

# EYSA

## Spring 3 v 3 Soccer 2010

### Rules

#### **Philosophy:**

3 v 3 soccer is orientated to be developmental more than competitive. Small sided teams offer each player more touches on the ball, encourages passing and shooting accuracy, and player movement without the ball. The competitiveness of the players is a byproduct of the skills they learn.

The 3 v 3 rosters will be verified and signed off by the EYSA Club registrar. The registrar will make 12 copies of each roster and keep them to be given to the referees at each game. After each game the referee will keep the rosters, which are also used as the game report, and turn them into the EYSA Club as a method of record keeping.

#### **Scoring & Win/Loss Record:**

The referee will keep score for all teams U10 and older. However, a win loss/record will not be kept by EYSA. **Standings will not be kept.** For ages U-8 and younger, the referee will **not** keep score and a win/loss record will **not** be kept.

Roster size will be a maximum of 6 players and a minimum of 4players. The recommended ideal size for a team roster is 5 players.

Teams will be checked prior to the start of each game to verify the roster by the referee.

If a team has players on the field that are not consistent with the team's roster, the team may be dismissed for the remainder of the season.

#### **Game Play:**

**Field Specifications:** The field size for age groups U-8 and younger will be 30 yards long x 20 yards wide. The field size for age groups U-10 and older will be 45 yards long x 25 yards wide. The center circle will have a radius of 5 yards.

**Goal Size:** The goal size for all age groups will be 4' tall x 6' wide.

# EYSA

## Spring 3 v 3 Soccer 2010

### Rules

**Ball Size:** U13 and older play with a size 5 ball, U9 to U12 play will play with size 4, and U8 & younger play with a size 3.

**Equipment:** Equipment will conform to standard BYSL guide lines. All players must wear shin guards. Any player without shin guards will not be allowed to play.

**Number of Players:** Only THREE field players at one time. Players may only play on one team. There are no goalkeepers in 3v3 soccer.

**Length of Game:** For all age groups, game duration will be two 12 minute halves separated by a 2 minute half time period. For age groups U-8 and older, 2 games per day will be played with a 30 minute break between games.

**The Goal Arc:** For age groups U-8 and older, a 5 yard radius arc painted directly in front of the goal will act as a no-man-zone. No player may touch the ball within the goal box, however any player may move through the goal arc. If any part of the ball or player's body on the line is considered in the goal arc; the player is regarded as an extension of the arc. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender or the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

For ages U-6 and younger, the rules of the goal arc will not apply. Although the arc will be present on the field, both teams may touch the ball within the arc, and the arc will be considered as part of the open field.

**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 box, in line with the place of the penalty.

# EYSA

## Spring 3 v 3 Soccer 2010

### Rules

#### **Kick-Ins:**

The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves one full rotation. All kick-ins are indirect.

**Indirect Kicks:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** Goal kicks will be taken along the end line, not from in the arc in front of the goal. All goal kicks are indirect.

**Kick Off:** May be taken in any direction.

**Goal Scoring:** Points can only be scored when taken from the offensive half of the field. The ball must be completely across the half way line to be on the offensive half of the field. Points cannot be scored when the shot is last touched within the defensive half of the field.

**Corner kicks and penalty kicks will be direct. All other kicks will be indirect.**

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

**Substitutions:** Substitutions will be free sub (tag team substitutions) and can be made during any time of the game whether the ball is in play or out of play. The referee will not stop the game for substitutions unless a player is injured on the field. In order to substitute, the player coming onto the field must wait off the field behind the sideline until the player leaving the field makes a hand tag.

Substitutions will take place at the halfway line. **If during a substitution a team has too many players on the field, and if in the referee's opinion**

# **EYSA**

## **Spring 3 v 3 Soccer 2010**

### **Rules**

**this infraction has impacted the game, a penalty kick may be awarded to the other team.**

***NO OFFSIDES and NO SLIDE TACKLING IN 3V3 SOCCER***

***Protests:*** There will be no protests. The decisions made by the referee are final.

***Guest Players:*** In the event that a team shows up without enough players to play the game, guest players can be allowed. However, if a team makes use of a guest player in a game, the game will be forfeited to the other team. A guest player must be already participating within the 3 v 3 league and be age appropriate. The referee will make the decision as to whether or not to approve a guest player prior to game time.

**Any considerations not covered by the above stated Rules will be decided upon by the EYSA Board.**