

SYSA Jam-Boo-Ree 3v3 Rules

** FIFA rules apply if not modified within **

1. **Number of Players:** The maximum number of players on a roster is six (eight for 2011-2010's); three field players and three substitutes (four field players and four substitute players for 2011-2010's). Players may only be rostered to, and play for, one team. There are no goalkeepers in 3v3 (or 4v4 for 2011-2010's).
2. **Uniforms/Protective Casts:** All players must wear jerseys/shirts during play. Players may "dress up" if they choose but masks are not allowed to be worn and "uniforms" must be safe. If both teams are wearing the same color, one team will need to wear mesh practice jerseys. The Tournament Director and/or referee assignor must approve players wearing protective casts. No jewelry will be allowed, including earrings of any type, necklaces and bracelets. The only exception will be players wearing medical bracelets.
3. **Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play.
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 40-45 yards long by 25-30 yards wide for all ages. The goals are 4 feet high and 6 feet wide.
6. **The Safe Zone:** The Safe Zone is an arched eight foot radius located directly in front of the goal. There is no ball contact allowed within the Safe Zone, however, players may pass through the Safe Zone as long as they do not touch the ball while in the area. If the ball comes to a rest in the safe zone, 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 safe zone is considered in the safe zone. 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.
7. **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.
8. **Game Duration:** The game shall consist of two 15-minute halves separated by a 3 minute halftime period. 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. There are no timeouts and the Game Clock does not stop.
9. **Forfeits:** Teams are given 5 minutes before a forfeit is issued by the referee. The Tournament Director has the option to replay a forfeited game if deemed necessary.
10. **Substitution:** Substitutions may be made "on the fly" or during dead-ball situations, regardless of possession. Players must enter and exit at mid-field.
11. **Playoff Overtime:** Shall consist of two complete three minute overtime periods with a coin toss to decide kick-off/direction. If no team has scored in the overtime periods or the score remains a tie, the winner shall be decided in a shootout with a coin toss to decide which team kicks first. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining 3 field players after overtime will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.
12. **No Off-sides!**
13. **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.
14. **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) or 2.) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).
15. **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 three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).
16. **Player Ejection (Red Card):** Referees 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. 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 tournament and are subject to removal from the facility for the duration of the event.
17. **Coach/Parent Ejection:** The Tournament Director has 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 must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.
18. **Kick Off:** May be taken in any direction. You cannot score directly from a kick off.
19. **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 and moves one full rotation.

20. **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 played 5 yards from the goal box in line with the direction of play prior to the penalty.
21. **Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect (meaning a goal cannot be scored without first touching another player) with the exception of corner kicks and penalty kicks.
22. **Goal Kicks:** Will be taken from any point of the end line.
23. **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. If a goal is not scored, the defense obtains possession with a goal kick.
24. **Protests:** Protests are strongly discouraged. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting.
25. **Weather Related Issues:** The Tournament Committee reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.

***** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. *****