

# COLORADO STORM SOCCER ASSOCIATION - LAWS OF THE GAME FOR 3 V 3 U5 THROUGH U6

Revised November 26, 2007

## 1. FIELD OF PLAY

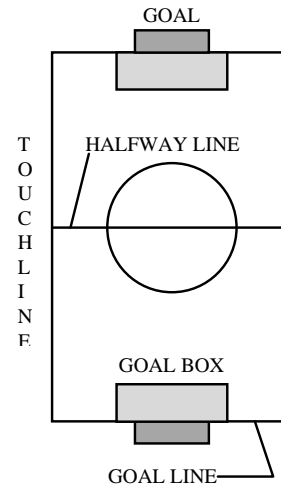
Field size: U5 – Length = 30 yards  
Width = 20 yards

U6 – Length = 33 yards  
Width = 22 yards

Center Circle Radius = 3 yards

Goal size: Width = 8 feet  
Height = 4 feet

Goal box: 10 feet wide x 6 feet deep



## 2. BALL SIZE

Size 3 - use hand stitched ball

## 3. NUMBER OF PLAYERS

- Two teams of 3 players.
- No player may act as goal keeper.
- Any player or number of players can be substituted at the start of the period, after a goal is scored, before kick-ins, goal-kicks, corner kicks or on an injury by either team. No substitutions are allowed before a free-kick. Coaches are encouraged to rotate their players every 2 to 3 minutes.
- **Each player shall play a minimum of 50% of the total playing time.**

## 4. PLAYERS EQUIPMENT

- All players must wear shin guards and the regular Colorado Storm uniform.
- No metal cleats may be worn. Tennis shoes are acceptable to wear.
- Home teams (listed first on the schedule) are to wear blue. Away teams (listed second on the schedule) are to wear white.
- Socks **MUST** cover the shin guards completely.
- **Players may not wear any kind of metal or plastic hair restraint, hair beads, earrings, necklaces, bracelets, or other jewelry during practices or games.**

## 5. GAME COORDINATORS

- Each game will have only one Game Coordinator (referee) on the field.
- The Game Coordinator is provided by the team listed as home on the schedule. The coordinator must be certified at a Colorado Storm Coordinator's clinic.
- Responsibilities: player safety, enforcement of the game laws and time keeping.
- Explain the rules to the players.
- Use the whistle as little as possible.
- **NO COACHING BY THE GAME COORDINATOR IS PERMITTED.**

## 6. LINESMAN

There are no linesmen in 3v3.

## **7. GAME DURATION**

4 x 8 minute periods.

At the end of Period 1 and 3 allow a 2 minute break and a 5 minute break at half-time. Teams change sides **only** at half-time.

## **8. THE START OF PLAY**

- Start each period or restart the game after a goal is scored with a kickoff at the center of the halfway line.
- All players must remain on their own side of the halfway line until the ball is kicked.
- All opposing players must be at least 3 yards from the ball prior to the kick.
- The player taking the kick may not touch the ball a second time until it has been played by ANY other player. (Double touch - see law 13).

## **9. BALL IN AND OUT OF PLAY**

When the ball goes out of play, the game is restarted as follows:

- The ball is out of play when the **whole** ball crosses the entire touchline or goal line, whether on the ground or in the air. The ball is in play at all other times.
- Restart with a kick-in if the ball goes out of play over the touchline. The kick-in will be taken by a member of the opposing team that last touched the ball. The ball shall be placed on the touchline or outside the field within a yard from the place where the ball went out.
- For instructions on restarting the game after the ball goes over the GOAL LINE please refer to paragraphs 16 and 17 of these rules.
- When play is stopped due to an injury, bad weather or other reason not covered elsewhere in these rules, the game is restarted with a dropped ball at the place where the ball was located when play was stopped.

## **10. METHOD OF SCORING**

A team is awarded a goal each time the **whole** ball crosses the portion of the goal line under the cross bar and between the posts in the goal that they are attacking. If a defending player unintentionally scores a goal in his own goal, the goal is awarded to the attacking team.

- Goals can be scored from anywhere on the attacking half of the field.
- Goals can not be scored directly by a team from their half of the field.
- Goals can not be scored directly from kick-offs, free kicks, kick-ins, goal kicks or corner kicks. Once the kick is taken, if any player (attacker or defender) touches the ball and the ball goes in the goal, a goal is awarded to the attacking team.
- *Players may enter the goal box at any time.*

## **11. OFF-SIDE**

There is NO off-side in 3v3 soccer.

### **THE ROLE OF THE SWEEPER FOR 3V3 & 4V4 GAMES**

The sweeper is a "field player"—not a goalkeeper who cannot use her/his hands. The sweeper's job is to sweep up mistakes of his or her teammates or to sweep away the balls that get past his or her teammates. This job is usually done from a position of about 5 – 10 yards behind the other players. As the ball moves up, the sweeper should also move up, usually trailing 5 – 10 yards behind the play.

Remember 3 things

1. Unlike football, which has numerous stoppages of play, soccer is a "player's game" in which they must constantly make decisions on their own because it is a continually moving game.
2. This is a "real soccer game" not a game of Football, sweepers can and should be encouraged to move/adjust with the play.
3. It's not about winning at this age; it's about teaching and developing.

## 12. FOULS & MISCONDUCT

The game coordinator may award a team a Free Kick for **intentional** tripping, pushing, hitting, holding or ball handling by an opponent. Free kicks are all indirect (goals cannot be scored directly from a free kick). Game Coordinators should explain all infractions to the offending player.

**Whistle only on intentional fouls or to ensure the safety of the players.**

## 13. FREE-KICK

- The kick is taken where the foul was committed or 5 yards from the goal line of the defending team, whichever is greater. All opposing players must be situated at least 3 yards away from the ball. The kicker can not touch the ball twice in a row - the ball needs to be touched by another player.
- Double Touch - If the player taking the free kick (kick-in, goal kick, corner kick or kick-off) touches the ball twice in a row prior to being played by any other player, a free kick is awarded to the opposing team.
- The team taking the free kick may take a “quick” kick prior to the opponents being 3 yards from the ball. If 3 yards is requested by the kicking team, they must wait until the defensive team is ready before taking the kick.

## 14. PENALTY KICK

There are no penalty kicks in 3v3 soccer.

## 15. KICK-IN

When the whole of the ball crosses the touch-line in the air or on the ground, a kick-in will be taken at the point where the ball left the field (within 1 yard either way). Opponents must be positioned at least 3 yards from the ball.

## 16. GOAL KICK

Restart with a goal kick if the ball goes out of play over the goal line, last touched by a member of the attacking team. The ball is placed anywhere on the goal line or inside the goal area. Opponents must be positioned at least three yards from the ball.

## 17. CORNER KICKS

Restart with a corner kick if the ball goes out of play over the goal line, last touched by a member of the defending team. The ball is placed on the corner of the field closest to the place where the ball went out or inside the field within a yard from that corner. Opponents must be positioned at least three yards from the ball.

## 18. SILENT QUARTER (Also known as the “Non-Coaching Quarter)

*During the 3rd quarter of all 3v3 games there shall be **NO** coaching of players by the coaches, spectators, teammates on the sideline, or Field Coordinators. The only exception shall be to make substitutions by the coach. **Coaches, parents and teammates may applaud and cheer when you wish to acknowledge a good play, defensive or offensive, or a goal.** Coordinators may talk to give brief instructions when necessary.*

## 19. FRIENDSHIP LINE

Opposing coaches and players should meet in the center of the field and shake hands after each game. Coordinators should monitor this event to ensure good sportsmanship prevails.