

Summer Solstice 3v3 Soccer League Rules - 2011

****FIFA rules apply if not modified within****

RULES OF THE GAME

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the Summer Solstice 3v3 Soccer League. Any questions concerning these rules should be directed to the league administrator.

Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the League Administrator to have falsified age or skill level will be dismissed from the league. Teams that span more than one age group will be placed into the division of the oldest player on the team.

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.

League Administrator: Tim Maret

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League Dates: Tuesdays starting June 21 – July 22, 2011 at Franke Fields hosted by Summit Soccer Club; Thursdays starting on June 23 – July 24 at Belton Parks and Recreation hosted by FC Southland; Thursdays / Fridays starting June 23 – July 25 at KC Sports Lodge hosted by KC Sports Lodge.

Rainouts: may be made up on weekends with advance notice of league administrator. Teams can play up to two games per Tuesday based on participation in their respective bracket.

League Fee: \$180 per team. Checks should be made payable to the respective league of participation.

Registration Deadline: The registration deadline will be **June 14th, 2011**. A registration link for online registration can be found at www.summitsoccerclub.org.

Rosters: All rosters must be presented prior to the team's first game.

Scheduling: Games are scheduled week to week and will reflect the results from the previous week's games.

Black Out Date: The league will play out over 5 weeks starting June 21st. A team may request one black out date in advance of scheduling.

Number of Players: Six is the maximum number of players on a team: three field players and three substitutes. (A team must have a minimum of 2 field players)
There are no goalkeepers in 3v3.

Player Registration: The league is open to boys and girls ages u6 to u18. All players will be required to possess a current 2010 – 2011 MYSA or KYSYA card. Players will be required to present their respective player card to the Field Marshall prior to participating in all league games. Players without a current MYSA or KYSYA card can obtain one through the League Administrator at a cost of \$5 per card. All players must be registered prior to their first scheduled game time. League officials have the right to demand proof of age for any player included on the roster.

Guest Players: A team may guest play up to two (2) players per week as long as the guest players are current members of MYSA or KYSYA and can produce a state issued card. KYSYA cards will require state issued travel papers to participate.

MYSA card registration info: Any player requiring a current MYSA card must be in possession of a card in advance of their first game. You will want to contact your spring league or association to secure a MYSA card. The paperwork required will include a Missouri Youth Soccer Membership Form, a notarized Medical Release & Liability Waiver Form, a copy of the players state registered birth certificate and a picture of the player.

KYSYA cards may be deemed acceptable with proper travel paperwork.

Falsifying Ages: A team, player or coach determined by the League Staff to have falsified age, identity, or skill level will be dismissed from the league. and potentially future events. This act of sportsmanship will not be tolerated by the Summer Solstice 3v3 League.

Skill Level: Every attempt will be made to match teams based on skill level. However participation will be the priority. Age groups may be combined to promote participation. Separate brackets will exist for boys and girls teams. With notification and acceptance by both teams, games may be scheduled between boys and girls teams.

Coed Teams: Will be placed in the boys bracket of the appropriate age group.

Proof of Age: All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster. Age groups will be based on the current 2010 – 2011 participation calendar.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip will determine which team must change. The League Administrator, and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Tournament Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Here are the following sizes for each group: U6-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions: The playing field is 40 yards long by 30 yards wide for ages U10 and higher. U6 – U9 age groups play on 30 x 20 yard field. The goals are four feet high and 6 feet wide.

The Goal Box: The goal box is an eight (8) foot arc located directly in front of the goal. The goals are four feet high by six feet wide. There is no ball contact allowed within the goal box, however, players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. 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 box 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. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Game Duration: The game shall consist of two 14-minute halves separated by a two minute halftime period OR the first team to reach a goal differential of +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, except in the playoffs. 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 that a team is delaying the game.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by League Administrator before the game is considered an official forfeit. The League Administrator has the option to replay a forfeited game if deemed necessary.

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 .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

No Offsides in 3v3 Soccer! 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. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

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

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during league play will automatically be suspended for their next game (no exceptions).

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. The team may then continue with their remaining two, three or four players, however, 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 (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

****If players are red carded for fighting, they will be prohibited from any further participation in the league.**

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or league official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Kick-Ins: 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 moves one full rotation.

Five Yard Rule: In all dead-ball situations, 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-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Protests: There are none. This is a friendly league. Referee decisions are final with respect to the course of play on the pitch. Issues regarding scheduling must be addressed with the League Administrator.

Weather Related Issues: The League Administrator and Referee Assignor with KCIR Staff will make all determinations regarding weather and field playability. Every effort will be made to keep games on Tuesday nights. The league retains Tuesday July 28 as a potential rain out make – up date. Make up games on alternate nights will be subject to field and referee availability.

Medical Staff: There will be no medical staff on site for this event. Parents and Coaches will be required to call for ambulance assistance if deemed necessary. The referee and / or league officials have the ability to prohibit a player from participation if it is concluded that they are injured and further participation threatens increased injury to themselves and others.

WAIVER: In consideration of and as an inducement for the player shown on the registration form being allowed to participate in the Summer Solstice 3v3 Soccer League and related events of the Summit Soccer Club, GSI Sports and Jackson County Parks and Recreation, Belton Parks& Recreation, KC Sports Lodge and related organizations. The player and parent/guardian agree to hold harmless, make no claims of any kind or character and hereby waives, releases and discharges all claims that might hereafter arise against the league, its presenters, all related board members, coaches, volunteers and associates, the owners of the property on which the 3v3 league, tryouts, camps or other events may occur. The player and their parent/ guardian understand that there are risks associated with their participation in the game of soccer that may result in a claim. In the event of any such claim, the player and parent/guardian agree that any cost associated with such claim is the sole responsibility of the player and parents/guardian. Signatures on the registration form signify each person has read, understands and abides by this information.

**** The Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****