

North Vegas Youth Soccer League (NVYSL)

Grades Pre-K

Rules for 3v3 / 4v4

1. Team Composition

- **Number of Players:** Each team plays with 3 or 4 players on the field, with no goalkeepers at this level. Coaches may decide on a 3v3 or 4v4 format prior to each game depending on the number of players available.
- **Minimum Players:** A team must have at least 3 players to begin or continue a match.
- **Roster Size:** Teams typically consist of 6–8 players to allow for substitutions and to help manage player fatigue.
- **Team Captains:** There are no designated team captains at this level of play.

2. Equipment

- **Ball:** All matches use a size 3 soccer ball. Both teams should bring a ball to the game; the referee will choose one to use.
- **Uniforms:** All players must wear matching team jerseys with numbers on the back. While goalkeepers are not used at this level, if a team designates one for practice or rotation, they should wear a jersey of a different color.
- **Shin Guards:** Mandatory for all players and must be worn underneath socks.
- **Footwear:** Players must wear soccer cleats. No sandals, open-toe shoes, metal cleats, toe cleats, or baseball cleats are permitted.
- **Jewelry:** No jewelry of any kind is allowed during games, including earrings (even if taped), watches, necklaces, or bracelets. Medical ID bracelets may be worn if properly secured.
- **Eyewear:** Sports goggles are permitted and encouraged for players who wear glasses. Prescription glasses may be worn as long as they are secure.
- **Casts & Braces:** Soft braces may be worn with referee approval. Players with hard casts may not participate for safety reasons.

3. Field Specifications

- **Field Size:** The field will be rectangular, approximately 20 yards wide by 30 yards long.

- **Field Markings:** Includes boundary lines, a center circle, corner arcs, and penalty areas as appropriate.
- **Goals:** Pop-up style goals with integrated nets will be used for all matches.

4. Game Duration

- **Match Length:** Games consist of either four 8-minute quarters or two 16-minute halves. Coaches may choose the preferred format prior to the match.
- **Breaks:** 2–3 minute breaks between quarters, or a 5-minute halftime if playing halves.
- **Clock Management:** The game clock runs continuously and does not stop for injuries.
- **Ties:** Games may end in a tie; no overtime or penalty shootouts are used.

5. Kick-Off Procedures

- **Start of Play:** Coaches determine which team kicks off and which side they will defend.
- **Kick-Off Mechanics:** The ball is placed at midfield and is in play once it is kicked and clearly moves. Opponents must be at least 4 yards from the ball.
- **After Goals:** The conceding team restarts the game with a kick-off.
- **Changing Sides:** Teams may—but are not required to—switch sides at halftime or between quarters. Coaches can mutually agree on what works best based on team needs on a game-by-game basis. To ensure fairness, the team that did not kick off in the previous half or quarter will kick off the next period.

6. Scoring

- **Keeping Score:** Scores are not officially recorded at this level. Coaches may keep score informally if they choose, but it is not required or encouraged.
- **Focus:** The goal is for players to learn, have fun, and develop a love for the game—not to emphasize winning. Every player should feel like a winner for participating, trying their best, and contributing to the team.

7. Offside Rule

- **Offside:** The offside rule is not enforced in this level of play.

8. Fouls and Misconduct

- Players at this age are just beginning to learn the fundamentals of soccer and the rules and structure of the game. The primary focus at this level of play should always be on learning, enjoyment, and building confidence — not competition.
- Mistakes and rule violations should be treated as teachable moments. Coaches, referees, and parents are encouraged to create a positive atmosphere and may allow second chances to help reinforce understanding.
- “Clumping” around the ball is very common at this level, often resembling a playful scrum more than structured play. Unless pushing, tripping, or physical contact is clearly intentional and poses a risk, it should not be penalized, as doing so would disrupt the flow of the game.
- Volunteer coaches and parents who referee should read and understand these rules thoroughly. Their role is not only to officiate but also to help teach the players the rules in a patient, encouraging manner. When a rule is broken, take a moment to kindly explain the infraction and what the correct play would have been.
- Above all, safety is paramount. Any behavior or situation that jeopardizes player safety should be addressed immediately.

9. Substitutions

- **Unlimited Substitutions:** Coaches may substitute players at any stoppage in play with referee approval. Frequent substitutions are encouraged to provide rest, ensure equal playing time, and maintain engagement for all participants.

10. Goalkeeper Regulations

- **No Goalkeepers:** There are no goalkeepers at this level. All players are field players, encouraging greater movement and involvement.

11. Player Conduct and Safety

- **Sportsmanship:** All players, coaches, and spectators must demonstrate respect and good sportsmanship at all times toward opponents, teammates, and referees.
- **Respect for Officials:** Referee decisions are final. Negative or disrespectful behavior toward officials may result in warnings, ejection, or further disciplinary action.
- **Injuries:** Play stops for any serious injury. Injured players must leave the field and can return once evaluated and cleared by the referee.

- **Heat Safety:** During hot conditions, referees may call for additional hydration breaks as needed.
- **Referee Authority:** The referee has full authority to enforce rules, manage conduct, and suspend or terminate the match if conditions are unsafe or unmanageable.