



Rules & Regulations

Location: Twin Silo Park - Fort Collins, CO

Dates: June 19th, 2023 to August 2nd, 2023

I. 3v3 Summer League Introduction

This exciting 6-week league utilizes the small-sided format to engage players in a fun and fast-paced game environment. 3v3 game format offers players the opportunity to develop skills such as:

- Ball control & passing in tight spaces.
- Increased number of game-related decision-making opportunities.
- Physical awareness around shape & spacing.
- 1v1 ball mastery & confidence.

This unique 3v3 league allows parent-volunteer coaches to work directly with players before their weekly games to develop players in a relaxed manner. Smaller spaces and fewer players on the field provide each individual with more touches on the ball.

League Dates:

- Monday, June 19th, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday, June 21st, 2023 - Boys and Girls: U5-U10 (2018s-2013s)
- Monday, June 26th, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday, June 28th, 2023 - Boys and Girls: U5-U10 (2018s-2013s)
- ***Off the week of July 3rd in observance of The Fourth of July Holiday***
- Monday, July 10th, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday, July 12th, 2023 - Boys and Girls: U5-U10 (2018s-2013s)
- Monday, July 17th, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday, July 19th, 2023 - Boys and Girls: U5-U10 (2018s-2013s)
- Monday, July 24th, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday July 26th, 2023 - Boys and Girls: U5-U10 (2018s-2013s)
- Monday, July 31st, 2023 - Boys and Girls: U11-U19 (2012s-2004s)
- Wednesday August 2nd, 2023 - Boys and Girls: U5-U10 (2018s-2013s)

League Location: Twin Silo Park

- 5552-5564 Ziegler Rd, Fort Collins, CO 80528, USA
- [Click here for a Field Map of Twin Silo](#)

Times Slots:

- Time Slot 1 - 4:00 PM - 4:25 PM
- Time Slot 2 - 4:30 PM - 4:55 PM
- Time Slot 3 - 5:00 PM - 5:25 PM
- Time Slot 4 - 5:30 PM - 5:55 PM
- Time Slot 5 - 6:00 PM - 6:25 PM
- Time Slot 6 - 6:30 PM - 6:55 PM

*More time slots may be added depending on the number of registered teams.

Weekly Session Breakdown:

- Game 1 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 2 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 3 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 4 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION

- Game 5 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 6 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 7 (2 x 12 min halves w/1 min halftime)
- 5 MINUTE TRANSITION
- Game 8 (2 x 12 min halves w/1 min halftime)

**Teams are encouraged to arrive early for warm up in open areas around game fields. Teams may take on the field as soon as the previous match is concluded.*

Team Registration:

- This competition is open to all teams, all clubs for Boys & Girls 5U to 19U
- Teams can register for this league on PlayMetrics through our Rapids Youth Soccer Website.

II. 3v3 Summer League Rules and Regulations

Roster Rules and Restrictions:

- Six (6) is the maximum number of players on any given Game Day roster.
- Three (3) field players on at one time.
- Guest players will be approved at the start of the season, but need to fill out proper documentation.
- Teams with more than 6 players at a game week an event will be given one warning, a second violation will lead to disqualification.
- Players may only play on one team per division.
- There are **NO GOALKEEPERS** in 3v3 soccer.
- **HEADING:** There is NO HEADING allowed in 3V3 soccer.
- **OFFSIDES:** There are NO OFFSIDES in 3V3 soccer.

Field Dimensions:

- WIDTH: 20 Yards
- LENGTH: 25 Yards
- Goal Box Size: 4ft. Wide x 7ft. Long
- Goal Size: 4ft. tall x 5ft. wide

Division Set-Up

- Division setup is to be determined after registration based on the number of teams by age and gender (co-ed teams may be possible in the older age groups).
- We may need to make dual-year age groups to even out numbers.
- Teams can be moved by the discretion of the League Director or by request from a team's Parent-Volunteer Coach.

Substitution Rules:

- Substitutes may occur at any dead ball situation.
- There are unlimited substitutions.
- Players must be called onto the field by the referee and enter and exit at the half-field mark only.
- Players must already be at the half-field mark when the dead ball situation first occurs to be called on.
- There are NO subs on the fly.

Required Equipment:

- All players must wear shin guards.
- Any player without shin guards will not be allowed to play.
- No jewelry may be worn.

Preferred Ball Sizes:

- 6U to 8U - Size 3
- 9U to 10U - Size 4
- 11U to 12U - Size 4
- 13U - Size 4*
- 14U+ - Size 5*

*In the event that age divisions are combined, the teams should use the older division's ball size.

Goal Box Rules:

- The goal box, 4ft. Wide x 7ft. Long, 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 in the goal box, a penalty kick is awarded to the offensive team. (Unopposed shot from top of the center circle closest to the goal.)
- If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team.
- Habitual touches in the goal box MAY result in a cation warning given to the 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.

Game Duration:

- The game shall consist of two 12-minute halves separated by two-minute halftime.
- If a team would like to add a 4th player after a 6-goal deficit, it is up to the discretion of both teams to agree on this.
- At the discretion of the team's coaches, any game may **end** when a team reaches a 12-goal lead (mercy rule).
- Games tied after regulation play shall end in a tie. No overtime.

Goal Scoring and Forfeits:

- A goal may be scored from a touch on the offensive half on the playing field.
- 3 points for a win; 1 point for a tie and 0 points for a loss.
- FORFEITS: A forfeit is scored as 5-0
- 10-Goal Lead Mercy Rule: If a team leads by more than 10 goals the game will be considered final but can be completed if teams agree to finish the game regardless of score.
- Additional Player Rule: If a team is losing by 8+ goals, they may add an additional player (4v3)

Restart and Play-In Rules:

- **5-YARD RULE (For Freekick Purposes):**
 - In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's 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.
- **Kick-Ins:**
 - The ball shall be kicked in to play from the sideline instead of thrown in.
- **Indirect Kicks:**
 - All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except for corner and penalty kicks.
- **Goal Kicks:**
 - May be taken from any point in the goal box area.
- **Kick Offs:**
 - May be taken straight backward to teammates on the first touch.

Penalty Kick Rule:

- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction.
 - The most likely reason is a defensive player blocks a shot inside the goal box.
- 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 for a non-obstructed attempt on goal.
- If a goal is not scored, the defense obtains possession with a goal kick.
- Penalty kicks are not live balls.

**DISCLAIMER*: SITUATIONS THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE LEAGUE STAFF ON SITE.*

III. 3v3 Summer League Parent-Volunteer Information

Parent Volunteers - Coach & Referee Roles:

Parent volunteers are required to coach and facilitate the game in conjunction with one another. One of the two teams is expected to provide a game facilitator for the match in the case a referee is not available. It is expected that all calls are made without emotion and team bias.

Player/Bench Personnel Disciplinary Policy:

Disciplinary calls will be used should infractions against games rules deem a repercussion necessary. An intentional foul will be first issued to the player in question and the player will serve a 1-minute

penalty and the player's team will be down 1 player for the duration of the minute. If the opposition scores, the player may return to the pitch. If a player is issued a second serious foul call, the player will be ineligible for the remainder of the match. Ejections will only be given should a player put another player's safety in extreme danger.

Sportsmanship:

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the Game Facilitators will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

"Let Us Play" Campaign:

Will be a part of the registration process and must be acknowledged and signed by team manager.

[CLICK HERE FOR MORE INFORMATION ABOUT THE LET US PLAY CAMPAIGN](#)

[CLICK HERE TO TAKE THE LET US PLAY PLEDGE](#)

IV. 3v3 Summer League FAQs

What are the requirements for uniforms?

The league will NOT provide uniforms or t-shirts.

All players are to provide their own uniforms that are the same color for the entire team.

- In case of similar colors, the home team will be provided with pennies from Rapids Staff.

Are all players required to wear shin guards?

All players are required to wear shin guards. Players without shin guards will not be permitted to play.

When and how can teams substitute players?

Teams may substitute during any stoppage of play with the approval of the Game Facilitator. All substitutions must take place at the midline.

Will teams be accepted into the league after the deadline?

The deadline (for guaranteed acceptance) is shown on the website. After that date, teams can still apply, however, your team will only be added if there is room in your division.

Can we have guest players if we are short for a week?

In case of player absences, guest players will be required to fill out proper documentation. Please reach out to our staff if you are in need to add a guest player.

What happens if there are not enough teams of my gender/age/skill level to form a division?

When there are limited teams in certain divisions, CRYSC will do our best to combine age and skill divisions as best as we can. If a team decides that the planned division does not look like it will present

a good experience for the team, they can withdraw before the 3rd week of the season. Thus, staff and see if a team needs to be moved from a division or teams can have enough time to be able to withdraw for a full refund.

What happens in the case of inclement weather?

Regardless of weather conditions (unless for safety reasons), players and coaches must be on the field at the scheduled time, ready to play. The League Director has the authority to reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official. The League Director may also reschedule (time and location) a match before it begins. Only Site Directors or the League Director can suspend a match already started due to weather conditions. **All matches that reach halftime will be considered final per the League Director. (i.e. 1 second into 2nd half and the home team leads 1:0, lightning strikes, the game is considered over.)**

Severe Weather in Area:

- Should a storm begin to threaten the event, on-site staff will utilize the club's go to weather app DTN Weather Sentry to access state-of-the-art radar that will be used to determine the distance of the storm and any strikes of lightning that may be within a 10-mile radius.
- Should there be a lightning strike within said 10-mile radius, games will be temporarily stopped and teams must return to their cars.
- A "Waiting Time" of 30 minutes without a strike of lightning must be observed before the teams can safely return to the facility.
- If the "Waiting Time" exceeds est. 60 minutes, games for the remainder of the day will be canceled.

Cancellation Credit Agreement:

- For a game week in progress (dates of the planned event), in the event of rain, snow or acts of God, the League Director reserves the right to reduce game times and numbers of games played.
- The credit Structure is as follows:
 - 50% credit - If less than 3 games are played of the 6 week season.
- No credit are given if:
 - More than 50% of all games are played (6 or more games)
 - A team decides to forfeit a game, giving them less than the guaranteed minimum of played games.
 - The team withdraws from the league for any reason or is removed.

Colorado Air Quality Monitoring:

- Due to the ongoing increasing rate of mountain forest fires, Staff on-site will monitor the air pollution levels.
- Should levels rise to 150 or higher, games may be shortened by up to 10 minutes per half.
- Should levels rise to 200 or higher, games will be canceled on the spot and attempted to be rescheduled.

For more information on league rules and regulations please contact:

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