

## **Bixby Soccer Club 3v3 SOCCER RULES AND REGULATIONS**

**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 league play. Any questions concerning these rules should be directed to Bixby Soccer Club.

**TEAM FORMATION** - Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the registration committee to have falsified age or skill level could be dismissed from the season. Teams that span more than one age group will be placed into the division of the oldest player on the team.

**Schedule Changes** - Games may be rescheduled only if both coaches agree to change the originally scheduled game. Home coach must call the rescheduling number (521-4393) to request a change. This must be done 72 hours prior to scheduled game. Referees get \$10.00 per game and it will be the responsibility of the coaches to pay out of pocket for any referee make up the game. Call the Bixby Referee Assignor and they will schedule the referee and you are responsible for paying a total of \$10.00 to the referee before each game.

**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.

**Number of Players** - Six is the maximum number of players on a team: 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 is no goalkeeper in 3v3. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

**Player Registration** - All players must be registered on the official roster. NO GUEST PLAYERS. Teams may add players to the roster if there is room (6 max). Any team or player determined by the registration committee to have falsified age, identity or skill level could be dismissed from the season. Bixby and referees have the right to demand proof of age for any player included on the roster.

**Skill Level** - Bixby registration committee will place teams in divisions according to their skill level. Recreational, Competitive and Adult divisions will be offered. It is the discretion of the Bixby registration committee to place teams according to their skill level.

**Proof of Age** - All participants must provide proof of age if asked by a Bixby official or referee. (players and coaches are required to have team roster and legal identification at all times to verify rostered players). Illegal or guest players will forfeit game(s) and the entire team could be dismissed from the season.

**Age of Participants** - The age group of each team is determined by the birth date of the oldest player on the roster (see registration form for age group breakdown).

**Coed Rules** - A coed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Coed teams are allowed to play in Male Divisions, which in this case the standard coed rules do not apply.

**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 will determine which team must change. A Bixby official and/or referee must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed except medical bracelets.

**Player 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: U6-U8 = Size 3; U9-U12 = Size 4; U13 & up = Size 5

**Field Dimensions** - The playing field is 40 yards long by 30 yards wide for ages U9 and higher. U6, U7 and U8 age groups play on 30 x 20 yard field. The goals are four feet high and 8 feet wide.

**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. 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 goal 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.

**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, except in the playoffs. A team, at the discretion of the referee, will forfeit at game time if they are not present. 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.

**Substitution** - 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.

**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.

**No Offside in 3v3 Soccer.**

**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).

**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 four yellow cards during a season will automatically be suspended for their next game (no exceptions).

**Player Ejection (Red Card)** - Referee's 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 game and are subject to removal from the facility for the duration of the season.

**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 tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game must 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).

**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.

**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, kickoffs, and free kicks) are indirect with the exception of corner/penalty kicks.

**Goal Kicks** - May be taken from any point on the end line.

**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.

**League Standings** - Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team that is present. A Bixby official or referee will determine the forfeit. After each game both coaches are to initial the game form and the referee will turn in the results of the game.

**League Champs:** Each divisional record will produce a 1<sup>st</sup> place winner. If more than one team is tied for 1st, then those teams will be co-champions regardless of head to head or any other tie breaker. 1st place will be determined by total points. If rescheduled games are not made up by the end of the season, then the League Commissioner will rule on the outcome of those games.

**Protests:** There are NO protests.

**Weather Related Issues** - Bixby Soccer Club reserves the right to modify, reschedule, or cancel league games due to inclement weather. Bixby Soccer Club has the right to move or reschedule games due to weather related issues.