



Winter 3 v 3 Soccer 2009



Philosophy:

The 3 v 3 season 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 atmosphere is casual and the hot chocolate is warm.

Time Line of Season: First game will be on January 10th 2009, and the last games will be on February 14th 2009 for a total of 6 weekends of play. Because 2 games will be played each weekend, a total of 12 games will be played over a span of 6 weekends. This is a recreational co-ed format season, and each player is expected to play at least half a game. For U-6 teams there will be only 1 game per weekend.

Because this is only a 6 week season, it is important to play each game as scheduled unless there is an extreme emergency. Because guest players are allowed at a moments notice and for the most part readily available, being short a player or two should not be a deciding factor to re-schedule games.

All requests for re-schedules shall be forwarded to the field scheduler (sahattie3@aol.com). It will be the requesting coach's responsibility to contact the opposing coach for notification of request re-schedule and work out possible dates/times prior to contacting the field scheduler.

Play Groups: A player is eligible to play in the same age group that they played in during the Fall season. Age groups will be divided into the following groupings: U-6, U-8, U-10, U-12, U-14, & U-16. If a player played on a competition team during the fall season, that player is expected to play up at least 1 year above the age group they played in during the Fall season. (Example 1: a competition player that played on a U-11 team in the Fall will play in the U-12 play group. Example 2: A competition player that played on a U-12 team during the Fall season will play in the U-14 play group.)

A T-shirt jersey and pennies will be provided by the Rockledge Soccer Club to each player. Players will be responsible to provide pants and socks. Any color of pants and socks is acceptable.

Roster size should be maximum of 6 players and a minimum of 4 players.

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.

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. Due to the number of teams in a particular age bracket and available field space, some weekends teams may have 60 minutes 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, either team may touch the ball within the arc, and the arc will be considered as part of the open field.

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 can not 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 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

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 area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-Ins: The ball shall be kicked into play from the sideline instead of throw in. All kick-ins are indirect.

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.

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.

Lop Sided Game: Because the 3 v 3 season is meant to be fun and more developmental than competitive, coaches should not allow a lop sided game to take place. If a 5 goal (roughly) differential is reached, the team with higher goal count shall make every attempt to reduce the lop sided game. Items for consideration would be to reduce number of players, only use less dominate leg for scoring, or increase number of touches before a goal attempt is made.

Field Marshal:

Field Marshals will be present during game days and will be identified by brightly colored vests. Their duties will include, but are not limited to answering questions and maintaining a fun and courteous soccer environment. They will not however, have any control or render judgment for any issues which occur on the field of play.

Any considerations not covered by the above stated guidelines will be decided upon by the Rockledge Soccer Board.