

Just For Kicks 3v3 Rules



Rosters

Teams can have a maximum of eight players on their roster. However, teams are allowed to only dress six players each game. All players must be on the roster with parent/guardian signature before playing.

Players may be rostered on multiple teams as long as those teams are in separate divisions and still meeting age requirements.

A minimum of two players must be on the field during a game at all times.

All players must have proof of age at all times (birth certificate, player pass). Age of participants will follow IYSA rules of August 1 cutoff of the calendar year. Age divisions are determined by the Spring 2010 outdoor season.

Uniforms/Equipment

All players are required to have shin guards. Any player without shin guards will not be allowed to participate.

All teams must have a light and dark jersey/shirt in case of a color conflict. The home team is required to change if a conflict arises.

Soccer balls are not to be brought to the facility. Just For Kicks will provide the game balls so there is no need for teams to bring them.

Game balls: U8 size 3, U9-12 size 4 and U13 and up size 5

Game Duration

Games will consist of two 12-minute halves with a half-time break of two minutes OR the first team to score 12 goals, whichever occurs first.

Field Dimensions

U8 will play on 30 yds. long X 20 yds. wide and U9+ will play on 40 yds. long X 30 yds. wide.

League Play

Teams will play two games every week. Teams will receive three points for a win and one point for a tie. If a league game ends in a tie, it will stand as a tie, there is no overtime.

League Champions are based off of round robin point totals. There will be no playoffs. If two teams are tied after league play for the Championship, the following tiebreakers will be used:

1. Head-to-head result between the tied teams
2. Goal difference in head-to-head games
3. Goal difference in league games
4. Goals allowed in league games
5. Shootout

Goal Scoring

A goal may be scored by a player's touch in their offensive half. The ball must be completely over the midfield line before being touched into the goal.

However, if a ball is touched from the defensive half by a player that hits another player (offensive or defensive) in the offensive half and into the goal, a goal is awarded to the offensive team.

If the ball is touched from the defensive half and does not touch another player before going into the goal, a goal kick is awarded to the defending team.

Goal Box

There is NO ball contact allowed in the goal box area. Players may pass through the goal box, as long as there is no touch on the ball. If the ball stops in the goal box area, a goal kick is awarded.

If an offensive player touches a ball in the box, a goal kick is awarded to the defensive team. If a defensive player touches a ball in the box, a goal is awarded to the offensive team. **Any part of the ball or player** that is on the line or in the goal box when a touch occurs will result in a goal kick or goal as outlined. The goal box area extends upward.

Penalty Kicks

Penalty kicks are taken in the middle of the midfield line with all players behind the shooter. If a goal is not scored, the defense is awarded a goal kick.

Substitutions

Substitutions are allowed only on dead ball opportunities (kick off, goal kick or kick in). Player must have the referee's approval to substitute. There is no on-the-fly substitution.

Fouls/Misconduct

Yellow cards and red cards follow FIFA regulations and are at the discretion of the referee. If a player receives two yellow cards in the same game, they will receive a red card and be ejected. The team with the player who was red carded must play short handed for the rest of the game. In addition, the player red carded will be suspended for the following game.

General Rules

THERE IS NO SLIDE TACKLING ALLOWED. If a player is sliding, no contact is 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.

There is no offsides.

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 direction of play prior to the penalty.

The ball is kicked in from the sideline if the ball exits the side of the field. There are no throw-ins.

Kick-offs may be taken in any direction. Kick-offs are indirect and the ball needs to be completely over the midfield line to count as a goal. During any free kick, kick in, goal kick or corner kick, players have 5 seconds to put the ball in play. After five seconds, the opposing team will retain the kick at the same spot. Goal kicks may be taken from anywhere along the end line. Goal kicks are not taken from the top of the goal box.

Corner kicks and penalty kicks are the only direct kicks. Kick-ins, kick-offs, free kicks and goal kicks are indirect.

Teams are given five minutes before the referee issues a forfeit. A forfeit will carry a 6-0 result.

THE REFEREE IS RESPONSIBLE FOR CONTROL OF THE GAME. THE REFEREE'S DECISIONS ARE FINAL!

ANY MATTER NOT COVERED IN THESE RULES SHALL FOLLOW FIFA LAWS OF THE GAME FOR ALL PARTICIPANTS, COACHES AND REFEREES.