



University Recreation

3v3 Soccer Rules – Intramural Sports

Section One: General Rules

1. Eligibility
 - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook
 - b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
 - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league
2. Players
 - a. The game shall be played between two teams of three (3) players each.
 - b. A team may begin a game with a **minimum of two (2) players**
 - c. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. **All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.**
3. Inclement Weather
 - a. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
 - b. Players and officials should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
 - c. If games are canceled due to inclement weather, Intramural Sports will attempt to reschedule the game as soon as possible. If a game cannot be rescheduled, both teams will receive a TIE and a 4 in sportsmanship for that contest.

Section Two: Playing Area

1. The Field
 - a. The field measures 30 yards in length, goal line to goal line, and 15 yards in width.

Section Three: Equipment

1. Official Ball
 - a. Regulation sized 5 soccer balls will be used for all games (unless teams decide differently)
2. Players
 - a. All players must wear athletic, closed-toe shoes.
 - b. Cleats of soft or hard rubber shall be allowed, but metal cleats are not permitted.
 - c. Players who are caught wearing metal cleats will be automatically ejected from the game.
 - d. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
 - e. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - f. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
 - g. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance
 - h. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.



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Section Four: Timing and Beginning Play

1. Game Time
 - a. Playing time is one 15 minutes game (run continuously, no stoppage time)
2. Overtime
 - a. Golden Goal (first team to score)
3. Mercy Rule
 - a. There is no mercy rule