

Chambersburg Youth Soccer Association's 3vs3 General Rules and Information

Sportsmanship ...

Players, coaches and spectators must maintain good sportsmanship at all times. Fighting, abuse of the referees or others, verbal or otherwise, will not be tolerated.

General Rules ...

- Teams must be present and registered at least 30 minutes before their first scheduled game. Registration Form must be fully completed (including appropriate signature) before team will be considered registered. At registration, teams will receive their final game assignments and T-shirts.
- Age groups U12 and under will use a size 4 ball, all others will use a size 5 ball.
- Games will consist of 2 twelve minute halves with a 5 minute break between halves.
- If a team fails to take the field within one minute of the start time, they will forfeit the game.
- Playing field approximately 35 yards long by 25 yards wide.
- Goal is approximately 6' x 4'.
- All players must wear appropriately sized shin guards and matching jersey's (or t-shirts) with numbers. In case of a color conflict, the team listed first is considered the home team and will need to change colors.
- The home team will chose which goal to defend and the guest will kickoff to start the game.
- The kick may go in any direction and be considered indirect.
- No goalkeeper will be used. No one is permitted to use his/her hands at any time.
- A diameter area in front of the goal is a penalty area in which the players may not touch the ball defensively or offensively. If a defensive player touches the ball within the arc or on the line, an

automatic goal will be awarded. If an offensive player touches the ball within the arc or on the line, a goal kick will be awarded.

- If the ball stops inside the arc, it becomes a goal kick regardless of which team played it last.
- Players may run through the arc during the course of play provided that the ball does not strike them while they are going through.
- There is no offside in this tournament.
- There will be no slide tackling allowed. Slide tackles will result in an indirect free kick. Players that persist in violating this rule will be cautioned.
- A goal can only be scored from inside the attacking team's offensive half of the field.
- Goals can't be scored directly from the following indirect kicks: kick-offs, kick-in from the side or a drop ball.
- Goals can be scored directly from the following kicks: penalty kicks, corner kicks, deliberate hand balls, dangerous side tackles, violent fouls or attempts to "kill the clock" if so determined by the referee. Keep in mind that these fouls would need to have occurred in your offensive half of the field.
- Substitution is on the fly, but all players must enter and exit at mid-field only. Only 3 players from each six member team registered will be allowed on the field at one time. Players must be off the field before the player coming on can the field of play.
- If a team sends a player on before the player be substituted for is off the field, an indirect free kick will be awarded to the opposing team at midfield.
- All players must be at least 3 yards from all free kicks. Any kick within 3 yards of the arc will be pulled back to just over 3 yards.
- Balls going out of play will be put back into play via a kick-ins, no throw-ins will be allowed.
- Balls going out over the end line for goal kicks can be played from any point on the end line.
- All kicks must be put back in play within 5 seconds. A penalty for not doing so will result in the other team being awarded an indirect kick from that location. The only exception will be a goal kick that

was not put back in play within 5 seconds. In this situation, the opposing team will be awarded a corner kick.

- Standard rules apply for yellow and red cards. If a player is red carded, the player must leave the field area and his/her team will be required to play down (with two players) for the remainder of the game.
- If a player receives 2 red cards throughout the tournament, the player will be dismissed from the remainder of the tournament. If a player is shown a red card for fighting, they will be immediately dismissed from the tournament.
- If a player receives 3 yellow cards during the tournament, the player will be required to sit out for one game.
- Team coach will be required to sign the score card at the end of each game.
- All referee decisions are final. No protests or objections will be entertained.
- The Tournament Director reserves the right to amend any rule if deemed appropriate.

Scoring and Advancing ...

- Wins = 3 points. Ties = 1 point. Loss = 0 points.
- All games in the preliminary round that end in a tie, will remain a tie.
- Tie breakers will be done in the following order: (1) head-to-head, (2) goal differential (maximum difference of 8 goals in each game), (3) least number of goals allowed, (4) goals scored, (5) penalty kick shootout (best of 3 then sudden death shootout).
- If a playoff game or championship game ends in a tie, a 3 minute sudden death period will be played (first team to scored will win). If still tied we will have a penalty kick shootout . It will be a best of three shootout. If still tied, a sudden death shootout will occur with the same shooters until we have a winner. Players must stay in the same order until the shootout round is finished. The lower seeded team will call the coin toss to determine who kicks first.
- Every player from the top 2 teams in each group will be awarded a trophy.