

EDP SOCCER 3v3 RULES 2020

ROSTER:

Every team must provide a roster with all the players' names, jersey numbers, and date of birth. Each team can roster a maximum of 6 players. Players may only play on one team per age group.

GENERAL Rules of Play:

*** IFAB Laws of the Game apply if not modified within *** The following rules have been designed to ensure fair play for all participants. Each coach and player and parent or spectator is expected to understand these rules prior to their participation in any EDP 3v3 Soccer Event. Any questions concerning these rules should be directed to EDP Event Staff.

LAW 3: Number of Players

- Maximum on Roster: Six (6) players.
- Minimum players on field: Two (2) players.
- Maximum players on field to play: Three (3) players.
- No Goalkeeper.
- Unlimited Substitutions by either team at any game stoppage. The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.
- If a player is ejected (red card) the team can replace the player with an eligible player. Team will still play with three (3) players on the field.

LAW 7: The Duration of the Match

- The games are 18 minutes straight.
- The Referee keeps the official time on the field for each game.
- Home team will start with possession.

LAW 8: The Start and Restart of Play

- The kick-off is an indirect free kick, a goal may NOT be scored directly from a kick-off.

LAW 10: Determining the Outcome of a Match

- Goals can only be scored from the attacking half of the field. The ball must be completely in the attacking half of the field and not touching the halfway line.
- If a player in their defensive half kicks the ball across the halfway line and the ball touches another player in the attacking half 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 in the attacking half by anyone before the ball goes in the goal, a goal kick is awarded to the defensive team.
- Games ending in a tie during Pool Play will remain a tie.
- Games during the Playoffs / Championship Rounds that end in a tie after regulation play shall proceed to **Kicks from the Mark** to determine a winner. Only the players on the field when the game ends will participate in KFTM. A coin toss will decide team-kicking order. In the first round of KFTM, there will be 3 kicks & if tied after first round; format proceeds to one for one - similar as IFAB Laws of the Game.

SPECIAL NOTE: Plane of the Goal / Net Interference A goal will be awarded if the ball strikes the netting portion of the goal, even if the ball is then returned back into the field of play without completely crossing the goal line. If the ball strikes the cross bar or goal posts, and simultaneously strikes the netting portion of the goal, the referee's judgment will determine whether the netting prohibited the ball from crossing the goal line (which should be awarded a goal); or whether the bar or post prohibited the ball from crossing the goal line (which should NOT be awarded a goal). The referee's judgment call and ruling on the field will not be overturned. In simple terms, the net should not be the source that will prohibit a shot from scoring as a goal.

LAW 11: Offside

- There is no offside in 3v3.

LAW 12: Fouls and Misconduct

- Goal Area Violation - **There is no ball contact permitted within the goal area.** The goal area line is considered to be part of the goal area. If the ball comes to a rest within the goal area (the goal area line inclusive) 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 goal area is considered in the goal area and an extension of such. *If a defensive player touches the ball* after it has entered the goal area, the plane of the goal area, or an extension of the goal area (such as any part of the ball or player's body on the line or inside the plane of the area), *a goal will be awarded to the attacking team.* If an attacking player touches the ball after it has entered the goal area, the plane of the goal area, or an extension of the goal area (such as any part of the ball or player's body on the line or inside the plane of the area), a goal kick will be awarded to the opposing team, and a goal will not be counted if scored. The plane of the goal area extends upward infinitely. Any player may pass through the goal area as long as they do not touch the ball while in the area. The referee's judgment call and ruling on the field will not be overturned.
- No slide tackles against an opponent permitted. **This restart for this offence will be an indirect free kick for the opposing team at the spot of the infringement.** There is also potential for yellow or red card as well if contact is made with opponent and it considered to be reckless or with excessive force. This does NOT prevent players from sliding to stop/intercept a ball where there is no opponent nearby. Example: a player may slide to save a ball from going out-of-play on the field.

LAW 13: Free Kicks

- All free kick restarts are indirect except for corner kicks and penalty kicks.
- All opponents must remain 5 yards from the ball until it has been kicked into play.

LAW 14: The Penalty Kick

- Penalty kicks are **DIRECT** free kicks taken from the center of the halfway line with ALL players other than the kicker behind the halfway line and 5 yards from the ball. A Penalty Kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infringement (the infringement does not automatically result in a red card). Penalty kicks are dead ball infractions. If a goal is not scored, a goal kick is awarded to the opponent.

LAW 15: The Throw-in

- There will be no throw-in, the throw-in is replaced by a kick-in
- The ball should be placed on or behind the touchline where it left the field.
- All opponents must remain 5 yards from the ball until it has been kicked into play.
- The ball is in play when it is kicked and moved.

LAW 16: The Goal Kick

- The ball shall be placed anywhere on the goal line except within the goal area.
- All opponents must remain 5 yards from the ball until it has been kicked into play.
- The ball is in play when it is kicked and moved.

LAW 17: The Corner Kick

- All opponents must remain 5 yards from the ball until it has been kicked into play.
- The ball is in play when it is kicked and moved.