

Just For Kicks 3v3 Rules



Rosters

Teams can have a maximum of six players on their roster. All players must be on the roster with parent/guardian signature before playing.

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).

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. A coin-flip will be used if neither team will change.

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. There is no ball playing allowed outside the fields.

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.

Tie-Games

If a pool-play game ends in a tie, it will stand as a tie.

If a playoff game ends in a tie, a shootout will occur. Teams will elect three players to participate from their team. The shootout will consist of the teams alternating shots for a round of three players. At the end of the three rounds, if a tie remains, a sudden death penalty kick scenario will ensue with the same three players and the same order. The first team to score and have the other team miss in the same round will be declared the winner of the shootout.

Pool Play

Teams are guaranteed three pool-play games. Divisions with one pool will have the top two teams play in the championship game. Divisions with two pools will result in the top team from Pool A and top team from Pool B playing in the championship. Top teams will be determined by point total. Teams receive three points for a win and one point for a tie.

If two teams are tied after pool-play for a playoff spot, the following tiebreakers will be used:

1. Head-to-head between the tied teams
2. Goal difference in pool play games
3. Goals allowed in pool play games
4. 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.

There is no offside.

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.

Goal kicks may be taken from anywhere along the end line. Goal kicks are not taken from the top of the goal box.

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

Teams are given five minutes before the referee issues a forfeit. A forfeit will carry a 6-0 result. Two forfeits will result in the team being removed from the tournament.