

3v3 COED SOCCER

Information Sheet

Spring 2023

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.

ENTRIES OPEN

June 6 – June 12 2023 (**Register in person at 145 Richards Building. Entries are limited to 16 teams and are available on a first come, first served basis.**)

ENTRY FEE

A \$10.00 entry fee will be required for each team.

CLASSIFICATION

Teams will be placed into pools based on the information provided on the completed questionnaire. Any team that does not participate in pool play will be eliminated from the tournament. The pool play schedule and team password will be emailed to team captains on Tuesday, June 13 by 4:00 PM. Elimination bracket seeding can be viewed at intramurals.byu.edu on Tuesday, June 13 by 4:00 PM.

ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, ¾ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term.

To participate, each player must be added to his online team roster before 3:00 PM on Friday, June 10. Team rosters are limited to **five** players. Each participant may play for only **one 3v3 coed soccer** team.

RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Games will be played Friday, June 16 from 6:15 PM to 10:15 PM and Saturday, June 17 from 8:15 AM to 3:15 PM. All games will be played at the West Stadium Fields – west of LaVell Edwards Stadium.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. **Forfeit time is game time.** A forfeit is given to teams with less than **two** legal players at game time. All participants must show a valid (government or school issued) picture ID card before every game. The Y-App and Picture ID printouts are not acceptable.

EQUIPMENT

Teams must supply a soccer ball for each game. **All participants are required to wear appropriately sized shin-guards, secured and covered with long socks.** No metal or toe cleats are allowed.

UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed. **Teams are required to have two sets of shirts/jerseys of differing colors (one light and one dark).** The lower numbered team will wear light and the higher numbered team will wear dark.

OFFICIALS

The Office of Intramural Sports will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Weather updates, when needed, will be posted on our website – iSports.byu.edu.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the field before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

1. Each team will participate in pool play on Friday, June 16. An elimination tournament will be held on Saturday, June 17.
2. The pool play schedule will be emailed to captains on Tuesday, June 13 by 4:00 PM.
3. Elimination bracket seeding can be viewed at iSports.byu.edu on Tuesday, June 13 by 4:00 PM.
4. The tournament will be a **2-day event held June 16 – 17.** Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
5. Teams *must* play at the time their match is scheduled. Reschedules *will not* be allowed.

RULES

Intramural 3v3 Soccer rules are adapted from the 3v3 Live Soccer Rules as well as the 2022-2023 NFHS Soccer Rules Book with the following exceptions or points of emphasis:

1. *Team Composition:* teams may consist of two (minimum) or three (maximum) players on the field, with **at least one male and one female** on the field at all times. Team rosters are limited to five players. There are no goalkeepers in 3v3 soccer.

2. *Pool Play*: during pool play, teams will play three consecutive, 12-minute games against different teams. If there are tied win-loss records in pool play, the ties will be broken by the goals scored for and against each team.
3. *Tournament matches*: during tournament matches will consist of the best two out of three games. The first two games will be 12-minute long. If necessary, the third game will be 10-minute long. If a team reaches a 10-goal lead, the game shall end.
4. *Timing*: during the last two minutes of the game, when the score is within five, the clock will stop for a penalty kick, a yellow/red card, following a goal, and when an official orders the clock to be stopped.
5. *Field Dimensions*: the playing field shall be 40 yards long by 30 yards wide. A goal box, 10 feet wide by 8 feet deep, will be placed along both end lines.
6. *Goal Box: no player may contact the ball while the ball is in the goal box on a goal scoring opportunity*. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who last touched the ball. A defensive violation of the goal box boundaries on a goal scoring opportunity results in a goal being awarded to the offense. An offensive violation on a goal scoring opportunity results in a goal kick being awarded to the defense.
7. *Goal Kicks*: a goal kick is awarded to the defending team when the entire ball crosses the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the attacking team. A goal kick may be taken from any point along the end line.
8. *Goal Scoring*: all goals scored will count for one point. A goal may be scored from a touch on the offensive half on the playing field. 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.
9. *Kick Off*: may be taken in any direction. You cannot score directly from a kick off (ball must be completely across the mid-line to be considered on the offensive half of the field).
10. *Kick-Ins*: the ball shall be kicked into play from the sideline (within 2 yards) instead of a throw in. The ball must be stationary at the time of the kick-in.
11. *Offside*: this rule will not apply.
12. *Slide Tackling*: going to the ground in an attempt to play the ball within playing distance of an opponent from any direction **will not** be allowed.
13. *Defensive Positioning*: defensive players must maintain a distance of 5 yards from the ball on each kick in, goal kick and free kick.
14. *Indirect Kicks*: all free kicks are indirect with the exception of corner and penalty kicks.
15. *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.
16. *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 midfield from the supervisor's sideline.
17. *Delay of Game*: any player may be issued a yellow card if it is deemed by the referee that the player is intentionally wasting time.
18. *Overtime (tournament only)*: in the event of a tie game, a three-minute "golden goal" period will be played followed by the best of three penalty kicks taken by at least one female and one male. If the game remains tied, penalty kicks will continue, in a sudden-victory situation, through all eligible participants for each roster.

If you have any questions, contact Christian in 145 RB (801-422-7597) or access our web page. iSports.byu.edu Have a fun tournament!