



Agassiz Soccer Association - 3v3 Rules

(October 10, 2009)



Number of players: Six (6) is the maximum number per team; three (3) field players at one time. A minimum of two (2) field players must be present to play. There are no goalkeepers.

Player/Team Registration: All players must be registered with the ASA.

Game duration: Two twelve minute halves (No time-outs) divided by a two-minute half time break.

Sportsmanship: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referee, verbal or otherwise, will not be tolerated.

Coaches/Spectators: No coaches are allowed, unless approved by the ASA or referee. Only players may coach during games. Spectators must remain outside the field area.

Equipment: Shin guards required. Indoor soccer shoes or other athletic shoes are required.

Substitutions: On the fly or on a dead ball.

Start-of-game: To be determined by coin toss. Team on the left hand side of the schedule being home.

Kick-off: May be taken in any direction.

No Slide Tackling: Players should stay upright and “on their feet” and must avoid making contact with opposing player. Players may slide to stop/intercept a ball.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field (the ball must be completely in the offensive half of the field). Exception: If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

Penalty Kicks: PK shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. PK shall constitute a direct kick taken from the middle of the half-field line with all players behind the half-field line. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.

Goal Arc: There is no ball contact allowed within the goal arc. A player either touching the arc or physically inside the arc becomes (his/her body) an extension of the arc. i.e. If a player has one foot inside the arc and touches a ball outside the arc with the other foot, the arc is “extended” to the player’s other foot thus creating an arc violation. The plane of the arc extends upward, thus a player can violate the plane of the arc with the upper body as well. Any player may enter the arc, stand inside the arc, and pass through the arc as long as there is no contact with the ball while inside the arc. If the ball comes to rest in the arc, a goal kick is awarded regardless of who touched the ball last. If a defender touches the ball in the arc, a goal may be awarded to the offensive team, if in the opinion of the referee the contact prevented the scoring of a goal. If an offensive player touches the ball within the arc, a goal kick is awarded to the defensive team. Once the ball has broken the plane of the arc, if the ball is touched by the defensive team, a penalty kick will be awarded (except when the referee rules for a goal). If the offensive player touches the ball after the ball has broken the plane, a goal kick will be awarded. This contact must be considered deliberate, otherwise a kick-in from the nearest touch line.

Offside Rule: No offside rule.

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 with a foot and moves one full rotation.

Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, and kick-off) are indirect with the exception of corner/penalty kicks.

5-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, in line with the place of the penalty.

Goal Kicks: GK may be taken from any point along the end line.

Player Ejection (red card): Referees have the right to eject a player, coach or spectator from the game. A player who commits a foul or exhibits a behaviour that would normally warrant a red card will sit for the remainder of the game. The team will be allowed to substitute for that player. The player will be allowed to play in the next game. **Protests:** No protests will be allowed. Referee's decision is final.