

## Cornhusker State Games 3v3 Soccer League Rules

### RULES DURING PLAY:

**Game Duration:** The game shall consist of two 10-minute halves separated by a two minute halftime period OR the first team to reach 10 goals, whichever comes first. A coin toss will determine possession and direction before the start of the game. Games during Pool Play that are tied after regulation play shall end in a tie. Medal games that end in a tie will be determined by a 3 minute "Golden Goal" overtime period. If the score is still tied winner is decided by shootout, with the 3 players on the field at end of golden goal period. There are no timeouts and the Game Clock does not stop in 3v3 games. In the event that a field is behind schedule, the referee may shorten the halftime period, or limit warm-up time prior to game (the referee should communicate any shortened time to each team). The Referee has the official time on the field.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of 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 kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field). 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 touched and changes position. This is an indirect kick, 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 five yards from the box. It is the referee's discretion where the ball will be placed. **GOAL KICKS:** May be taken from any point of the end line, and not in the goal box area. 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 infraction 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 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.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on 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 in 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 a kick-in from out-of-bounds. See below for "Plane of the Goal / Net Interference."

**Scoring (in pool play):** 3 points for a win; 1 point for a tie and 0 points for a loss.

**Tiebreakers:** In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal differential in pool play; 3) fewest goals against in pool play; 4) goals scored

**Goal Keepers / Off-sides / Slide Tackling / Hand Ball Clarification:** There are no Goalkeepers. No Off-sides. 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).

**NO offsides in 3v3 soccer and NO slide tackling or heading in 3v3 soccer.**

**Heading:** When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

**Protests of Rules:** Protests are NOT ALLOWED.

**Field Dimensions, Goal Box, Plane of the Goal / Net Interference, Player Uniforms, Game Balls, etc.**

**Field Dimensions:** The playing field is approximately 40 yards long by 30 yards. The goals are approximately four feet high and six 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 six 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.

**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.

**Player Uniforms, Jerseys, Protective Casts & Jewelry:** All players must wear shin guards, or will not be allowed to play. All players must wear matching jerseys/shirts with a number 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 in pool play will determine which team must change. In playoffs, the higher seed will have the option. No casts allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. Earrings cannot be taped. The only exception will be players wearing medical bracelets.

**Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. 13/14 divisions= Size 5. Adult divisions= size 5.

#### **OTHER:**

**Delay of Game:** The referee has the official time on the field and holds the right to take necessary action if he/she feels 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.

**Forfeits:** Teams are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before a forfeit is issued by the referee. A forfeit is scored as 4-0. Any team that forfeits a game is not eligible for medal round games.

**Player/bench personnel ejection (yellow/red card):** Referees have the right to dismiss a player or bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. Red card suspension = rest of game plus next game. Tournament Director may dismiss player or bench personnel for rest of tournament.

**Sportsmanship:** Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

**Player Registration:** All players must be registered on the team's tournament roster to participate. Violation of this rule will result in the forfeiture of all games played by the offending teams. Players should be able to show proof of age, ie: player pass, driver's license or birth certificate if asked. Any players not listed on the roster will not be eligible to play.