

SUPER MOD 3 V 3 RULES

1. Each team plays with 3 players on the field at a time (**no goalkeepers**).
2. The field is 30 yards long by 20 yards wide.
3. Each goal is 3 yards wide and centered on each end line.
4. When the attacking team last plays a ball and it goes over the defending team's end line, the defending team takes a goal kick from the top of their goal line. Defending team must allow attacking team to complete a first pass.
5. When the defending team last touches the ball and it goes over their own end line, the attacking team takes a corner kick on the side nearest where the ball went out of play. The kick is taken in the general corner area of the end line and sideline. (U6 and U7 only).
6. Any time a serious foul occurs play should be restarted with a free (indirect kick) taken by the fouled team. (Indirect kick defined: kick cannot score directly: it must touch another player.)
7. When the ball goes completely over the sideline it is out of play. A kick-in is taken at the point where the ball exited the field, by the team that did not touch the ball last. Opponents should be five yards from a kick-in.
8. A goal is scored when the ball completely crosses the line. After being scored on, a team takes a goal kick to restart play. On this particular restart, the opposing team must retreat to their own goal area to allow the receiving team the opportunity to get the ball into play.
9. Games are 45 minutes with a recommended half time of 2-5 minutes.