

# **San Elijo AYSO Spring Guidelines**

## THE GAME

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

The following rules have been designed to ensure fair play for all participants. Any questions concerning these rules should be directed to the commissioner. The Board of Directors reserves the right to modify these guidelines at any time.

Good sportsmanship is to prevail at all times.

### **Number of Players:**

6 is the maximum number of players on a team: 3 field players and 2 substitutes. (A team must have a minimum of 3 field players). If a team has less than 3 players, players may be borrowed from the opposing team.

There are no goalkeepers in 3v3.

### **Game Equipment:**

All players must wear shin guards. Any player without shin guards will not be allowed to play.

Region 1505 will supply game balls and pinneys.

Players should wear their regular season shorts and socks; t-shirts will be provided by the Region.

### **Field Dimensions:**

The maximum playing field is 30 yards long by 20 yards wide.

(**YOUNGERS:** 25 yards by 15 yards maximum)

The goals are 4 feet high and 6 feet wide.

### **Goal Scoring:**

A goal may only be scored from a touch (offensive or defensive) within the team's offensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

### **Game Duration:**

The game shall consist of two 20 minute halves (15-minute halves for youngsters) separated by a five minute halftime period.. A coin toss will determine direction and possession before the start of the game..

### **Substitution:**

Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referee's attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

**Slide Tackling: 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-play.

**Hand Ball Clarification:**

Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in a penalty kick.

**Kick Off:**

The kickoff may be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

This is an indirect kick.

**Throw-ins:**

A throw-in will restart play when the ball crosses a touchline completely.

**Five Yard Rule:**

In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:**

All dead-ball kicks (kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:**

Goal kicks may be taken from any point of the goal line. This is an indirect kick.

**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 the center of the mid-line with all players (on both teams) behind the mid-line. (**YOUNGERS:** Penalty kick taken 5 yds from the goal. All players lined up behind the 5 yd mark) Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Playing Time:**

Every player must play a minimum of one half of each game.