

Cecil Soccer League 3V3 Soccer Rules

These are the modified rules for the 3V3 Tournament.

Games

Each team guaranteed 3 games minimum, weather permitting.

Field Dimensions

The 3V3 field is 30 yards wide by 40 yards long. The goal box, a 12ft arc (semi-circle) is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through or play the ball through the goal box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. 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, a goal kick is awarded to the defensive team. The goals are 6 ft. high by 10 ft. wide.

No Off-Sides in 3V3 Soccer No Slide Tackling

Players must stay upright and "on their feet" and may not make contact with an opposing player. This does not prevent player from sliding to stop/intercept a ball, but NO contact can be made with opposing players.

Goal Scoring

A goal may be scored only from a touch within a team's offensive half of the field.

Game Duration

The game shall be played in two 15-minute halves separated by a 4-minute halftime period. Games tied after regulation play shall end in a tie, except in playoffs. Players must report to the field at least 15 minutes before the game time. A team, at the discretion of the referee, will be forfeited at game time if they are not present. *There are no timeouts in 3V3 soccer.*

Playoff Overtime

Shall consist of a sudden death overtime period, maximum length of 5 minutes, with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 5 minute overtime period, the winner shall be decided by a sudden death penalty kick shootout. Players will rotate with each penalty kick until one team scores unanswered.

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. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.

Five Yard Rule

In all dead ball situations, defending players must stand at least 5 yards away from the ball. If a defensive player's goal area is closer than 5 yards, the ball shall be placed 5 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. Kick-ins are indirect.

Indirect Kicks

All dead balls kicks (kick-ins, free kicks, kickoffs) are indirect with the exception of corner and penalty kicks.

Goal Kicks

May be taken from any point on the endline or goal area.

Number of Players

Six is the maximum number of players on a team; 3 field players at one time. A minimum of 2 players is needed to start game. There are no goal keepers in 3V3 soccer. Substitutions may occur at any dead ball situation, but players must enter and exit at the half field mark only, and with referee's permission.

Player Registration

Six is the maximum number of players on a team. Players may only play on one team. Players must be currently registered with Cecil Soccer League in the recreational program (no carded or rep. players).

Kick Off

May be taken in any direction.

Player Ejection (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 their remaining players. The ejected player will then be suspended for the following game.

Scoring (in pool 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.

SEVEN GOAL DIFFERENTIAL RULE

In order to encourage good sportsmanship and fair play during all tournament matches, a SEVEN GOAL MAXIMUM DIFFERENTIAL RULE will be imposed for all games. The maximum goal differential between the score of any game shall not exceed seven goals. Any team that wins a game by more than seven goals is subject to the following penalties:

8 goal differential: loss of 1 point for the win 9 goal differential: loss of 2 points for the win 10 goal differential: loss of all 3 points for the win

Teams with a lead of seven goals should be encouraged to pass & control the ball without shooting on goal.

Tiebreakers

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) goals against in pool play; and 5) playoff team shootout. Ties between two tied teams will be broken by 1) head to head results 2) goals against in pool play; and 3) playoff team shootout.

Uniforms

Teams will wear CSL league jerseys: Home team listed first wears red, away team wears yellow. If entire team has a matching shirt they may wear that shirt if it does not conflict with other team. Always have CSL shirt as backup.

Awards

Awards will be given to 1st & 2nd place finishers in each division.