



## **3v3 Playing Rules**

### **Kick off**

- The game starts with the ball on the half way line and all players with a hand on their own goal.
- All games will start and stop on the central klaxon.

### **Goals**

- Goals cannot be scored from your own half. If this happens then the game continues as a goal kick.
- From a goal kick or restart a player cannot just run and shoot (whilst the opposition is retreating) a pass or beating a player must happen first.

### **Retreat rule**

- If a goal is scored, all players on the scoring team must retreat and touch their own goal before being active in play. If they don't, then a penalty is given.
- If the ball goes out of play for a goal kick the opposing team must touch their own goal before being active in play. If they don't, then a penalty is given.
- The opposing team does not have to wait for you to retreat to bring the ball into active play. If a player does not retreat and attempts to go near the ball then a penalty is given.
- No player can stand in front of the goal for the duration of the game nor act as a goalkeeper. In the opinion of the referee if a player is acting as a goalkeeper a penalty will be given.

### **Out of play**

- If the ball goes out of play at the sides it is a kick in and the opposing player must stand 2 yards away
- If kicked out for a goal kick, then the retreat rule applies.
- If the ball goes out for a corner then the opposing player must stand 2m away
- Any foul/handball anywhere on the pitch is a penalty.
- If the game is stopped for any reason (e.g. Injury) then the game shall be restarted with the ball on the half way line and all players with a hand on their own goal.

### **Penalties**

- Any foul will be a penalty from the halfway line.
- Penalties are taken from the halfway line with all players behind the ball (No goalkeeper).
- Players must stand 2m away from the ball.
- Players are active as soon as the ball is kicked.

### **Substitutions**

- A substitution can be made at any time as long as the player leaves the pitch before the other enters. This should be completed behind your own goal line.