

RIO's 3v3 SUMMER FUN SERIES

RULES 2010

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: U8 – U14. SEE CURRENT FLYER FOR BIRTH DATES

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 furnish an original **signed player Release of Liability and Indemnity Agreement**, be listed on an official Team Roster with fees paid 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*.

OFFICIAL TEAM ROSTER: A COACH OR TEAM REPRESENTATIVE MUST PRESENT THE TEAM'S OFFICIAL TEAM ROSTER TO THE REFEREE

before the start of the game. No player will be allowed to play in a game without being listed on the team roster. (NO EXCEPTIONS).

FLOATER PRIVILEGES: A team can increase its roster flexibility by the use of a Floater Privileges. Floater Privileges 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. No team is permitted to use a non-team-rostered player without a Floater Privileges. Any player playing for a team as a floater must obtain a Floater Play pass from the Field Marshall prior to the game and present it to the referee 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. If both teams are wearing the same color a coin flip will determine the team to wear pinnies, please have pinnies available. 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.

NO OFFSIDE IN 3v3 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.