## HPC Football 3v3 Rules 'Speed 3s'

1. Playing Field Dimensions: 30 metres long by 20 metre wide.
2. Games have two 3 minute halves with a 30 second quick turnaround at half time.
3. A maximum of 3 players per team on the field at any one time.
4. Goals are Quick set goals and are approximately 1.8 metres wide by 1.2 metres high.
5. Goal box. There are no goalkeepers in 3 v 3 . The goal box is 3 metres long by 1.8 metres wide.

There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in the goal box, or on the goal box line, a goal kick is awarded regardless of who touched the ball last.
Goal kicks can be taken anywhere on the end line. They are indirect kicks. A goal cannot be scored directly from a goal kick.
If a defending player touches the ball while they or the ball are in the goal box, a goal will be awarded to the attacking team.
If an attacking player touches the ball while they or the ball has entered the goal box a goal kick will be awarded to the defending team.
The plane of the goal box extends upward infinitely and the referee's judgment call and ruling on the field will not be overturned.
6. There are no offsides in 3 v 3 .
7. There is no slide tackling in 3 v 3
8. All players must wear shin guards.
9. Ball sizes:
i. Size 3-8's \& under
ii. Size 4-9 to 12 's
iii. Size 5-13's and over
10. There are no throw ins. Balls are to be stationary and kicked in from the side line. This is an indirect kick and a goal cannot be scored directly from a kick in.
11. There are corners. These are direct kicks. A goal may be scored directly from a corner kick.
12. Kick offs are an indirect kick and may be kicked in any direction. A goal cannot be scored directly from the kick off.
13. A free kick will be awarded as per FIFA rules. Offending teams must be 5 metres from the ball when the free kick is taken. If the infringement is within 5 metres of the goal box. The referee will place the ball 5 metres from the goal box to allow the defending team to make a wall if they wish. A free kick is an indirect kick and a goal cannot be scored directly from it.
14. A penalty shot may be awarded for an infringement that denies a clear goal scoring opportunity to the attacking team. A penalty is a direct free kick taken from the centre of the half way line. All players, offensive and defensive must remain behind the halfway line until the ball is kicked. If a goal is scored it is awarded. If it misses a goal kick is awarded to the defending team.
15. Goal Scoring: A goal may only be scored from a touch (attacking or defending) within the team's attacking half on the field. The ball must be completely on the attacking half of the field, and cannot be touching the half way line.
16. There are no substitutions except for injury during the 3 minute halves. Substitutions are only allowed in the 30 second half time turnaround.

## HPC Football 3v3 Game Day

1. Field Setup
(As per Attached layout sheet)
2. This is a Round Robin Tournament. The winner in each division is decided on points. 3 points for a win, 1 point for a draw. No points for a loss. A bonus point is available for teams that score 5 goals in a game, whether they win or lose. If teams are equal on points at the end of the round robin, the winner will be decided by the following:
i. Bonus points attained
ii. Goals for
iii. Overall Goal difference

Should teams still remain equal; a 'Sudden Death' penalty shootout will take place as per the rules of the game from the half way line. Each player of the full team roster has a penalty shot until the first person misses. If both teams score all shots in the first round through, the ball is moved 5 metres further back for the next round and so on until the winner is found.

## HPC Football 3v3 Game Day

North Stand


Field Key:
A.
B.
C.
D.
E.
F.
G.

- Full sized football field- 30m x 20m, 3v3 football fields- Referee's stand- Field Manger \& Team assembly area for teams in next game

