

Fort Collins Soccer Club

3v3 League Rules & Field Dimensions



TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, Weather Issues

Team Registration: Teams must register and pay the \$325 team fee in ONE payment at the time of registration. Teams should register for a division based upon Fall 2022 registration age. Teams with players in more than one age group must register in the division of the oldest player on the team. Once a team has turned in their team confirmation to Arsenal Colorado, they will receive details for player registration. The last day to add players to a team is June 20th, no exceptions.

Number of Players Per Team: There can be a maximum of 10 players per team roster, with a maximum of 6 players eligible on game days: three field players and three substitutes. A team must have a minimum of 2 field players to start a game. A player may only be rostered with one team per age division. HIGH SCHOOL COED: There must be at least one girl on the field at all times and up to three girls on the field.

Weather Related Issues: Arsenal Colorado 3v3 staff reserves the right to modify, reschedule, or cancel games due to inclement weather. The League Directors have the right to move or reschedule games, as well as the right to shorten game lengths. Every effort possible will be made to play the games.

SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, parents and spectators.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card.

Player Ejection (Red Card): Referees have the right to issue a red card and eject a player or coach from the game for persistent infringement or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short on the field. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team may be forced to forfeit that game and/or their next game (at the League Director's discretion). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game may be forfeited in favor of opposing team (regardless of the score at the time of the incident). **If player(s) is (are) issued red card(s) for fighting, player(s) may be ejected from the league and is (are) subject to removal from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for persistent infringements or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or league official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Rules During Play

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period. A coin toss will determine possession and direction before the start of the game. Games tied after regulation time during league play shall end in a tie. Games during the Playoffs/Championship Rounds that are tied after regulation play shall proceed to Golden Goal. There are no timeouts and the game clock does not stop in 3v3 games. In the event the field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to the game (the referee shall communicate any shortened time to each team). The referee has the official time on the field.

NOTE

Once a team is losing by 5 goals, they can play with a fourth player until they bring the deficit within 4 goals.

Substitutions: Substitutions may be made during dead-ball situations, regardless of team possession. Teams must gain the referee's attention and players must enter and exit at mid-field when prompted by the referee. **Substitutions should not be made on the fly!**

Kick Offs/Kick Ins/Direct and Indirect Kicks / Goal Kicks / Penalty Kicks: Kick Off: 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 kick-off is an indirect kick.

Kick Ins: the ball shall be kicked into play from the sideline rather than a throw in. The ball is considered in play when the ball is touched and changes position. This is an indirect, and a goal cannot be scored from this kick.

Direct & Indirect 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 only change position before the ball will be considered in play. If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to 5 yards from the box. It is the referee's discretion where the ball will be placed.

Goal Kicks: May be taken from any point on the end line. 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 result 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 from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be played 5 yards from the goal box 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 teams offensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). 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 into 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 kick-in from out-of-bounds.

Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification: There are no goalkeepers in 3v3 Soccer as well as no off-side and **No Slide Tackling.** If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds, so long as no contact is made with an opposing player. 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).

Game Balls / Sizes: Teams are responsible for providing game balls. Ball Size 3 = U6-U7 Ball Size 4 = U8-U11; Ball Size 5 = U12 & up. If a group is combined they will use the size according to the older team.

BRACKETING: For Playoff Week, Tie Breakers

Point System

Win: 3 points

Tie: 1 point

Loss: 0 Points

4 Team Groups: All teams will make the championship week. Teams will be seeded based on points into 2 semifinal games. Team with the highest points will be seeded #1, second highest points #2, third highest points #3, 4th highest points #4. In the semifinal round #1 seed will play #4 seed and #2 seed will play #3 seed.

5-10 Team Groups: The top 4 OR 6 teams out of the division will be placed into a bracket using the same seeding as the 4 Team groups (see above).

Tie-Breakers: For teams that are tied in points, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by league official).

- (1) Head to Head
- (2) Goals Against
- (3) Goals For
- (4) If it is remained tied after tiebreakers a PK shootout will be necessary to determine higher seed.

Field Dimensions, Goal Box, Player Uniforms, Game Balls, etc.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for ages U9 and higher. U6, U7 and U8 age groups play on 30 x 20 yard field. The goals are approximately four feet high and 8 feet wide.

The Goal Box: There are no goalkeepers in 3v3. The goal box is approximately ten feet wide by six foot long located directly in front of the goal. The goals are four feet high by eight feet wide. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in the goal box, or on the goal box 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 box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (such as any part of the ball or player's body on the line or inside the plane of the box), a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the goal box, the plane of the goal box, or an extension of the goal box (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 box extends upward infinitely. The referee's judgment call and ruling on the field will not be overturned.

Player Uniforms, Jerseys, Protective Casts & Jewelry: All players must wear shin guards, or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine which team must change. In playoffs, the higher seed will have the option.

Players wearing protective casts must have it wrapped and padded and inspected by the referee prior to the game. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until it is rewrapped and approved. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Rules were adopted from Kick It 3v3 rules and guidelines.