

Official Rules and Regulations

Prepared and brought to you by 3v3
Street Soccer



...Welcome to those who dare to put
their words into actions.

We challenge you to show everyone your game!

General Rules and Philosophies

3v3 Street Soccer rules and regulations have been designed to create a street-ball type, fun, creative soccer environment that will be full of shooting and quick transition. We want to encourage the players to shoot and score as much as possible!

The field size has been designed with the best interest of possession-soccer but with an opportunity to score from any location on the field. The Referees will be participating in a limited role as long as the game is being played within the basic rules outlined below.

Those rules have been designed to discourage foul play and encourage scoring!!

3v3 Street Soccer and our sponsors would like to wish everyone a fun and enjoyable soccer experience!

Number of Players and Changes

1. 3 field players
2. No Goalkeepers!

- Players may defend within the goal area when required but may not act as a goalkeeper for any length of time during the duration of the game. If any player or team is deemed to be in violation on a regular basis, a "Free Shot" may be called at the sole discretion of the referee.
3. Minimum Roster – 3 players
 4. Maximum Roster – 4 players
 5. Unlimited changes on the fly
 6. Changes must not gain an advantage in attack or defending, e.g. player was off-field due to a run in the attack and a defender jumps on the field to stop a break away against his team.
 7. Changes must be made in the defending half of the field. Substituted players must be off the field prior to being replaced.
 8. Restarts must be immediate and delay's should not be an access in time, when and changes are being made. After a first warning, at the Referee's discretion, a team delaying due to changes will receive a "free shot" against them.

Game Duration, Points Format and Tie Breakers

1. 2 x 7 minutes halves or 15 minute running game time (if no change of sides)
2. No half time – mandatory change of sides when outdoors

3. The team with possession at half time keeps possession for the start of the second half.
4. The second half re-start spot is at the goal area of the team with possession.
5. Once Teams change sides they continue play without a rest period
6. 3 points – win, 1 point – tie, 0 points - loss
7. Overall Goals For, Head to Head, Goal Difference, Goal Average, Coin Toss
8. Scoring will be as per FIFA rules

First Ball and Restarts

1. Coin toss for first ball (or alternate choice)
2. Active Play starts at half – scoring and/or pass backs are permitted!
3. Kick-ins and all other restarts are direct kicks!
4. All opposing players must be at least 3 feet away from all free kicks and/or restarts.
5. You may score from a kick-in! There are NO indirect kicks!
6. There are no restarts from the middle of the field after a goal is scored. The team conceding the goal restarts play with possession from anywhere outside their goal area. THE GAME DOES NOT STOP! The scoring team must provide some space for a restart (9 Feet) and may not press until the ball is dribbled out of the goal area and/or passed.

7. You may score from a corner Kick. The corner kick must be taken within 3 feet of the corner spot on either the field end line, or side line.
8. The game must be allowed to flow! Any player that is not permitting “restarts” may be called with a foul. If an individual player or team abuses this game flow rule, a “Free Shot” may be called against the offender - see fouls below.

Fouls

1. All free kicks will result in a direct free kick or "Free Shot" to goal!
2. A “Free Shot” is on an open net from the top of your own goal area! The ball can’t be touch by the opposing team until it stops motion or scores!
3. All hand-balls – “Free Shot”
4. Too many players on the field - “Free Shot”
5. Swearing - “Free Shot”
6. Dissent - “Free Shot” and a possible Yellow or Red Card
7. Serious Foul Play – “Free Shot” and a two minute penalty may be called at the Referee’s discretion along with a Yellow or Red card.
8. Any spitting – “Free Shot” If directed at a player and/or game official, the offender will be red carded and removed from the remainder of the tournament. The player may be substituted.

IMPORTANT NOTE:

"Free shots" are utilized to discourage "foul play"

...and encourage skill over uncontrolled or unnecessary physicality.