

# 3V3/4V4 Laws Of The Game

## **Rule 1 - The Ball**

Under 8 divisions shall use a size three ball, Under 10 thru Under 12 divisions shall use a size four ball and Under 14 divisions shall use a size five.

## **Rule 2 - Field Players**

Teams can roster a maximum of 9 players. Each team can dual roster up to three players. U8-U12 divisions will have three field players and a goalie on the field. U14 divisions will have three field players and one of the field players may rove as a goalie, using their hands to defend inside their penalty box. (U8 teams can have their coach on the field during the game).

## **Rule 3 - Substitutions**

For all divisions: substitutions can only be made after a goal, if the ball is out of play, (into the net), after each half is over, or injury.

## **Rule 4 - Free Kicks**

All restarts/free kicks are indirect and may not result in a goal, (including goal kicks and the place kick at center field).

## **Rule 5 - Fouls**

In the event of a foul, the ball shall be placed at the point of the infraction. Fouls will be recognized the same as our full field A.A.I.S. laws.

## **Rule 6 - Misconduct Fouls**

The same rules apply for 3V3/4V4 play, as the full field youth A.A.I.S. laws. The only exception is if a player commits a carded offense, the carded player will sit out the penalized time and will be replaced by another player.

## **Rule 7 - Length of Game**

For all divisions: there shall be two halves, each 18 minutes in length. The game begins with a two minute warm up period and a two minute half time. After the first half the teams will switch sides.

## **Rule 8 - Goal Keeper Violation**

Goalies cannot throw or kick the ball, (in the air) three lines, past their offensive red line. If an infraction occurs, the ball shall be placed on the first red line the ball crossed and a free kick will be awarded to the opposing team.

## **Rule 9 - Red Line Violation**

For all divisions: players can kick the ball three lines past their offensive red line, however it cannot result in a direct goal. If an infraction occurs, the ball shall be placed on the first red line the ball crossed and a free kick will be awarded to the opposing team. For all divisions: If the ball hits the top of the net, the ball shall be placed on the red line closest to where the ball hit the net.

## **Rule 10 - Live Rule**

For all divisions: shots on goal must originate past your offensive red line to count as a goal. If a ball is kicked into the goal from outside your offensive red line, it will result in a goal kick.

## **Rule 11 - Defensive Error**

Anytime a defensive player plays the ball thus causing the ball to enter his own team's goal, a goal is awarded even if the ball is not "live". The only exception is when the defensive team deflects a shot taken by the offensive team that originated from outside their offensive red line, if so this will result in a corner kick for the offensive team.

## **Rule 12 - Place Kick-Center Field**

After every goal the defensive team must stand behind their defensive red line during each place kick. The kick off may be played in any direction, either forward or backward.