

AYSO Region 390 3v3 Jamboree Rules

Last updated: 30 October 2013

Goal

The goal of this tournament is to play soccer and have fun! Which team wins a game is a secondary concern.

Player Registration

All players must be registered for a Region 390 team during the Fall and/or Spring season of the current AYSO year. Note that the AYSO registration year runs from August 1 to July 31 of the next year. For instance, for a 3v3 after the Fall 2013 season, players must have been registered for the Fall 2013 season. For a 3v3 after the Spring 2014 season, players must have been registered for either the Fall 2013 season or the Spring 2014 season, or both.

Each player may play on only one team.

The Team

A team consists of a maximum of 5 players and a minimum of 3 players. In exceptional circumstances, a team may contain 2 players. At least 3 players must be on the field at all times (unless players have been sent off during the game, see Cards section below, or in the case of a 2-person team).

Everyone plays. Playing time should be kept as even as possible for every player on a team, for each game. It is **not** acceptable to balance playing time across multiple games - all players on a team must play approximately the same amount in each game.

There are no goalkeepers.

Equipment

All players must wear their AYSO jersey and socks during play. Each member of a team must wear the same color jersey. In the case of both teams wearing the same color jersey, a coin toss will decide which team will wear pinnies.

All players must wear shin guards covered with socks. Any players without shin guards will not be allowed to play.

Substitution

Substitutions may be made by either team on an unlimited basis (up to 2 players) on any dead-ball situation during the game. Teams must acquire the referee's permission and players are to enter and exit at mid-field during dead-ball situations at the referee's discretion.

The Field

The playing field is approximately 40 yards long and 30 yards wide and may vary by age group. The field has a center circle with a radius of 5 yards, corner arcs, and a **goal area**. The goal area is a rectangle or semi-circle marked directly in front of each goal that is approximately 10 feet wide and 5 feet deep. There are no penalty areas or penalty marks on the field.

The lines that define an area on the field are considered a part of that area. For instance, a ball that is over a goal area line is considered to be in the goal area.

The Goal Area

No player may contact the ball when the ball is within the goal area. However, players may run through the goal area and any player (either team) may pass the ball through the goal area. If the ball comes to a rest in the goal area, a goal kick is awarded regardless of who touched the ball last. If a defender touches the ball when it is in the goal area (any part of his/her body), a goal is awarded to the offensive team. If an offensive player touches the ball when it is within the goal area, a goal kick is awarded to the defensive team.

Goal Scoring

A goal may be scored by the attacking team from within the team's offensive half of the field or as a result of a defender touching the ball inside the goal box. For a goal to count from an attacking team's touch, the ball must be completely on the offensive half of the field when the attacking player touches the ball; the ball cannot be touching the mid-line when the touch is made.

The Ball

Players use a ball sized appropriately for their age. U6-U8 use a size 3 ball, U10-U12 use a size 4 ball, and U14 and U19 use a size 5. VIP uses a size 4 ball. The jamboree organizers will provide balls for the games.

Offside

There is no offside in 3v3 soccer.

The Game

Duration

A game shall consist of two 10-minute halves separated by a two minute halftime period. The home team (as indicated by the jamboree game schedulers) will kick off and defend the North/East goal (depending on the field direction) to start the game. The teams shall switch goals at halftime and visiting team will kick off. The clock will run continuously with no timeouts and no time added for injury.

Tie Games

Games that are tied at the end of regulation time will be recorded as a tie. In particular, neither overtime periods, penalty kicks, nor coin flips will be used to break ties.

Starts and Restarts

Indirect Kicks

All dead-ball kicks (kick-ins, free kicks, goal kick and kick offs) are indirect (i.e., at least one other person must touch the ball before a goal can be scored).

Direct Kicks

Corner kicks and penalty kicks are direct (goal scoring opportunities).

Kick-off

Kick-offs are taken from the center of the field. A kick-off may be taken in any direction. Kick-offs are indirect kicks. To start the game, the Home team will kick off and defend the North/East goal. The Visiting team will kick off the second half, also defending the North/East goal (changing sides at half time).

Goal Kicks

Goal kicks are indirect kicks and may be taken from any point on the goal line. Goal kicks shall not be taken from the goal area unless the ball is placed on the goal line.

Kick-Ins

Balls that leave play across the field's touch line (side line) shall be kicked into play from the touch line instead of thrown-in. A kicked-in ball is considered in-play when the ball is touched with a foot and moves completely over the touch-line.

Required Distance

In all dead-ball situations (including kick-offs and kick-ins) defending players must stand at least

five yards away from the ball. If the defensive players' goal area is closer than five yards, then the ball shall be placed five yard from the goal area in line with the spot of the penalty.

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). A penalty kick is a direct kick taken from the center of the fields halfway line with all players behind the line, including the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

Misconduct

Cautions (Yellow Cards)

Players that receive 2 yellow cards in the same game will automatically be suspended for the game. No exceptions. Any player accumulating 3 yellow cards over multiple games will automatically be suspended for the remainder of the tournament. NO exceptions.

Send Offs (Red Cards)

Referees have the right to send off a player from the game for continued disobedience or as a result of an incident that warrants sending off. The team may continue with their remaining 2, 3, or 4 players. However, if the player receiving the red card was on the field of play, the team must complete the game short 1 player. The player receiving the red card will automatically be suspended for the next game (NO exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas. Players ejected from more than one game (any combination of red and yellow cards) will be suspended for the remainder of the tournament. NO exceptions.

Sportsmanship

Players, coaches and spectators shall demonstrate good sportsmanship at all times. We are playing this tournament to have fun. No abuse, bad-mouthing, arguing, fighting, or misbehavior of any kind by anyone will be tolerated. Any indication of such behavior by a coach, player, referee or spectator will result in immediate ejection from the jamboree site.

Coaching

Players may coach themselves. A person not playing on a team may **not** coach that team. However, adult supervision of substitution is allowed, especially for younger players.

Dispute Resolution

All game decisions made by referees will be final: no decision may be appealed. All other decisions will be made by the Tournament Officials, who have final authority. (Let's try to keep this low key, and not force anyone to make a hard decision.)

ALL SITUATIONS OR OCCURRENCES NOT EXPLICITLY OR CLEARLY ADDRESSED OR COVERED BY THESE RULES SHALL BE RESOLVED AT THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.