

CO Rapids FC 3v3 Summer League Rules



RULES OF THE GAME

FIFA rules apply if not modified within

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the league. Any questions concerning these rules should be directed to CO Rapids FC. Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by CO Rapids FC to have falsified age or skill level will be dismissed from the league. Teams that span more than one age group will be placed into the division of the oldest player on the team. Teams are responsible for signing up in the appropriate division.

Registration/Ages/Uniforms/Equipment/Weather

Player Registration: All players must be registered prior to their first game played. CO Rapids FC has the right to demand proof of age for any player included on the roster. All teams must hand in a CO Rapids FC 3v3 Summer League waiver form to the league staff prior to their first game or they will be disqualified from playing in the league.

Number of Players: Ten is the maximum number of players on a roster. Each player on the roster must have a parent/guardian sign the waiver form. For each individual game, up to six players from the roster can actively participate: three field players and three substitutes. A team must have a minimum of 2 field players. Players may only play on one team per division. There are no goalkeepers in 3v3.

Falsifying Ages: A team, player or coach determined by CO Rapids FC to have falsified age or identity will be dismissed from the league; and potentially future events. This act of sportsmanship will not be tolerated by CO Rapids FC.

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster.

Uniforms/Protective Casts: All players must wear jerseys/shirts 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. CO Rapids FC and/or referee assignor must approve players wearing protective casts. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until CO Rapids FC, Athletic trainer, and/or referee assignor re-approve the wearing of the protective cast. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

League 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. Here are the following sizes for each group: 2011-2009 = Size 3; 2008-2006 = Size 4; 2005-Adult = Size 5

Weather Related Issues: CO Rapids FC reserves the right to modify, reschedule, or cancel the league due to inclement weather. CO Rapids FC has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

In case of weather, CO Rapids will update through the Rained Out App. All weather calls will be made at the field. Coaches and Managers, please sign up for this and please notify parents to do the same...

To sign up for "Rained Out" – Text **3V3SOCCER** to **84483**

Field Dimension/Scoring/Game Duration/Game Rules

Field Dimensions: The playing field is 35 yards long by 25 yards wide for all ages and divisions. The goals are four feet high and 8 feet wide.

The Goal Box: The goal box is ten feet wide by six foot long located directly in front of the goal. The goals are four feet high by eight 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 on the goal box, 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 plane, **a penalty kick will be awarded to the offensive team.** If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

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) 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.

NEW RULE FOR LEAGUE – Once a team is losing by 5 goals, they may play with a fourth player until they bring the deficit within 4 goals.

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3v3 games. 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. In the event that a field is behind schedule, the referee may shorten the halftime period to one minute, or limit warm-up time prior to game.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by CO Rapids FC before the game is considered an official forfeit. CO Rapids FC has the option to replay a forfeited game if deemed necessary. **Substitutions:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Off-side: No Off-side in 3v3 Soccer!

Slide Tackling: No Slide Tackling! 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.

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).

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and changes position. This is an indirect 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.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball will be considered in play.

Goal Kicks: May be taken from any point of the end line. This is an indirect kick.

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.

Tie-Breakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a league official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In league play, ties between three or more teams will be broken by: (1) head to head results between the

tied teams (3) goal difference in head to head games (4) goals against in head to head games (5) goal difference in league games (2) goals against in league games (6) shootout. Ties between two teams in record whom have tied each other will be broken by (1) goal difference in pool play games; (2) goals against in pool play games; (3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Sportsmanship/Cautions/Coach and Parent Info

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a league will automatically be suspended for their next game (no exceptions). **Player Ejection (Red Card):** Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident). **If players are red carded for fighting, they will be ejected from the league and are subject to removal from the facility for the duration of the event.

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or league official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team. **Kick Off:** May be taken 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). This is an indirect kick.

CO RAPIDS FC WILL HAVE FINAL SAY ON ALL DISPUTES AND INTERPRETATIONS OF LEAGUE RULES