The Campus Rec Department will do all scheduling. This league is open to all LC students, faculty, and staff. Team fee is $20. In addition, there will be a $10 forfeit fee. Teams that forfeit 2 games will be dropped from the league. All games will take place in the Library Lawn. Please refer to IM handbook for policies and regulations.

I. **TEAMS:**

A. Each team is allowed up to five (5) players on the roster.

B. 3 on 3 Soccer is played between two (2) teams of three (3) players each including a maximum of two (2) substitutes.

C. The game is played with no goalkeepers.

D. A team needs at least two (2) players to start a game. If a team does not meet these requirements, their game will be declared a forfeit.

II. **EQUIPMENT FOR PLAYERS:**

A. All players must wear jerseys/shirts of like color during each game.

B. Players are allowed to wear rubber cleats but no metal toes or spikes.

C. Mouth and shin guards are highly recommended.

D. All braces must be covered.

E. All players must remove all jewelry (earrings, necklaces, rings, etc.).

F. Game ball will be provided.

III. **DURATION OF THE GAME:**

A. All games will start on time.

B. Games consist of two (2) fifteen (15) minute running clock halves with a five (5) minute halftime period.

C. A timeout will only be called by the referee for injuries or special circumstances. There is no stoppage or injury time.
D. Rock, paper, scissors will determine direction and possession before the start of the game.

E. The team winning rock, paper, scissors will choose which goal to defend and the other team will kick.

F. During halftime the teams switch ends.

IV. OVERTIME:

A. A coin toss will decide kickoff/direction.

B. Overtime will be three (3) minutes.

C. The first team to score in overtime is the winner.

D. If no team has scored in the three (3) minute overtime, the winner shall be decided by a shootout.

E. The remaining (2-5 players) players from each team will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round.

F. If the score remains tied after the first round of penalty kicks, the same 2-5 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.

G. If one team has received a red card during the game that player will not be allowed to participate in the overtime or sudden death kickoff.

H. In the event that teams are not equal in the number of penalty kickers, one or more player will have to kick multiple times in a round.

V. YELLOW CARD:

A. Is used to caution a player for unsportsmanlike conduct.

B. Any yellow card will result in a change of possession.

C. Players that receive two (2) yellow cards in one game will automatically be ejected and may face suspension for their next game. The player or players who are ejected must meet with Intramural Specialist prior to playing in the next game.
D. Players that receive two (2) yellow cards need to leave the immediate playing area, including the fan and team areas. If the player refuses to do so the game will be forfeited.

VI. **RED CARD:**

A. Is used to eject a player from the game for continual disobedience or as a result of an incident that warrants disqualification.

B. Two (2) yellow cards equal a red card. Any red card will result in lose of possession.

C. If the player receiving the red card was on the field of play, the team must complete the entire game a player short.

D. The player receiving the red card may face suspension for their next game. The player or players who are ejected must meet with Intramural Specialist prior to playing in the next game.

E. Players that are red carded need to leave the immediate playing area, including the fan and team areas. If the player refuses to do so the game will be forfeited.

F. If a player receives a red while on the side line the team may still play at full strength.

VII. **FIELD AND GOAL DIMENSIONS:**

A. The playing field is 40 yards long by 20 yards wide.

B. The goal is 6 feet wide with a no touch arc area in front.

C. If ball is blocked or touched inside the goal arc area, an automatic goal will awarded to the offensive team.

D. If an offensive player touches the ball in their arc area, a goal kick is awarded to the opposing team.

E. If the ball becomes dead inside the area, a goal kick will be awarded to the defensive team.

VIII. **THE GOAL AND PENALTY BOX (only for 6 on 6):**
A. The goal box is two (2) yards long by four (4) yards wide, directly in front of the goal. The defense can not stand or defend an offensive player inside the box. The offense can not score while being inside the box.

B. The penalty box is ten (10) yards long by fifteen (15) yards wide, directly in front of the goal.

IX. LAWS OF THE GAME:

A. Substitutions:
   1. Substitutions may be made on the fly.

B. There are no offsides in 3 on 3 Soccer.

C. No slide or slide tackling:
   1. Players can not slide for a ball at any time. A deliberate slide will result in a yellow card, 2 minute sit (team plays a man down), and penalty kick

D. Five yard rule:
   1. In all dead ball situations, including kickoffs, defending players must stand at least five (5) yards away from the ball.

E. Kick-ins:
   1. Are indirect kicks.
   2. The ball shall be kicked into play from the sideline instead of thrown in.
   3. Kick-ins is considered in play when the ball is touched with a foot and moves. **Example:** The ball is placed on the sideline. Player A (1) touches the ball, with a foot, and Player A (2) or B (1) shoots or dribbles. A goal can be scored from the scenario given.

F. Indirect kicks:
   1. A goal can be scored only if the ball subsequently touches another player before it enters the goal.
   2. If an indirect free kick is kicked directly into the opponents’ goal, a goal kick is awarded.
   3. If an indirect free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

G. Goal kicks:
   1. Are indirect kicks.
   2. A goal kick is a method of restarting play.
   3. May be taken from any point on the end-line.
H. Corner kicks:
   1. Are direct kicks.
   2. A corner kick is a method of restarting play.
   3. A goal may be scored directly from a corner kick, but only on the offensive side of the field.
   4. A corner kick is awarded when: the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

I. Kick-off:
   1. Is an indirect kick and may be played forward or backward.
   2. All defensive players must be five (5) yards from the ball on their half of the field.
   3. All offensive players must be in their half of the field.
   4. The offense can only have two (2) players inside the four (4) yard circle. The defense must stay out of the circle until the ball is kicked by the offense to start the game.

J. Penalties:
   1. All penalties are indirect.
   2. In the event that a deliberate hand ball and/or foul occurs the opposing team a penalty kick.

K. Penalty kicks:
   1. Are awarded if, in the monitor’s opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card) or a penalty occurred by the defense in the penalty box or goal box.
   2. It is a direct kick taken from the center half line with all players on the side of the field.
   3. This is a “dead ball” kick.
   4. If a goal is not scored, the offense obtains possession at the center of field.

L. Hand ball and foul clarification:
   1. Deliberate handling of the ball and foul that denies the opposing team a goal or an obvious goal-scoring opportunity will result in the following:
      a. A penalty kick will be awarded.
      b. The player committing the foul may be sent off and shown a red card.
M. Goal Scoring
1. All scoring opportunities must take place on the team’s offensive half of the field.
2. If no touch occurs, the defensive team will receive a goal kick.

N. Sportsmanship
1. In addition to wins and loses teams will be judged on there overall sportsmanship towards opponents, referees, scorekeepers, and supervisors.
2. Teams will be judged on a five star system with five being the highest and zero being the lowest.
3. Teams must keep a three star average to play in the playoffs regardless of their win lose record.
4. Teams that receive lower than three stars in any game must meet with the Intramural Sports Specialist before participating in the next game.
5. Any ejections will result in the entire team receiving below a three star and must meet with the Intramural Specialist before playing in the following game.

O. Swearing and Altercation Rules
1. This is the judgment of the field monitor.
2. All swear words that are heard by the monitor will result in a goal reduction and possible red card.
3. Any f-bombs that are heard by the monitor will result in a minimum of a yellow card with a possibility of red card.
4. All altercations will result in an automatic red card. This includes shoving, spitting, throwing punches, verbal abuse, and severity of taunting. Remember the field monitor makes all final ruling.