



Meridian Youth Classic 3v3 Soccer Tournament June 2nd and 3rd 2017

Meridian Youth Soccer Club will be hosting their 11th annual tournament on June 2nd and 3rd, 2017. The tournament will be open to all recreational level players U6 – Middle School. We also have a competitive division for players U10- Middle School which can include Ranger/RDP players. All players need to be currently registered with Whatcom County Youth Soccer or the Ranger Program.

Teams can have up to 6 players on a roster and will be guaranteed a minimum of 3 games. Tournament teams U6- U9 must be formed from an existing roster or club in the recreational division. Teams U10 – Middle School will have an optional competitive division which may include current RDP/Ranger players.

The format will be 3V3 on smaller fields. There will be no goalie and a no play zone around the goals. This is very fast, very fun soccer!

We will have Food and Drink vendors available.

For a complete copy of tournament rules, registration information or addition information please contact - meridiansoccer3v3@hotmail.com or check the Whatcom County Youth Soccer website @ www.whatcomsoccer.com. This event is fully sanctioned by Whatcom County Youth Soccer Association.

Click here to register : <http://www.tourneymachine.com/E30235>

- When:** June 2nd and 3rd
Where: Meridian High School
Cost: \$150.00 per team - includes t-shirts
Deadline: Registration and payment must be received by **May 25th, 2017**
Who: Open to all U6- Middle School teams now playing with WCYSA or the Ranger Program.
Info: **Please contact Denise Richter (360)410-1313 or via email at - meridiansoccer3v3@hotmail.com**



Meridian Classic Soccer Tournament

June 2nd and 3rd, 2017

Rules:

Registration: All players must come from Whatcom County Youth Soccer Association teams that are already in existence and currently playing the spring 2017 season or were a part of the fall 2016 rec season. Registration can be made by contacting the tournament registrar at meridiansoccer3v3@hotmail.com. Final rosters must be submitted by May 25, 2017. No roster changes will be permitted after the final roster is submitted.

Registration will not be complete unless payment is made in full.

Rec players may choose to play in either the rec division or the competitive division for U-10 to Middle School.

RDP players are permitted to play **only** in the competitive divisions U-10, U11/U12 or the Middle School comp. division.

Rangers U12 players can play in either the U12 competitive or in the Middle School division.

Ranger Select or Premier Players are permitted to play **only** in competitive divisions.

Ranger Middle School Rec. (MSL) division players are considered rec players.

Middle School Division this year will have rec and competitive division. Teams will consist of all boys or all girls, **NO co-ed**.

Players can only be listed on one roster. Players will not be allowed to play on more than one team.

Team Construction:

Rec Teams

Rec teams entered in the rec divisions must be comprised of kids from existing WCYSA rec teams from either the Fall of 2016 or Spring of 2017. **No non-WCYSA kids will be allowed to participate.** Rec teams cannot be comprised of kids from a variety of clubs, only the club they were registered with in the regular season. Teams should be made from



your current roster. If you are unable to get enough players from your current roster you may use up to 2 players from another team roster within your club and age group. Rec kids are allowed to play up 1 division if they want.

Rec teams CANNOT be comprised of kids from a variety of clubs, only the club they were registered with in the regular season.

U6 – U10: If we do not have a minimum of 4 teams per division per age group there is a possibility that girl teams will play boy teams so we can get the minimum 3 games in prior to the finals. There would still be separate winners for the boys and girls in that age group

Competitive Division

Competitive division teams can be made from kids from different Whatcom County clubs or mixed with RDP/Ranger players.

Competitive division is only for U-10- Middle School.

U11-U12: These age groups for rec division and competitive will be combined. U12 Ranger players will be allowed to play in the competitive division. There may only be up to three U12 Ranger players on a roster.

If we do not have enough teams to support a rec and competitive divisions in U11/U12 the coaches will be contacted to find out if they want to play up in Middle school rec or have rec and competitive combined.

Middle School will have Rec. and Competitive Division . No co-ed teams this year. The rec division will be made up of Ranger MSL teams and U12 players that choose to play up.

The Competitive division will be made up of Rangers Select and Premier Players. Ranger MSL players and RDP players can choose to play up in this division if they want, but know they will be playing up to U14 players.

Team Name: Name must be different for each team entered. We will not accept team 1 & team 2 or team A & team B.

Team Size: Each team is allowed a maximum of six players. This will consist of three field players and three substitutes. There are no keepers for this tournament. A team may play the game with a minimum of two players but any less will result in forfeiture.



Uniforms: All players must wear a jersey/ t-shirts of the same color during the game. You can wear your club jerseys if that is acceptable to your club, or you can wear another jersey or t-shirt as long as all shirts are similar on the team. Bring both a colored and a white shirt to the games in case there is a color conflict. The visiting team listed will have the choice of shirt color if there is a color conflict.

Equipment: All players must wear shin guards. **Home teams are responsible for providing game balls.** U6-U12 will play with a size 4 ball; Middle School will use a size 5 ball.

Field size and Characteristics: U6-8 will use fields that are 25 yds x 30 yds; U9 through Middle School will use fields 30 yds x 40 yds.

Goal size is 4.5' high x 9' wide. There will be a "no play zone" (NPZ) area painted in an arc in front of the goals, roughly 9' to the sides and in front of the goal. No goal can be scored from this area. If an offensive player "scores" from within the NPZ, a goal kick will be awarded to the defensive team. Should a defensive player touch the ball in the NPZ, a goal will be awarded to the offensive team. Should the ball end up in the no play zone, and stop there, the defensive team will be awarded a goal kick no matter who kicked the ball into the no play zone. Both sides may travel through the NPZ, but neither side may play the ball from within the NPZ.

Duration of game: the game shall consist of two 12 minute halves with a two minute halftime period. There are no time outs. The clock will run continuously. There will be limited time extensions for injuries. The horn officially ends the match. Games tied after regulation play shall end in a tie, except in the playoffs. In the playoffs, one three minute sudden death overtime period will commence if the game results in a tie. If the game is not decided in overtime, a shootout from midfield will decide the winner. No goalie in the shootout.

Substitutions: Substitutions can be made on-the-fly at the coach's discretion. The player leaving the field must be completely off the field before the sub enters the field.

Scoring Goals: Goals can be scored only from a team's offensive half of the field outside of the "no play zone", and can be scored from any touch of the ball, except a kick-off or kick-in. If a goal is scored inadvertently from a teams' defensive half of the field, a goal kick will be awarded to the other team, and play resumes. However, if a "pass" or shot is taken from a team's defensive half, and the ball bounces off the other teams' player and into the goal, a goal will be awarded.

The referees will keep track of the score from each game, and report the scores to the Score Master after each game on a game report.

Scoring (In Pool Play)

Games will be scored as follows

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

Tie – Breakers

In pool play, ties between two or more teams will be broken by:

1. Head to head
2. Goals allowed
3. Goals scored
4. Goal differential
5. Coin Toss

Additional Rules:

- There is no offside in this tournament.
- No slide tackling will be allowed.
- In all dead ball situations including kickoffs, opposing players must stay 5 yards back from the ball.
- If the defensive players' goal area is less than 5 yards, the ball shall be placed 5 yards from the goal area in line with the place of the penalty.
- No throw-ins; the ball must be kicked into play from the sidelines or the goal lines.
- No scoring from a kick-in.
- All kicks are indirect, except for penalty kicks (see below).

- Goal kicks will be taken from the goal line closest to where the ball went out of play. **Opposing team's players must go to the mid field line on goal kicks until the ball is in play.**
- Kick offs may be taken in any direction.
- Players need not wait for a referee's whistle at kick offs, penalty kicks or goal kicks: the idea would be to encourage fast play.
- If the defense kicks the ball out past its' own goal line, the offense may take the ball and resume play via a kick-in at the nearest sideline.
- No corner kicks.
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Hand Balls: These will be called as in any soccer match. If there is a deliberate attempt to deny a scoring opportunity by stopping the ball with the hands, the offensive team will be awarded a direct free kick from the midfield line with all players standing behind the midfield line at the time of the kick. The ball is live at this point. If the direct kick misses long, then a goal kick is awarded to the defensive team and play resumes. All other handballs will be handled with an indirect kick awarded to the other team.

Penalty Kicks: These 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. The ball is live when the kick is taken. If a goal is not scored because the ball goes wide of the goal and crosses the goal line, the defense obtains possession with a goal kick. If, after the kick, the ball stops on field, not scoring or crossing the goal lines, either side make take possession of the ball. If in the referee's opinion, no scoring opportunity was denied by the infraction (like in the case of a tripping foul or handball away from the goal), then an indirect penalty kick will be allowed and players need not wait for the referee to put the ball in play.

Red Cards: Referees have the right to eject a player or coach from the game for continue infraction or disobedience, or for an incident that warrants sending the player off. The team then continues with only two players on the field for the duration of the game. The tournament director will decide if further suspension is warranted. No appeals are allowed for cards adjudicated by the disciplinary committee. Any player given three (3) yellow cards in the tournament will not be allowed to play in their next match. The disciplinary committee will determine suspension for red card offenses.

No Protests: No protests will be allowed and all referees decisions will be final, except those concerning the use of overage or ineligible players. The opposing coach and referee must be notified of an overage/ineligible players protest prior to leaving the field of play and the protest must be submitted in writing to the tournament headquarters table within 30 minutes of the match completion. If a protest is upheld, forfeiture will be awarded for



the match (1-0 victory for the non-offending team) and all previously played matches that included the overage/ineligible player.

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

Sportsmanship: We expect players, coaches, and fans to act with good sportsmanship at all times. Abuse of the referee, verbal or otherwise, will not be tolerated. Field referees will be given wide discretion to eject an offending party from the game. A second warning will result in immediate ejection from the tournament site. Our goal is to create a fun atmosphere for playing soccer. Fun first, wins second.

Other: No players who live or play outside of Whatcom County are allowed in this tournament.

Coaches: You will need to complete a risk management assessment (RMA) if you have not coached a team for a WCYS club in the fall of 2016 or spring of 2017. You can access the RMA at www.whatcomsoccer.com.