

# MUSC 2011 DJ Farrar Summer 3v3 Festival

## Saturday, July 16, 2011

### Montgomery County Community College

**Age Groups: Boys & Girls: U8 through U19**  
*(age groups may be adjusted based on participation levels)*

## Rules and Regulations

**Player Registration:** All players must be registered at least 30 minutes prior to their first scheduled game time. Rosters cannot be changed once a team has registered. All players under the age of eighteen (18) must have a parent or guardian sign the registration/release form as proof of age. Any team or player determined by the Event Director to have falsified their age will be disqualified from the event. Each team requires an adult/coach on the sidelines at all times.

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

**Number of Players:** Six is the maximum number of players on a team: three field players and three substitutes. Players may only be rostered on one team in an age group. Co-ed teams can be formed in any age group but any co-ed team will compete in a BOYS division.

**Age of Participants:** The age group of each team is determined by the birth date of the oldest player on the roster.

**Team Uniforms & Equipment:** All players must wear matching colored jerseys/shirts within a team. Each team should bring a light and a dark colored top. If both teams are wearing the same color, the home team (team listed first on the schedule) will have to change. Pinnies are acceptable in the case of conflicting jersey colors. All players must wear shin guards. Any player without shin guards will not be allowed to play.

**Game ball & sizes:** Game balls will be provided at each field. Each age group will use the following sized balls: **U8 = Size 3; U9-U12 = Size 4; and U13 & up use Size 5.**

**Field Dimensions:** approximately 20 by 30 yards.

**The Goal Arc: There are no goal keepers.** There is no ball contact allowed within the goal arc, however, all players may pass through the arc as long as they do not touch the ball while in the arc. If the ball comes to a rest in the goal arc, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or the player's body on the line or inside the plane of the arc is considered in the goal arc. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal extends upward.

**Goal Scoring:** A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field.

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take

necessary action if he/she feels a team is delaying the game. In the event that a field is behind schedule, the referee may shorten the halftime period to one minute, or limit warm-up time prior to game.

**Forfeits:** Teams are given five minutes after the game start time before a forfeit is issued by the referee.

**Substitution:** Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time.

**Off-Sides:** No off-sides in 3v3 Soccer!

**Slide Tackling:** No Slide Tackling! If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded.

**Hand Ball:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (2) A yellow or red card given to the player committing the hand ball.

**Cautioned Players (Yellow Card):** Players that receive two yellow card in one game will result in a red card. Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game.

**Player Ejection (Red Card):** Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. If the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game. Players or coaches that are red carded must leave the immediate playing area, including the fans and team areas.

**Kick Off:** May be taken in any direction. You cannot score directly from a kick off.

**Kick In:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and changed position. This is an indirect kick.

**Defending Free Kicks:** In all free kick situations, excluding penalty kicks, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-balls kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks. Indirect kicks must only change position before the ball will be considered in play.

**Goal Kicks:** May be taken from any point of the end line. This is an indirect kick.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are direct kicks taken from the center of the midline with all players behind the midline. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Tournament Scoring:** Points will be awarded based on the following: 3 points for a win, 1 point for a tie and 0 points for a loss.

**Tiebreaker Rules:** If teams are tied in standing after bracket play the following rules will be used to break the tie:

1. Head to head results between the two teams
2. Goal differential (max. 5 goals per game)
3. Goals scored (max. 5 goals per game)
4. Fewest goals allowed (max. 5 goals per game)
5. Penalty Kick Shootout (if more than 2 teams are tied a random draw will determine which teams go to penalty kicks first)

**Playoff Games:** Playoff games will consist of a regular game followed by a four (4) minute, sudden-victory, extra time period. If the game is still tied after the extra period, a shootout will be held to determine the winner. Each team will get three (3) kicks, with a coin-toss deciding which team goes first. Any player may take one of the three kicks. If still tied after the three kicks, the shootout will continue in a sudden-victory format, where the remaining team members must shoot until each team member has taken a kick. Once each team member has taken a shot the same player rotation must be used beginning with the first player.

**Weather Related Issues:** The Event Committee reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten the length of games. MUSC will not be responsible for any expenses incurred by any team or individual due to any cancellation.

**Rain Date:**

Sunday, July 17, 2011 will be the planned event reschedule date should the tournament not be playable on Saturday, July 16, 2011. If the tournament is cancelled completely a percentage of the team entry fee will be refunded at the discretion of the Tournament Committee. Event status updates will be posted on the MUSC web site, [www.montgomerysoccer.net](http://www.montgomerysoccer.net)

