



Calvert Soccer Association

2021 Winter Outdoor Recreation Program 3v3 Game Only League

- Age Groups U5 – HS (Birth Years 2016-2002) Female and Coed divisions
- Registration Fee(s):
 - Teams registering as a pre-formed team:
 - 2016 – 2013: \$175 per team
 - 2012 – 2007 : \$225 per team
 - 2006 – 2002 : \$275 per team
 - For players that need to be placed on a team, Individual Player Fees(s)
 - 2016 – 2013: \$35 per player
 - 2012 – 2007 : \$45 per player
 - 2006 – 2002 : \$55 per player
- Season Structure:
 - All games are weather permitting. CSA will follow their Weather & Field Closure Policy.
 - 12/5, 12/6, 12/12, and 12/13 Preseason Playdays for all players and teams, each team/age group guaranteed at least one game slot per weekend.
 - Regular Season begins 1/2/21 and ends 2/28/21 (possibly extended to 3/7/21 due to inclement weather). Each team is guaranteed 8 games.
 - U15+/HS age groups (birth years 2006-2002) will play 6 games and then be seeded for a final two week tournament to crown a county champion in each division.
 - Divisions:
 - Recreational (NO carded travel players allowed) Girls and COED for all birth years.
 - Competitive (Travel players allowed) for 2006-2002 ages.
 - *Oldest rostered player determines birth year division.

3 v 3 WINTER LEAGUE RULES
(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered on their teams' registration form before the season begins. Any team or player determined by CSA to have falsified age or skill level will be dismissed from the season with no refund. All players must provide proof of age, ie: player pass, driver's license or birth certificate, upon request.

ROSTERS: Rosters are limited to 8 players max, with no more than 6 active for each game. Players can only be rostered to one team.

PLAYERS AND SUBSTITUTIONS: SIX is the maximum number of players on a team for each game; three field players at one time. Teams playing more than 6 players during the course of a game will forfeit that game. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when dead ball situation first occurs to be called on.

GENDER: No males will be allowed to participate in any female divisions. Females can play in either Female or COED division.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Preferred Ball Size for U5-U8 = #3; U9-U12 = #4; U13 - HS = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

UNIFORMS: Home Team will wear gold/yellow or light colored jersey. Away team will wear Gray or dark colored jersey. CSA Recreation Uniform Kit is recommended for this League.

FIELD DIMENSIONS: Width: 25-30 yards, Length: 35- 40 yards (2013-2016 age groups may play on a 20 by 30 yard field).

GOAL BOX: The goal box, ten feet wide by eight feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GAME DURATION: The game shall consist of two 20-minute halves separated by a three minute halftime. Regular season games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner is decided by shootout with the 3 players on the field at end of golden goal period.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field.

SCORING (IN SEASONAL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss. **FORFEITS:** A forfeit is scored as 5-0

TIEBREAKERS: In seasonal play, ties in the standings between two or more teams will be broken by; 1) head to head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored. If teams are still tied after all tiebreakers CSA will break the tie by coin flip.

NO OFFSIDE, NO SLIDE TACKLING, NO HEADING IN 3V3 SOCCER.

HEADING: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW/RED CARD): Referees have the right to dismiss players OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. **RED CARD** suspension = Rest of game PLUS next game (Teams still play with 3 on the field). CSA may dismiss player or bench personnel for rest of season, following review of the situation.

A team official guilty of misconduct will be shown a YC (caution) or RC (sending off); if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC.

SPORTSMANSHIP: Players, coaches and spectators are always expected to act in the nature of good sportsmanship. Abuse of the referees or players will not be tolerated, even if it is your own team. Any instance of such conduct will be handled appropriately and may disqualify the responsible parties from future games.

FORFEITS: A forfeit shall be scored as 5-0.

ANY SITUATION THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF CSA.