



MESC KINSLEY CUP - MEMORIAL 3V3 TOURNAMENT: RULES

REGISTRATION:

All players must be registered on their teams' registration form ("Waiver Form") before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age, ie: player pass, driver's license, school ID, or birth certificate. One representative from each team is required at checkin one-hour before the team's first game.

** Please note that a player may play in a division older than his/her age, but not in a younger division.

ROSTERS:

All rosters (which should be filled out using the "Waiver Form" found during registration) are final upon start of team's first game.

NUMBER OF PLAYERS:

Maximum number of players on the roster is six (6). Teams playing more than six players during the tournament will be disqualified.

EQUIPMENT:

Shin guards must be worn by all players.

Teams are responsible for providing game balls.

Teams must wear similar colored jerseys and each team must have a dark and light-colored shirt available. Numbers are NOT required. Jerseys do not have to be identical, just close enough so that it is clear that the players are on the same team.

SCHEDULES:

The official tournament schedule will be announced by 10:00 p.m. of the Thursday before the tournament. MESC has the discretion to alter the schedule if needed. It is the responsibility of the coach or team captain to check the schedule for any changes after each tournament game (you will not be notified of changes). Schedules will be available throughout the day at the MESC tent.

GOAL BOX:

The goal box is directly in front of the goal. No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box.

An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team.

If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GENERAL GAME RULES:

Home team (team listed 1st on the schedule) provides a properly inflated game ball.

No halftime.

No offside rule.

No goalkeepers.

Team colors may conflict, please either have alternate shirts in case there is a conflict.

HOME team (listed 1st on the schedule) reports score to HQ tent immediately after each game.

Results will be posted live, at the field.

GAME DURATION:

Game duration is 20 minutes with a running clock and substitutes on the fly.

No clock stoppages, subs happen during the run of play at coach's/player's discretion.

PLAYOFF OVERTIME: In the event of a semi-final or final where a team must win...

- 3v3 Golden Goal for 2 minutes, if the game remains a draw after 2 minutes...
- 2v2 Golden Goal until a winner has been determined
- Referee will reduce from 3v3 to 2v2 at the first natural stoppage of play after the 2-minute mark

GOAL SCORING:

Goals can only be scored from attacking half of the field.

POINTS:

3 points for win, 1 for draw, zero (0) for loss

TIEBREAKERS:

In order: Head to Head, goal differential, most wins, most shut outs.

HEADING:

When a player deliberately heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense.

FIVE YARD RULE:

In all dead ball situations, defending players must stand five yards away from the ball.

KICK-INS:

Kick-ins instead of throw-ins.

INDIRECT KICKS:

All (except penalties) set kicks are indirect (including kickoffs)

- For all free kicks, defensive teams must be at least 5 yards away from the ball
- Defensive players must be behind the retaining line on kick off (lines will be clearly marked on each field)
- Youth division teams must be in their defensive half for an opposing goal kick

GOAL KICKS:

Taken from any point on the end line (not in the goal box).

KICK OFF:

Taken in any direction.

PENALTY KICKS:

A direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick.

PLAYER/BENCH PERSONNEL EJECTION (YELLOW & RED CARDING):

Referees have the right to dismiss player OR bench personnel from the game for continual disobedience or as a result of an incident that warrants sending off. RED CARD suspension = Rest of game PLUS next game. Tournament Director may dismiss player or bench personnel for rest of tournament. (Teams still play with 3 on the field)

SPORTSMANSHIP:

Players, coaches and spectators are always expected to act with good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

FORFEITS:

A forfeit will be scored as 4-0.

WEATHER RELATED ISSUES:

The 3v3 Staff 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 game lengths. Teams understand that there will be no refunds granted for any reason after team acceptance notification. This includes, but is not limited to inclement weather, etc. In case of inclement weather, the Event Director reserves the right to reduce the number of scheduled games and/or the time of games and/or postpone or delay game times and/or cancel the event. Every effort will be made to complete games and the tournament. Entry fees are non-refundable after team acceptance notification.

***** ANY OTHER SITUATION, NOT ADDRESSED ABOVE, IS AT THE DISCRETION
OF MARYLAND-ELITE SOCCER CLUB*****