

California Soccer Park

Summer 2021

3v3 League Rules

I. Registration

- A. All registration is first come first serve with registration fee required to guarantee a position in the league.
- B. All players must be **10 years of age, or older**, at the start of the season to be eligible to play. If a player is under the age of 18 they will require a parent signature on their waiver of liability.
- C. Refund requests must be submitted 5 business days prior to Game Week 1.
- D. Late Registration refund requests must be submitted within 5 business days after your first Game, up to Game Week 3, in order to obtain a partial refund.
- E. The California Soccer Park reserves the right to shut down registration at any time.

II. Schedule/Rosters

- A. Each team shall have a chosen 'Team Manager', who is responsible for team conduct, attendance & communication.
- B. Individuals must register and have 5 members on their team no later than 10 days prior to Game Week 1.
 - i. Any **team caught with non-rostered player(s)** will forfeit the game.
 - ii. If a team is **caught a second time**, the game will be scored a forfeit and the Team Manager will be suspended for 1 game.
 - iii. If a team cannot field the minimum legal amount of players, they must forfeit the game. They are then allowed to borrow players to play an unofficial game without penalty. No forfeited games will be rescheduled. – see *section VII*
 - iv. Players **MUST** check in with game official prior to kick off.
- C. Weekly game times may be emailed to the players and be available inside the CASP office. (*Some exceptions may apply*)
- D. Teams are allowed to have any number of guest players each week. Guest players must pay a \$16 single game fee and sign a waiver in the office upon arrival.
- E. In the event a player cannot continue to attend the season, a replacement player may take their registered slot for a \$15 fee.
Any further fund exchanges may be sorted out between players.

III. League Play

- A. The **number of games will be determined by the number of teams entered**.
- B. In case of an **uneven amount of teams, byes will be selected by computer randomly**.
- C. Standings will be kept and be posted regularly.
 - i. Games will be scored 3 points for a win, 1 point for a tie, and 0 points a loss.
 - ii. Goal Differential will be kept and used as a tie breaker, if needed.
 - iii. Forfeits will be scored as a 3-0 win for the non-forfeiting team.
 - iv. A team may have a maximum of +5 goal differential per game.
 - v. Red cards will result in 1 point being subtracted from the overall standings.
- D. In case of a tie in league points following the completion of season, league standings will be determined based on the following criteria in the order specified:
 - i. Overall record - The team with the most wins will win the league.
 - ii. Goal differential - The team with the greatest positive goal differential will win the league.
 - iii. Goals Against – The team with the least goals against will win the league.
 - iv. Head to Head – The head to head match result will determine the winner of the league.

IV. Rules of Play

- A. Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the league rules.

- B. All free kicks awarded are **INDIRECT**.
- C. There is no offside in 3v3.
- D. Five Yard Rule
 - i. In all dead ball situations defending players must stand five yards away from the ball. If the defensive players 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.
- E. Kick-Ins
 - i. The ball shall be kicked into play from the sideline instead of thrown in. The ball must be stopped.
- F. Goal Kicks
 - i. Goal kicks may be taken from any point on the end line.
- G. Penalty Kicks
 - i. Penalty Kicks shall be awarded if, the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from
- H. Zero Tolerance
 - i. Zero Tolerance for Fighting. If a player is ejected for fighting he/she WILL be dismissed for the remainder of the season.

V. Participant Requirements

- A. **Player Eligibility**
 - i. Any player questioned by a Team Manager or Referee who is suspected of playing under false pretenses or a rule violation must prove his/her identity to the Official present with any form of ID before the end of the game or the game will be forfeited, and the player and the Team Manager will face suspension.
 - ii. Players are not allowed to play for a different team without approval from both team managers in a game.
- B. **Player's Equipment**
 - i. Players shall not wear anything that is dangerous to another player including jewelry. This will be determined by the Referee.
 - ii. Players must wear the colored wristband, provided by California Soccer Park at check in.
 - iii. All players must wear shin guards. NO EXCEPTIONS

VI. Game Play

- A. If there is a conflict in shirt color then the Home Team (listed first on the schedule and game card) will be responsible for changing to an alternate color or wearing pinnies (provided from office).
- B. Slide tackling is NOT allowed: A Yellow Card (caution) WILL be issued for all slide tackles. If in the referee's opinion the slide tackle was performed with excessive force and/or endangered the safety of the opponent then a Red Card (ejection) should be issued.
- C. There will be a **10 minute grace period** for teams without enough players but teams are able to start early if both teams agree to do so.
 - i. The lost time is retracted from the halftime.
- D. The goal box is 10 feet wide by 8 feet deep and 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 within the goal box including the line; a penalty kick is awarded to the attacking team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defending team. Repeated infractions in the goal box MAY result with a Yellow Card being 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. The goals are approximately 4 feet high by 6 feet wide.
- E. Goal Scoring
 - i. A goal may be scored from a legal touch on the offensive half of the playing field.

VII. Fouls and Misconduct

All team managers are responsible for team players.

- A. Yellow Card (caution): **Player must give their name to the referee.**
 - i. If a player fails to give their name to the Official, that player will be issued a Red Card (ejection) and an additional penalty will fall to the Team Manager. *Note: the player receiving the Yellow Card (caution) does not need to leave the field.*
- B. Red Card (ejection): **Players must give their name to the referee and are suspended from further play in that game and a minimum of one additional game.**
 - i. Ejections may warrant more than a one game suspension. This will be determined by the PAD committee.
 - ii. Players who have received a red card must leave the facility.
 - 1. Any and all concerns can be directed toward California Soccer Park Staff via email. programs@californiasoccerpark.com
 - 2. No communication about red card or protests will be given the night of the incident.
- C. Foul and/or abusive language and/or action(s) directed towards a player, spectator or official WILL result in a Red Card (ejection) from the game; plus additional game(s) suspension depending on severity. *Note: Only the team manager may consult the referee over decisions and calls at the Official's discretion.*
- D. A player who accumulates four (4) Yellow Cards (cautions) during the season will result in a one game suspension.
- E. Fighting – Minimum one-year suspension from the time of infraction.
- F. The California Soccer Park has a Zero Tolerance Policy for Language.
- G. Dissent may result in a Red Card (ejection), determined by referee.
- H. If a player is found to have given a false name during check in at the park office, the player will be removed from the game.

VIII. Forfeits

- A. Any team **forfeiting two games will be placed on probation** for the remainder of the season. Once on probation for excessive forfeitures, a team that forfeits a third game may be subject to removal from the league and relinquished of all fees.
- B. There will be no postponement of games unless approved by the CASP Programs Manager. *Playing in another league or tournament shall not be considered sufficient reason to reschedule a game or withhold a forfeit.*
- C. Team manager must provide **24 hours' notice of forfeit.**

IX. Participants/Team Rosters

- A. Minimum number of players on roster – 4
- B. Maximum number of players - 6
- C. All games must start with a minimum of five (2) players at the scheduled starting time.
 - i. Teams are not required to play down in the event that the opposition is playing down.
 - ii. All Players should be given at least 25% playing time.
- D. No Male players will be allowed to participate in any female divisions. Females may play in male divisions.

X. Officials

- A. Games will be officiated this season by one center referee. No assistant referees will be used.
- B. Officials must know and understand the rules CASP has put into place for their leagues.
- C. If no game is played officials must turn in a scorecard the day of the game, indicate the teams that were supposed to play, what team(s) did not show, and the field location in order to receive payment.
- D. Officials will receive scorecards filled out with roster from the CASP Program's Staff.
- E. Officials must be dismissed before leaving facility within their game time, even if teams did not show up. This is to cover any case where an official did not show up to an assigned game at the same time.
- F. Players **MUST** check in with game official prior to kick off.

XI. Game Time

- A. Games will consist of two 18-minute halves with a 5 minute half time.
 - B. No overtime periods will be held. Regular season games may end in a tie.
- XII. **Substitutions**
- A. Players may only sub on and off during stoppage of play.
 - B. If a team is caught playing with more than the legal number of players the game will be paused to correct the mistake and the team manager will be issued a Yellow Card (caution).
- XIII. **PAD Committee**
- A. A Team Manager/Captain not involved in the game, a referee not involved in the game, the supervisor, and the CASP Program Director may form the PAD committee to review all Red Card infractions to determine if any additional suspensions should be handed out. The decision of the PAD committee will be **final**.