

MSC 3 v 3 League & Tournament Rules

2009.

Registration

All players must be registered by Sunday, May 17th, 2009. Using the Team formation guideline (separate attachment), teams will be formed by Friday May 22nd. All players must be ASSA Registered to be allowed to play.

Team size

Teams will be formed to carry 5-7 players and equal playing time for each player is expected. You must have a minimum of 2 field players or your team automatically forfeits. Players may only play on one team per division.

Uniforms

A light colored league T-Shirt will be supplied for each player and this should be worn on your designated "home" games. Each team should also have a dark colored shirt to be worn when playing as the designated "away" team. Player numbers are not required.

Game Dates & Times:

2 games per night will be played on each of the three following dates for a total of 6 league games played:

Friday May 29th, Friday June 5th, Friday June 12th. Game start times will begin at 6pm, and each half-hour through a final game start time of 8pm. A schedule will be provided once teams have been formed.

Rain out dates if needed will be Saturday June 6th, Monday June 15th and Friday June 19th.

League standings will determine the scheduling of the 4 tournament games. The tournament date is Saturday June 20th.

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.

Ball size for:

U6 - U8 use a size 3

U9 - U12 use a size 4

U13 and up use a size 5

Field Characteristics

Dimensions

U6 through U8 -----> 30 yard x 20 yard field

U9 through adult ----> 40 yard long x 30 yard wide field

The goal box (ten feet wide by six feet long) is directly in front of the goal. There is no ball contact allowed within the goal box, however any player may move through the goal box. If the ball comes to rest in 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 is considered in the goal box and is an extension of such. If a defender touches the ball in goal box, a goal 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.

Goal size

4' high x 8' wide

Duration of Games

The game shall consist of two 12 minute halves separated by a two minute halftime period. There are no time-outs. There are no overtimes in regular league play.

Substitutions

Substitutions may be made at any dead-ball situation, on either team's possession. Teams must get the referee's attention and players are to enter and exit at mid-field. You may not substitute on the fly.

Scoring Goals

A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

Point System

Games will be scored according to the following point system:

3 points for a win

1 point for a tie

0 points for a loss

No Off-Sides

No Slide Tackling

5 yard rule: In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-ins: The ball shall be kicked into play from the sideline instead of throw in. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

Goal kicks: May be taken from any point on the end line, and not in the goal box area.

Kick-off: May be taken in any direction.

Penalty kick: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Red cards: Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with their remaining two players, however if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The tournament director will decide suspension from additional games.

Forfeits: Any team forfeiting 4 consecutive games in pool play will be removed from the league.

Rescheduling Policy: If teams want to reschedule a game for personal reason after the final schedule is printed, they must pay the \$10.00 referee fee. The team responsible for the rescheduling has the responsibility to pay the fee.

League Standings: Standings will be kept and updated after each evening of normal league play. The final standings will determine the seeding and schedule for tournament play. In the event of a tie based solely on points, then the following tie breakers will apply in order:

1. Goals scored.
2. Goal differential.
3. Head to head competition. (Winner of head to head, or subsequent goal differential between the teams if multiple games were played).
4. Play – off game to decide winner.

There will be no overtime periods in normal league play.

Tournament Rules: All playing and equipment rules as described above will be in effect for the tournament. In addition, seeding from league play will determine the initial tournament game schedule. Progression in tournament play may include the need for overtime periods. A tied game in the tournament shall carry as follows:

1. Preliminary games: 1 point for each team.
2. In the event for a tie in standings for progression through to finals, then the same tie breakers as described in league play shall apply, except the play off game will be substituted with a penalty shoot out. (See below).
3. A tied final game will result in a three minute overtime period. If the game is still tied, then penalty shoot-outs will apply.

Penalty shoot-outs: If there is still no winner the championship will be determined by penalty kicks. The penalty kicks will be a 3 player kick off. If additional penalty kicks are needed then the rest of the team's players will kick until one team misses. After the last person on the team kicks the original rotation is repeated until you have a winner.

If situations arise which have not been clarified in these rules, the league director shall have sole digression to determine a ruling