

Meridian 3v3 Soccer Tournament May 31st and June 1st, 2019

Rules:

Registration: All players must come from Whatcom County Youth Soccer Association teams that are already in existence and currently playing the spring 2019 season or were a part of the fall 2018 recreational season. Players from other clubs will need to pay an additional fee per player for insurance purposes. Registration can be made by contacting the tournament registrar at meridiansoccer3v3@hotmail.com. Final rosters must be submitted by May 22, 2019. 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 will play according to Whatcom County Youth Soccer age chart for division placement.**

****Competitive players will play by birth year for division placement.**

Rec players may choose to play in either the rec division or the competitive division for U-9 to Middle School.

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.**

Middle School Divisions starts on Friday night with the potential for Saturday games.

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 2018 or Spring of 2019. 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 teams CANNOT be comprised of kids from a variety of clubs, only the club they were registered with in the regular season.

U6 – U11/12: If we do not have a minimum of 4 teams per division per age group there is a possibility that we may combine divisions or that girl teams will play boy teams so we can get the minimum 3 games in prior to the finals.

Competitive Division

Competitive division teams can be made from kids from different Whatcom County clubs or mixed with Select, Ranger or Premier Players. Players that are not associated with WCYSA may participate with approval from Meridian Youth Soccer and WCYSA. There will be an additional fee for insurance purposes.

Competitive division is only for U9- Middle School.

Middle School will have Rec. and Competitive Division . No co-ed teams. The rec division will be made up of Rec. MSL teams and U12 players that choose to play up. The Competitive division will be made up of Rangers Select and Premier 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. Home team will be listed first.

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-U7 will play with a size 3 ball, U8-U12 will play with a size 4 ball, and MSD will play with 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. Every coach will have to sign off on the score sheet. **If there is a protest, coaches need to go up to the registration table until the issued can be resolved by a tournament official. Coaches and teams should not remain at the field as the next game will be starting.**

There will be a two minute warning. Games will start on the horn whether or not the other team is ready.

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.
- All coaches will need to sign off on the score sheet.

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.

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.