the referee deems 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 long distances away from the playing field in order to waste time. The referee has the official time on the field.

Forfeits

Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, to be present at field or a forfeit may be declared. **The Soccer Tournament Director must be contacted approve any forfeit before the decision is considered official.** The Tournament Director has the option to replay a forfeited game if deemed necessary. Any team forfeiting three games during pool play may be removed from the tournament. Any team forfeiting one game during the playoffs may be removed from the tournament.

Kicks from the Mark to determine a winner

Games ending in a tie during Pool Play will remain a tie.

Games during the Playoffs / Championship Rounds that end in a tie after regulation play shall proceed to Kicks from the Penalty Mark to determine a winner. Only the players on the field when the game ends will participate in **KFTM**. A coin toss will decide team-kicking order. In the first round of **KFTM**, there will be 3 kicks & if tied after first round; it proceeds one for one - similar format as IFAB Laws of the Game.