

Winter 3 v 3 Soccer 2007

Philosophy:

The 3 v 3 season is orientated to be developmental more than competitive. Small sided teams offer each player more touches on the ball, encourages passing and shooting accuracy, and player movement without the ball. The atmosphere is casual and the hot chocolate is warm.

Time Line of Season:

First game will be on January 6th 2007, and the last games will be on February 17th 2006 for a total of 6 weekends of play that span 7 weeks. **The weekend of January 27th will be a bye weekend for all teams so that teams can participate in Regional Cup.** Because 2 games will be played each weekend, a total of 12 games will be played over a span of 7 weekends. This is a recreational co-ed format season, and each player is expected to play at least half a game. For U-6 teams there will be only 1 game per weekend.

Registration:

Important dates to remember:

November 4th - In person registration at the Community Park of Rockledge from 9:00am till 12:00noon.

November 11th – Online registration will begin

December 2nd - In person registration at the Community Park of Rockledge from 9:00am till 12:00 noon.

December 15th - All registration is closed

January 4th – Coaches preseason meeting (rules to be discussed and shirts handed out).

January 6th – First game of the season.

A player is eligible to play in the same age group that they played in during the Fall season. Age groups will be divided into the following groupings: U-6, U-8, U-10, U-12, U-14, & U-16. If a player played on a competition team during the fall season, that player is expected to play up at least 1 year above the age group they played in during the Fall season. (Example 1: a competition player that played on a U-11 team in the Fall will play in the U-12 play group. Example 2: A competition player that played on a U-12 team during the Fall season will play in the U-14 play group.)

The weekend of January 27th is a bye for all teams so that teams planning to participate in Regional Cup will not have a conflict.

For players in all age groups the cost to register is \$40 per player whether or not they played during the previous Fall season. There are no quantity discounts or team discounts.

For players in the U-6 age group players may be mixed as needed to create equal strength teams.

A player pass that is laminated with player picture and signature or a signed and laminated Fall roster must be presented to have the 3 v 3 roster verified during the registration process. The 3 v 3 rosters will be verified and signed off by the Rockledge Soccer Club registrar. The registrar will make 12 copies of each roster and keep them to be given to the referees at each game. After each game the referee will keep the rosters, which are also used as the game report, and turn them into the Rockledge Soccer Club as a method of record keeping. Coaches will not be required to bring rosters to the games or pay referees.

Players that did not play during the Fall season must be registered through the Rockledge Soccer Club.

A white jersey and a black jersey will be provided by the Rockledge Soccer Club to each player. Home teams will always wear white and the visiting team will always wear black. Always bring both jerseys to every game. Players will be responsible to provide pants and socks. Any color of pants and socks is acceptable.

Roster size should be maximum of 6 players and a minimum of 4 players. The recommended ideal size for a team roster is 5 players.

Scoring & Win/Loss Record: The referee will keep score for all teams U10 and older. However, a win loss/record will not be kept by the Rockledge Soccer Club. **Standings will not be kept.** For ages U-8 and younger, the referee will **not** keep score and a win/loss record will **not** be kept.

Awards: Because standings will not be kept, there will be no special awards for ages U-10 and older. For ages U-8 & younger a special award will be given to every player.

Teams will be checked prior to the start of each game to verify the roster by the referee. Typically, player passes will not be required during check in, however, a coach may be required to produce a player pass if asked to do so by the referee or a Rockledge Soccer Club board member. If a team has players on the field that are not consistent with the team's roster, the team may be dismissed for the remainder of the season.

Game Play:

Field Specifications: The field size for age groups U-8 and younger will be 30 yards long x 20 yards wide. The field size for age groups U-10 and older will be 45 yards long x 25 yards wide. The center circle will have a radius of 5 yards.

Goal Size: The goal size for all age groups will be 4' tall x 6' wide.

Ball Size: U13 and older play with a size 5 ball, U9 to U12 play will play with size 4, and U8 & younger play with a size 3.

Equipment: Equipment will conform to standard BYSL guide lines. All players must wear shin guards. Any player without shin guards will not be allowed to play.

Number of Players: Only THREE field players at one time. Players may only play on one team. There are no goalkeepers in 3v3 soccer.

Length of Game: For all age groups, game duration will be two 12 minute halves separated by a 2 minute half time period. For age groups U-8 and older, 2 games per day will be played with a 30 minute break between games.

The Goal Arc: For age groups U-8 and older, a 5 yard radius arc painted directly in front of the goal will act as a no-man-zone. No player may touch the ball within the goal box, however any player may move through the goal arc. If any part of the ball or player's body on the line is considered in the goal arc; the player is regarded as an extension of the arc. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender or the ball is in the box and contact is made, a goal is awarded. 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, regardless of which team touched it last, a goal kick is awarded to the defensive team.

For ages U-6 and younger, the rules of the goal arc will not apply. Although the arc will be present on the field, either team may touch the ball within the arc, and the arc will be considered as part of the open field.

Goal Scoring: Points can only be scored when taken from the offensive half of the field. The ball must be completely across the half way line to be on the offensive half of the field. Points can not be scored when the shot is last touched within the defensive half of the field.

Corner kicks and penalty kicks will be direct. All other kicks will be indirect.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an 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.

Substitutions: Substitutions will be free sub (tag team substitutions) and can be made during any time of the game whether the ball is in play or out of play. The referee will not stop the game for substitutions unless a player is injured on the field. In order to substitute, the player coming onto the field must wait off the field behind the sideline until the player leaving the field makes a hand tag. Substitutions will take place at the halfway line. **If during a substitution a team has too many players on the field, and if in the referee's opinion this infraction has impacted the game, a penalty kick may be awarded to the other team.**

NO OFFSIDES and 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 throw in. All kick-ins are indirect.

Goal Kicks: Goal kicks will be taken along the end line, not from in the arc in front of the goal. All goal kicks are indirect.

Protests: There will be no protests. The decisions made by the referee are final.

Guest Players: In the event that a team shows up without enough players to play the game, guest players can be allowed. However, if a team makes use of a guest player in a game, the game will be forfeited to the other team. A guest player must be already participating within the 3 v 3 league and be age appropriate. The referee will make the decision as to whether or not to approve a guest player prior to game time.

Any considerations not covered by the above stated guidelines will be decided upon by the Rockledge Soccer Board.