

RIO's 3v3 SUMMER SERIES – RULES 2008

TEAM: Teams **do not** have to be formed from an existing team, a club or any league affiliation. A team is a minimum of 3 players and a maximum of 6 players being of the same age group and gender on the team roster. A maximum of 6 players are allowed to be on the game day roster, including up to two floaters. A Floater Privilege Pass allows a team to add to its game day roster up to two additional players from another team registered in the same or lower division and of the same gender.

DIVISIONS: Teams will be grouped into divisions based upon age, gender and ability level, so as to achieve competitive balance. Teams will be divided into premier, competitive or recreational divisions for both girls and boys. The number of divisions within an age group will be determined by the number of teams entered in the *3v3 Summer Series*. The decision of the Director is final.

ELIGIBLE AGE GROUPINGS:

U-8 (BORN BETWEEN 8/1/99 – 7/31/00)

U-9 (8/1/98 - 7/31/99);

U-10 (8/1/97 - 7/31/98);

U-11 (8/1/96 - 7/31/97);

U-12 (8/1/95 - 7/31/96);

U-13 (8/1/94 - 7/31/95);

U-14 (8/1/93 - 7/31/94);

PROVISIONAL ACCEPTANCE FOR AGES UNDER U-8. The Director may accept a team younger than U-8 to play as a U-8 team if in the judgment of the Director the team is capable of competing against older players.

PLAYER REGISTRATION: All players must be registered on a team. No player may be registered on more than one team. Players must complete and sign the player registration form, furnish an original **signed player Release of Liability and Indemnity Agreement**, be issued an official Player Pass-Card and pay a Player Pass-Card fee prior to being eligible to play. A player may be required to show proof of age at the time of registration. Proof of age may include a birth certificate or a current DCSL player pass-card. Any team or player determined by the Director to have falsified age or skill level may be suspended or terminated from the *3v3 Summer Series*.

PLAYER PASS-CARD: A player must present his or her Player Pass-Card to the referee before the start of the game. No player will be allowed to play in a game without a Player Pass-Card. (NO EXCEPTIONS). There will be a \$15 charge to replace a lost Player Pass-Card.

FLOATER PRIVILEGE PASS: A team can increase its roster flexibility by the use of a Floater Privilege Pass. A Floater Privilege Pass allows a team to add to its game-day roster up to two additional players from another team registered in the same or lower division and of the same gender. The cost of the Floater Privilege Pass for the 8-game summer series is \$25 on or before June 9th. No team is permitted to use a non-team-rostered player without a Floater Privilege Pass. Any player playing for a team as a floater must also present a Player Pass-Card at the time of check-in.

GAME: The game will be between the scheduled teams and will start no earlier than the scheduled time shown without mutual agreement of the two team captains. The game may start later than the scheduled time. A maximum of 6 players is allowed to be on the game-day roster, including up to two floaters (borrowed players). Only those players on the game-day roster will be allowed to play. Any team using a floater(s) must present the team's Floater Privilege Pass at the time the team captain turns in the game-day roster to the referee.

NUMBER OF PLAYERS: A maximum of 6 players is allowed on the game-day roster. No more than three players are allowed on the field at one time. There must be at least two players from the same team on the field to start a game. There are no goalkeepers in 3v3.

SUBSTITUTIONS: Substitutions may occur at any dead-ball situation. Substitutes must enter and exit the field at the half-field mark only.

TEAM UNIFORMS & EQUIPMENT: All players must wear jerseys/shirts during play and each team must bring dark and light colored jerseys/shirts. If both teams are wearing the same color a coin flip will determine the team to change uniforms. All players must wear shinguards. Teams are responsible for providing game balls. U-12 and younger shall play with a size-4 ball and U-13 and older shall play with a size-5 ball.

FIELD DIMENSIONS: Length of field is 40 yards, and width of field is 30 yards for age groups U-8 and older.

SIZE OF THE GOAL BOX: The goal box, ten feet wide by six feet long, is directly in front of the goal. The goals are four feet high by eight feet in width.

THE GOAL BOX AND THE GAME: No player may touch the ball within the goal box, however, any player may move through the goal box. Any part of the ball or player's body touching on the line identifying the goal box area is considered to be in the goal box; the player is an extension of the goal box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If a defender OR the ball is in the box and contact is made, a goal is awarded. If an offensive player touches the ball within his or her goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, a goal kick is awarded to the defensive team.

NO SHOWS AND WEATHER POLICY: A team is a "no show" and the game shall be canceled if the team is unavailable to play within five minutes of the scheduled start of the game. The canceled game will not be rescheduled. The Director and/or referee shall be responsible for declaring a game a forfeit. In the case of adverse weather or unplayable field conditions the director reserves the right to take any of the following actions: 1) delay play for a period of time not to exceed 1 hour; 2) reduce game times in order to: catch up with schedule, finish games before inclement weather arrives, or preserve field conditions; 3) reschedule the game; and/or 4) cancel the game and not reschedule. The decision of the Director is final.

GAME DURATION: The game shall consist of two eighteen-minute halves separated by a two-minute halftime period, OR the time it takes for a team to reach a goal differential of 12 goals, whichever comes first. Games tied after regulation play shall end in a tie, except in tournament play. All games, regardless of the goal differential, will last at least through the first half of play.

GOAL SCORING: A goal may be scored only from a touch (either by an offensive player or a defensive player) within the attacking team's offensive half of the field.

SCORING (FOR SEASON STANDINGS AND TOURNAMENT SEEDING AND PLAY): Games will be scored according to the following: 3 points for a win, 1 point for a tie and 0 points for a loss. A forfeited game is scored as a win.

TIEBREAKERS (TOURNAMENT PLAY): In pool play, ties between three or more teams will be broken by: 1) head-to-head results between the tied teams; 2) goal difference in head-to-head games; 3) goals against in head-to-head games; 4) goal difference in pool play; 5) goals against in pool play; and, 6) playoff team shootout. Ties for teams with equivalent records that have tied each other will be broken by: 1) goal difference in pool play; 2) goals against in pool play; and 3) play-off team shootout.

PLAYOFF OVERTIME (TOURNAMENT PLAY): Shall consist of a sudden-death overtime period, being a maximum length of three minutes, with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team has scored in the three-minute overtime period, the winner shall be decided by a shootout. The three players from each team remaining on the field at the end of the overtime will alternate with each penalty kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same field players will rotate in a sudden-death penalty kick format until one team scores unanswered.

NO OFFSIDE IN 3v 3 SOCCER.

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 thrown in.

INDIRECT KICKS: All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner and penalty kicks.

GOAL KICKS: May be taken from any point on the endline.

KICK-OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the 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.

PLAYER EJECTION (SEND-OFF/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with its

remaining two or three players, however, if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. Suspension from additional games will be decided by the Director.

PROTESTS: Formal protests must be submitted in writing to the Director within 30 minutes following the completion of the game. A \$25 protest fee for all formal protests will be charged to the submitting party. Referee judgment calls are NOT grounds for protest. Videotape is not acceptable as a form of protest or decision review.

FIFA RULES APPLY IF NOT MODIFIED HEREIN.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE DIRECTOR.