

## SYSA 3v3 Indoor Soccer Rules

*\* FIFA rules apply if not modified within \**

The following rules have been established in order to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation in the tournament.

1. **Number of Players:** Six is the maximum number of players on a roster; three field players and three substitutes. (A team must have a minimum of 2 field players). Players may only play on one team. There are no goalkeepers in 3v3.
2. **Uniforms/Protective Casts:** All players must wear jerseys/shirts during play. The referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, necklaces and bracelets. The only exception will be players wearing medical bracelets.
3. **Player Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. All players must wear indoor shoes, turf shoes, or tennis shoes—no molded cleats are allowed. Also, no food or drink is allowed on the field and only water or sports drinks are allowed in the bench area. Gum is not allowed in the bench area or on the field!
4. **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.
5. **Field Dimensions:** The playing field is approximately 20 yards long by 15 yards wide for all ages. The goals are 4 feet high and 5 feet wide.
6. **Goal Scoring:** A goal may be scored from a touch (offensive or defensive) from anywhere on the field. The only exception to this rule is you cannot score directly from a kick-off or a kick-in from the sidelines. The ball must be touched by another person, either offensive or defensive.
7. **Game Duration:** The game shall consist of two 22-minute halves separated by a 1 minute halftime period (U6-U7 teams will play four 8-minute quarters with 1 minute breaks between quarters). The home team will pick the side of the field they want for the first half and the visiting team will start with the ball. Games tied after regulation play shall end in a tie. There are no timeouts and the game clock does not stop.
8. **Forfeits:** Teams are given 5 minutes before a forfeit is issued by the referee.
9. **Substitution:** Substitutions may be made "on the fly" or during dead-ball situations, regardless of possession.
10. **No Off-sides**
11. **No Slide Tackling**
12. **Coach/Parent Ejection:** The referee has the right to eject a coach or parent from any game for any irresponsible behavior that warrants ejection. Coaches or parents whom are ejected must leave the building before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.
13. **Kick Off:** May be taken in any direction. You cannot score directly from a kick off.
14. **Kick-Ins:** When the ball touches any part of the net above the walls or the structure of the facility, 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 and moves.
15. **Five Yard Rule:** In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be placed 5 yards from the goal in line with the direction of play prior to the penalty.
16. **Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.
17. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are direct kicks taken from in front of a player's own goal with all players (on both teams) touching the back wall. The ball is live when kicked. Only the player who was fouled (or nearest to foul) may take the penalty kick.