



Medway Youth Soccer

3v3 Soccer Jamboree

June 18, 2022

Medway Middle School

45 Holliston Street

Medway, MA 02053

2018 3v3 Tournament Rules

REGISTRATION OF PLAYERS, COACHES, AND ROSTER SIZE:

- All teams must check in at the Tournament Registration Tent at least **ONE HOUR** prior to its first game.
- Each team must review their team roster and present, if necessary:
 - A MYSA/USYSA membership form for any youth player not previously affiliated
 - Any out of state team not in USYSA Region 1 needs a state permission to travel form
- The registration desk will check all information and keep the roster on file for the duration of the tournament.
- A roster must contain between 3 and 6 players. Dual rostering is allowed but not within the same age level, and no playing down an age at any time. For instance, a U10 player can play on both a U10 team and a U12 team, but cannot play on a U8 team or on two U10 teams. Rosters cannot be modified after the team's first game has been played.
- Teams may register in divisions U8, U10, U12, U14, U18 or Open (Adult)
- Co-ed teams are allowed but the team **MUST** register in the Male Division. If males are rostered on a female team come game time, the male **WILL NOT** be able to play. No exceptions.
- Adult levels may also have co-ed teams.

LAWS OF THE GAME

All games shall be played in accordance with the FIFA Laws of the Game, except as modified below.

Law 1: Field of Play

- Fields are approximately 30 yards wide by 35 yards long.
- Goal areas are a semi-circle 8 feet in radius.
- The goals are approximately 3 feet high by 5 feet wide. Goal sizes may vary by age group.

Law 2: The Ball

- U8 – U12: Size 4
- U14 – Adult: Size 5

Law 3: Number of Players

- If a team cannot field two players to start or continue a game, the game will be forfeited in favor of the opposing team.
- All players are considered field players, no goalkeepers are allowed.
- Substitutions may be made at any time from the half-way line at your own risk.
- The exiting player must leave the field before the substitute may step on.
- No stoppage of the game will be made for substitutions. The referee does not need to be notified.
- Substitution violations will result in an indirect free kick taken from where the ball was when play was stopped.

Law 4: Players' Equipment

- Hard casts and splints are not permitted, not matter how well they are padded.
- Teams shall wear uniforms of matching design and color. No two (2) players may have identical uniform numbers while the players are playing on the field at the same time.

- In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee. In case of a jersey color conflict with both teams, the referee shall change into a non-conflicting color.
- No jewelry will be allowed.

Law 5: The Referee

- One referee will be used.
 - U8: Referees will be used from the Medway Youth Soccer Intramural program.
 - U10 – Adult: USSF certified referees will be used.
- Referees are required to submit a completed tournament-specific game report to the Referee Director after each game.

Law 6: The Assistant Referee

- No assistant referees will be used.

Law 7: The Duration of the Match

- All games will consist of two 12-minute halves for a total of 24 minutes. There will be a two-minute halftime period.
- Playoffs (semi-finals and finals):
 - If tied at the end of regulation, a three-minute golden-goal overtime period will be played.
 - If still tied, another three-minute golden-goal overtime period will take place. There will be no break between overtime periods.
 - If still tied, the result will be decided by a shootout using direct free kicks to goal from the center mark. The winner of a coin toss will kick first. The 3 players on the field at the end of the second golden-goal period will each take one kick. The teams will alternate kickers. If the game is still tied after 3 rounds, one player at a time from each bench will kick until the tie is broken. If a team runs out of bench players, they will start again with the first kicker and follow the same order as the first time. If one team has more players than the other, the team with more players will only use a number of players in the shootout equal to the other team's number of players (reduce to equate).
 - *Note:* All games in group play and all U8 and U10 games can end in a tie.
 - Playoffs are for U12 and older only.

Law 8: The Start and Restart of Play

- A goal may not be scored directly from a kick-off.

Law 9: The Ball In and Out of Play

- No modifications.

Law 10: The Method of Scoring

- Goals can be scored from anywhere in the offensive half of the field.

Law 11: Offside

- There is **NO** offside

Law 12: Fouls and Misconduct

- **Goal area violation:**
 - If a defending player touches, kicks, or otherwise stops the ball in the goal area, a goal will be awarded.
 - If an attacking player touches the ball or the ball comes to rest in the goal area, an indirect free kick will be awarded to the defending team from any point in the goal area.
 - The plane of the goal area extends upward indefinitely.
- **No slide tackles:**
 - Players may slide to stop a ball only if no other player is close enough to the ball for there to be any chance of contact.
 - The restart after a slide tackle near another player is an indirect free kick for the opposing team.
 - For U12 and older: The sliding player will be verbally warned on the first offense and cautioned for **each** subsequent offense.
 - For U8 and U10: The sliding player will be verbally warned but no card issued.
- **Player ejections (red card):**
 - Ejected players shall be suspended for a **MINIMUM** of one additional game. Longer suspensions may be imposed at the discretion of tournament officials.

Law 13: Free Kicks

- All free kicks will be indirect with the exception of penalty kicks and corner kicks.
- Opposing players must be five (5) yards away from the ball on all free kicks.
- Free kicks must be spotted no closer than five (5) yards to the goal area.
- The 5-yard requirement is automatic. Neither team must request the distance. A player failing to move the required 5 yards may be cautioned by the referee. The team taking the kick may take a quick kick without the required 5-yard distance being made.

Law 14: The Penalty Kick

- Penalty kicks are **DIRECT** free kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line and not within 10 feet of the kicker. A Penalty Kick shall be awarded if, in the referee's opinion, an obvious goal scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are dead ball infractions. If a goal is not scored, the defense restarts with a goal kick.

Law 15: The Throw-in

- There will be no throw-ins. The throw-in will be replaced by a kick-in.
- No defender may be closer than five (5) yards.

Law 16: The Goal Kick

- The kick is taken from anywhere on the goal line.
- Players may not score directly off a goal kick.
- Opposing players must be at least five (5) yards away from the ball.

- The ball must touch the ground or a player from either team before going over the center line, or an indirect kick will be awarded to the opposing team from the point where the ball crossed the center line.

Law 17: The Corner Kick

- A kick is taken in the corner nearest where the ball went out of play, within 1 yard of the corner of the field.
- Opposing players must be at least five (5) yards away from the ball.
- Players may score directly off a corner kick.

STANDINGS, POINTS, AND PLAYOFFS

EACH TEAM WILL BE GUARANTEED 3 GAMES.

Points for preliminary games will be awarded as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

The maximum goal differential that will count per game will be five (5).

Determination of group standings

Group standings will be determined by the number of points after group play. For determination of playoffs seeding, ties will be broken by the following criteria, in order:

1. Head to head competition
2. Goal Differential (max 5 per game)
3. Goals Allowed (not limited by goal differential maximum)
4. Goals Scored (not limited by goal differential maximum)

Advancing to semi-final and final games

In age brackets with more than 4 teams, the top 4 teams in each bracket will make the playoffs. In age brackets with 4 teams or fewer, the top 2 teams in the bracket will make the playoffs and proceed directly to the finals.

- For the semi-finals, 1st place will play 4th place, and 2nd place will play 3rd place.
- The winners will play for the championship. There will be no consolation games.

AWARDS

- All U8 and U10 teams will receive awards after they finish their last game. Teams should go to the registration tent for the award ceremony.
- For U12 and older, the top two teams in each division will receive awards. Awards in each division will be given after the playoff games are finished for that division.

PROTESTS

No protests are allowed. All results and decisions made by referees and tournament directors are final.

CANCELLATIONS

If the tournament is cancelled before any games are played, all entry fees will be refunded. If games have started, pro-rated refunds or discounts on future tournament fees will be given.

TOURNAMENT CONDUCT

IT IS THE COACHES' RESPONSIBILITY TO MAINTAIN ORDER AND FAIR PLAY AMONG THEIR PLAYERS AND THEIR PARENTS. ZERO TOLERANCE RULES WILL APPLY.

Tournament officials reserve the right to place a team in the appropriate division, if in their opinion a team has registered in the wrong division. This change may be done at any time during the Tournament. If a team refuses to comply with the Tournament officials' decision, the team will lose its tournament fee and will not be allowed to play in any other division. All points earned in the original division will be forfeited.

Registration

Team Name:

Gender:

Age Group:

2018 League and Highest Division of Players on Roster:

Team Contact Name:

E-mail address:

Primary Phone Number:

Paypal® account:

Comments: