



FOR YOUTH DEVELOPMENT®  
FOR HEALTHY LIVING  
FOR SOCIAL RESPONSIBILITY

# COMPETE FOR THE CAUSE

## CORPORATE CHALLENGE

### 3-ON-3 SOCCER

1. The field will be approximately 80 feet long by 50 feet wide.
2. No goalkeepers and no off-sides.
3. You can only score a goal on the offensive half of the field.
4. Defensive or offensive players may not touch a ball in the goal area after a shot (goal area is a small zone that will be marked off in front of the goal).
5. Game begins with a kickoff.
6. Ball over end line is put into play by a:
  - a) Corner Kick - if the ball is touched by a defender
  - b) Goal Kick - if the ball is touched by an offensive player
7. After goal is scored, the game begins again with a Goal Kick.
8. Ball over touchline (sidelines) is put into play by indirect kick, not a throw-in.
9. Two ten-minute halves (shorter than past years) are played for each game. The scores will be broken with a "golden goal" overtime.
10. Blatant personal fouls or handballs to prevent a goal will result in free direct kick with defense to the side of the field. There will also be no slide tackling whatsoever.
11. Teams may only have FOUR players per team. Players may not substitute and join other teams of their same corporation. We will have both an OPEN and WOMEN'S tournament.

12. Games will start at 5:30 pm instead of 6:00 pm in an attempt to finish tournament before darkness.

## **THE MISSION BEHIND THE COMPETITION**

### **The Y for All Campaign**

As a participant in Corporate Challenge, you support the Y cause! Corporate Challenge is held to benefit the Y for All Annual Campaign, which is our fundraising campaign to make sure the Y's facilities and services remain **accessible to everyone in our community**.

100 percent of Y for All funds come from generous donations from the community. Those donations are then given back to those in the community who need a little support. Y for All provides **financial assistance** for Y memberships and programs, such as camp and early childhood education.