



Mid-Missouri Micro

Game-play and Laws

Modified March 14 2016

Introduction

- 1.1. Name of Association
- 1.2. Mission
- 1.3. Vision
- 1.4. Management of Association
- 1.5. Affiliation
- 1.6. Contact Information

Club and Team Registration

- 2.1. Team Eligibility
- 2.2. Good Standing
- 2.3. Playing Season
- 2.4. Association Structure
- 2.5. Application Deadlines
- 2.6. Application Procedure and Online Registration
- 2.7. Modification to Team Information
- 2.8. Final Authority
- 2.9. Fees and Other Expenses
- 2.10. Return of Fees/Reimbursement

Player Registration and Regulations

- 3.1. Player Eligibility
- 3.2. Good Standing
- 3.3. Player Regulations
- 3.4. Guest Players

Coaches' Registration and Regulations

- 4.1. General Coaching Rules and Regulations
- 4.2. Certifications, Licensing, and Good Standing
- 4.3. Regulations
- 4.4. Coaches' Rules of Ethics

Operational Procedures

- 5.1. Association Regulations
- 5.2. Player Passes/Rosters/Game Cards
- 5.3. The Technical Area
- 5.4. Uniforms
- 5.5. Inclement Weather
- 5.6. Goal Safety
- 5.7. Equipment Regulations

Rules of Play

- 6.1. U8 and below (3v3) and U9-10 (3v3)
- 6.2. U11-18 (5-a-side)

Sportsmanship

- 7.1. Sportsmanship

Protest and Appeals

- 8.1. Disciplinary Power
- 8.2. Requirements
- 8.3. Procedures

Introduction

1.1. Name of Association

The name of the association shall be the Mid Missouri Micro (M3).

1.2. Mission

The M3 will create, develop, and foster the growth of club and community soccer programs throughout Central Missouri by creating a small sided association.

1.3. Vision

The M3 will provide a fun, safe and supportive environment which nurtures and guides children to develop their talents, knowledge and appreciation for the game of soccer.

The M3 will provide an entertaining and positive organizational framework to showcase soccer talent and educate the general public about the game of soccer.

The M3 will provide an equal opportunity to all soccer players, coaches, trainers, managers, administrators, and officials to participate in youth soccer competitions.

The M3 will provide an equal opportunity to all soccer players to participate in a competitive soccer environment that encourages good sportsmanship, principles of fair play, and the building of good character.

The M3 will promote the growth of soccer through instruction, training, and education of all people involved in the game to develop and improve their capabilities.

The M3 will provide associations and divisions so all soccer players can reach their highest level of competition.

1.4. Management of the M3

The M3 is owned and operated by Boonville Soccer Academy Inc. Participation in the M3 is governed by the rules adopted by the Federation International de Football Association (FIFA) and the United States Soccer Federation (US Soccer), except where modified below. All competition in the associations/divisions affiliated with the M3 is governed by regulations approved by the M3 and the association director.

1.5. Affiliation

The M3 is affiliated with Missouri Youth Soccer Association and the Central Missouri Soccer Referees Association.

1.6. Contact Information

M3 Association Director: Steve Adkins / m3@bsaravens.org /

Club and Team Registration

2.1. Team Eligibility

Application to the M3 must be completed online. Teams must register online at the BSAravens.org website and include all required information. All M3 fees (via check) are due 4 weeks before first game to complete the process and reserve the team's spot.

2.2. Good Standing

All teams must be properly registered teams that meet the requirements for participation and are in good standing with the M3-having no outstanding violations, fines, and meet the minimum association standards.

2.3. Playing Season

The playing year consist of two seasons. The first season is the fall season followed by the spring season of the next year.

Fall Playing Season	August 15-December 1
Spring Playing Season	February 15-May 31

2.4. Association Structure

Divisions

The M3 committee will establish all divisions.

Team Rosters

Game roster is limited to maximum of 9 for 5-a-side.

Game roster is limited to maximum of 6 for 3v3.

Alternate player rules can be found in Section 304.

Association Schedule

The association schedule is the responsibility of the M3 committee.

Schedule Changes

Once the schedule has been posted, any changes must be emailed to the M3 director for approval. If approved, the team requesting the change(s) may pay a charge of \$50/game unless rescheduled due to inclement weather. Teams registered and playing in the M3 may enter as many outside tournaments as desired, but must complete their association schedule by the end of the season as designated on the M3 Calendar.

Association Standings

Point System

Points shall determine the standings of teams in the respective divisions.

(3) Three points for a win

(1) One point for a tie

(0) Zero points for a loss

Association standings will be decided by points gained, followed by goal difference, followed by goals scored, followed by the aggregate result between the two teams in question.

Score Reporting

It is the responsibility of the winning team to report the match result to the M3 within 24 hours of match conclusion. If the game ends in a draw, the home team should report the game result. Game #, Home Team Score, Away Team Score should be emailed to mail@bsaravens.org.

Rules and Regulations

All participating clubs and teams are expected to honor the Game.

- Respect the rules of competition and the Game
- Respect the referees
- Respect your opponents
- Respect your teammates
- Play in a sportsmanlike manner

Good Standing

Any individual player is allowed to play for the age-appropriate team, providing he or she is in good standing and not under suspension.

Regulations

The Home Team is responsible for Game Card. It should be given to the visiting team to be filled out. Rosters and player passes are to be submitted to the referee 10 minutes prior to kick-off. There are unlimited substitutions during the match.

Individual and Team Conduct Fines

Players receiving a red card will be suspended a minimum of one game and will be reviewed for additional suspensions based on the offense.

Coaches/managers/others (non-players) dismissed from game will be suspended a minimum of one game and will be reviewed for additional suspensions based on the offense.

2.5. Application Deadlines

Please check the bsaravens.org for important dates

2.6. Application Procedure and Online Registration

Application to the M3 must be completed online. Teams must register online at the BSAravens.org website and include all required information. Once the online form has been submitted, all M3 fees (via check) are due 4 weeks before first game to complete the process and reserve the team's spot. Failure to pay team fees may result in forfeit / cancellation of scheduled games or removal from association. If the conflicts are not sent to M3 they will NOT be honored.

2.7. Modification to Team Information

It is the team's responsibility to keep their contact information current. This is the primary means of M3 communication. The association is not responsible for inaccurate team contact information.

2.8. Final Authority

The M3 shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the M3. These factors include, but are not limited to: failure to play M3 matches as scheduled, failure to comply with M3 rules, failure to pay assessed M3 fees or fines on time.

2.9. Fees and Other Expenses

All team fees must be paid in full by deadlines established by the M3. There will be no refund for teams that drop out of the M3 after the registration closes.

2.10. Return of Fees/Reimbursement

Any team not accepted into the M3 would have registration fees returned not to include any/ all online paypal/credit card fees if the original payment is made through those means.

Player Registration and Regulations

3.1. Player Eligibility

Any individual player or a player registered with a club/team may play in M3 games. All players will be required to have a MYSA player card. All Boys and Girls teams are eligible to play in the M3. ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; ASSOCIATION PLAYER CARD, OR BIRTH CERTIFICATE during competition

3.2. Good Standing

All players must be properly registered, meet the requirements for participation, and be in good standing with US Soccer. No player shall be in violation of any M3 Rule.

3.3. Player Regulations

Equipment Regulations

Footwear with molded soles, shorts, socks, protective shin-guards and numbered shirts must be worn.

Normal glasses are considered dangerous equipment. If players need to wear glasses, athletic glasses are required. Players are not allowed to wear baseball caps or other head wear with hard bills or protrusions. Head wear with soft, non-abrasive material may be worn if necessitated by an injury or other medical condition.

The home team should wear white colored jerseys. In the event of a color conflict and if/when asked to do so by a game official with regards to uniforms, the away team is responsible for changing jerseys. If the away team does not have an alternate jersey, the home team will be forced to change. Each team should bring two sets of numbered shirts; each set a different color.

The wearing of any form of jewelry (including, without limitation, watches) is not permitted during play.

Medical Information

Players must have completed medical/liability waiver form that the coach is required to have available at all M3 games.

Players suffering from an open wound are required to leave the field to have the wound treated and covered before returning to play. The player may return with referee permission. No player can play with blood on his or her equipment.

Regulations and Discipline

Any team or player determined by the M3 director to have falsified age will be

dismissed from the association and games called into question will result in forfeit.

Players receiving a red card must sit out the next association game.

Players receiving a fifth yellow card must sit out the next association game.

Players/bench personnel are not permitted to use drugs, alcohol, or tobacco products on or near the bench.

Players may not play more than 2 full games on the same day.

3.4. Guest Players

Teams will be allowed to use alternate players to substitute in games in case of vacation / time conflicts.

Alternate players must be of the appropriate / legal age for the team's competition bracket (and be able to provide documentation / player card to prove proper age), teams must turn in a signed M3 guest player waiver prior to participating and must be added on the team's official roster as an addition/substitution.

A maximum of NINE players for 5-a-side (u11 and up) and SIX players for 3v3 (u10 and down) may be on the sidelines and play in any one game for a team. "Playing in a game" is defined as a player competing in the game on the field for any amount of

during the official game period. The intent of allowing alternate players should be to help teams field a competitive team in case of rostered player absences.

Coaches' Registration and Regulations

4.1. General Coaches Rules and Regulations

All Directors of Coaching, Coaches, Assistant Coaches, and Trainers must be registered with a club or team. MYSA Registration will be required to participate in M3 Games.

4.2. Certifications, Licensing, and Good Standing

All coaches must hold a minimum coaching of a Youth Coaching Certificate.

All coaches must be properly registered, meet the requirements for participation, not under suspension and be in good standing with US Soccer.

4.3. Regulations

Rules

Coaches and trainers must present a professional appearance at all times. Coaches are also required to know the "Laws of the Game" for the current playing season and also contents of the Association Game-play and Laws.

Coaching During A Game

No coaching other than the conveying tactical instruction is permitted during the game. Individuals designated as coaches are authorized to convey tactical instructions from the Technical Area. The head coach is responsible for the actions of all persons associated with the team. The head coach shall ensure that no such person violates the coaching restriction. Violations by any person, including spectators associated with the team, will be deemed the action of the head coach.

A maximum of three persons associated in official capacity with the team is permitted in the bench area.

Dismissal/Discipline

Coaches found playing players without being properly registered will be suspended.

Coaches found providing false information to the association will be suspended.

Coaches found signing or producing falsified document or ID will be suspended.

Gross Misbehavior

The M3 may suspend, for a indefinite period, and/or impose a fine on any coach guilty of gross misbehavior in public including intoxication, drug use, fighting, quarreling, indecency, or other scandalous conduct whether on or off the playing field.

Removal of Teams Before Game End

Coaches removing their team from the field during a game so as to end or delay the game without the permission of the referee (not the agreement of the opposing coach) shall be guilty of unsportsmanlike conduct and shall incur a game dismissal whether or not issued by the referee. The penalty shall be the same as other dismissals issued to coaches, plus any additional suspension and fines from the M3.

Dismissal

Coaches dismissed from a M3 game must sit out the next association game

Coaches being dismissed more than once during the playing year will be suspended for the remainder of the season. Additional discipline problems in subsequent years will result in suspension from coaching in the M3.

Prohibitions

Smoking, tobacco products, and alcoholic beverages are prohibited in or near the bench area.

4.4. Coaches' Rules of Ethics

Preamble

Soccer belongs to the players. It provides many physical values, emotional satisfaction and even spiritual uplifting to those who play. Coaches who choose soccer as their profession and those who coach youth soccer in the Association must understand this and put the welfare of the game and its players above their own personal gain.

Any profession, regardless of how noble it is deemed, is only as good as its members and the conduct they exhibit. Soccer coaches must be asked to maintain the trust and confidence placed in them by their players and by the public. Coaches that are unwilling to comply with the principles of their organization's Rules of Ethics, have no place in the profession.

Purpose

The Rules of Ethics has been developed to clarify and distinguish ethical and approved behavior from those practices that are detrimental. The Rules secondary purpose is to promote soccer by stressing the proper functions expected of coaches in their dealings with players and the public. There can be no success of the Rules of Ethics without the consent and support of those for whom it was established- the soccer coaches.

Responsibilities to Players

The coach must never place the value of winning over the safety and welfare of his players. Winning should be a result of the preparation and discipline with considerable

emphasis placed on the highest social ideals and character traits.

The Laws of Soccer were written to insure continuous flow of action. These laws have the safety of the players as their primary goal. Coaches must always play within the rules and never seek unfair advantage by teaching deliberate unsportsmanlike behavior to their players. Coaches have a responsibility not to tolerate these types of behavior from their players regardless of the situation. Winning without boasting and losing without bitterness are lessons players can and should learn from the coach.

Medical problems should not be the responsibility of the coaches or referees. The appropriate person should handle the diagnosis and treatment of injuries with the coaches directing the players to seek competent medical attention and follow physician's orders thoroughly and promptly.

Under no circumstances should a coach authorize the use of drugs. Medications, stimulants or drugs should be used only when authorized and supervised by a physician.

Circumvention of eligibility rules must be avoided.

Demands on players should pertain only to achieving success on the field and never be so extensive as to interfere with their academics.

Responsibilities to the Association

The function of the coach is to contribute to the education of the student through participation in soccer. This must never be disregarded.

The coach must behave in such a manner that the principles, integrity and dignity of the Association are not compromised.

Coaches must not ask for special consideration for their players.

Coaches must not ask for special consideration for themselves.

Coaches should discuss problems with their director and/or representative in a friendly manner and then accept and support their decision.

Coaches must support the administrative decisions in all policies, rules and regulations regarding soccer.

Rules of the Game

Coaches must be acquainted thoroughly with the rules of soccer. They are responsible for seeing that their players understand the intent as well as the application of the rules of the game.

Coaches must adhere to the letter and spirit of the rules.

Coaches who circumvent the rules to gain advantage have no place in soccer.

Coaches are responsible for their players' actions on the field. Roughhouse tactics, illegal substances, and deliberate faking of injuries are prohibited.

Coaches must not permit their players to perform with the intent of causing injury to opposing players.

If coaches permit, encourage or condone performance that is not in the letter or spirit of the laws, they become derelict in their responsibilities to their players, and the sport. They must constantly strive to teach good sportsmanship; nothing less is acceptable.

Coaches are responsible for their parent's behavior and can be dismissed for inappropriate behavior of spectators.

Officials

Soccer becomes chaos without impartial, competent officials. Officials must have the support of coaches, players and institutions. Public or private criticism of officials by coaches demeans the game. Coaches must also refrain from criticizing officials to players.

On game day, officials should be treated with respect on and near the field of play. Coaches must not address the referee before, during or after the game in a demeaning fashion. They should demand the same from all members of their team. A coach must not incite players or spectators against the referees or the flow of the game. This violation is considered unworthy of any member of the Association.

Game Day and Other Responsibilities

Coaches' behavior must be such as to bring credit to himself, the team, the M3 and Soccer in general.

Rival coaches should meet prior to the game and exchange friendly greetings.

Soccer coaches have a responsibility to be as inconspicuous as possible during a game. Coaches are encouraged to exhibit a friendly and kindly attitude towards their players.

It shall be considered unethical for a coach to have any verbal dissent during the game with an opposing coach or bench. Physically contacting an opposing player must be considered behavior detrimental to the game and highly unethical.

Coaches need to use their influence on crowds that demonstrates intimidating behavior that might lead to a player injury or confrontation between officials and spectators.

Operational Procedures

5.1. Association Regulations

FIFA Laws of the Game

Except where provided herein, FIFA "Laws of the Game" shall apply to each and every association game played under the jurisdiction of the M3.

Scoring Method

Point System

Points shall determine the standings of teams in the respective divisions.

(3) Three points for a win

(1) One point for a tie

(0) Zero points for a loss

Association standings will be decided by points gained, followed by goal difference, followed by goals scored, followed by the aggregate result between the two teams in question.

Team Check-In

A Team Roster must be completed and turned in to the association (M3) 2 hours prior to the first match.

A Player Waiver form must be completed and turned in to the M3 2 hours prior to first match. There will be no exceptions to this rule.

Age of players is determined by the player's age as of August 1. Players must bring legal proof of age. All competing players must appear on their team's registration form / roster 2 hours prior to first match. Any team or player determined by the association director to have falsified age or skill level will be dismissed from the association and games called into question will result in forfeit. ALL PARTICIPANTS MUST CARRY PROOF OF AGE, IE; MYSA PLAYER CARD, OR BIRTH CERTIFICATE during competition.

If the Team Roster and associated Player Registration forms are NOT submitted prior to 2 hours prior to first match, the team will forfeit their first match and each match thereafter until all required forms have been turned in to M3.

Forfeits & Incomplete Games Due to Roster Issues

Teams failing to appear for their designated game or not giving notice the day before of cancellation, will have the match awarded to their opponents 5 – 0, will be deducted 3 points and, for repeated absence, may be ejected from the M3.

The team must be present with at least the minimum number of players required to play a game within the time limitations, even if the team knows the opposing team will be forfeiting.

In the event that a team refuses to play another team the match will be awarded to the other team 5 - 0 and the team refusing to play will be deducted 3 points.

In the event that a team refuses to complete a match which has already started, the match will be awarded to the other team 5 - 0 and the team refusing to complete the match will be deducted 3 points. If the score at the time produces a goal difference greater than 5-0 then that score will stand.

Any team playing an unregistered or suspended player will automatically lose the match 5 – 0 and be deducted 3 points. Players playing whilst suspended will have a further three match ban added to the end of their then current suspension.

Three (3) points will be removed from a team's point standings total for each red card issued against a member, player, coach or parent of the team and zero (0) points for each yellow card issued to member, player, coach or parent of a team. This rule applies to anyone located within team's bench area/parent sideline.

Scheduling – Age & Gender Exceptions

M3 reserves the right to schedule games for teams in the association across gender or age divisions in order to provide for a competitive / varied game schedule. In this scenario, for example, a Girls U9 team might play a Boys U8 team as a "cross-division" game during association play depending on the competitive level and previous results. A competitive team may play a rec team in an older division. In this scenario, for example, a U9 competitive team might play a U10 recreational team as a "cross-division" game during association play depending on the competitive level and previous results.

Game Day Delays, Postponements and Reschedules

It is imperative that games start on time. It is the responsibility for team coaches to communicate if they are going to arrive at a venue late.

The M3 Director holds the authority to delay or postpone a game. The only exception is the assigned referee. The assigned referee can delay or postpone a game if unfavorable weather and/or adverse conditions beyond the control of participating teams which would make the playing of the game impractical or dangerous for players, other participants, or spectators. If the center referee delays or postpones a game due to unsafe field conditions, the M3 Director is to be notified immediately.

If a game is stopped due to inclement weather or some other extenuating circumstance, and one half of the game has been completed, the game will be considered complete. M3 organizers will make decisions based on weather / field conditions for each

association date and post this status on the BSAravens.org site. M3 reserves the right to reduce the number of scheduled games and/or the time/duration of games and/or postpone or delay games and/or cancel the event. No refunds will be given for weather cancellations, however every effort will be made to reschedule any games affected. The M3 may choose to use an alternate / "make up" day for these games.

A No Show occurs when a team willfully does not show up at a game and there has been no association-approved, written agreement for a change of the scheduled game.

Any team unable to attend a scheduled game because of accident, weather or an 'act of God' should immediately notify the opponent and the M3 organizers.

In the event neither team is prepared to play at the scheduled field and time plus the game is not played, the M3 will decide the game to have been forfeited by both teams.

5.2. Player Passes/Rosters/Game Cards

It is the responsibility of each team to assure that the proper and correct game card is filled out entirely and handed to the referee prior to kick off. It is the Home Team's responsibility to supply the Game Card.

5.3. The Bench Area

There shall be no more than (3) three registered coaches and (9) nine players allowed in the Bench Area for 5-a-side games. There shall be no more than (3) three registered coaches and (6) six players allowed in the Bench Area for 3v3 games. There shall be no encroachment of the Bench Area by coaches or players from the opposite team.

5.4. Uniforms

The home team should wear white colored jerseys. In the event of a color conflict with regards to uniforms, the away team is responsible for changing jerseys. If the away team does not have an alternate jersey, the home team will be forced to change.

5.5. Inclement Weather

The safety of the players, coaches, management, and spectators are of primary concern during any weather event that occurs during a match. By following these few basic guidelines, the safety of everyone shall be greatly increased. Ultimately, the referee has final say over delaying a game due to weather, and waiting to stop play may result in serious injury or loss of life. Act responsibly when dealing with such events during games.

To determine the distance of lightning in your area, count the number of seconds between the flash and the first sound of thunder and divide by five. This will give you the distance in miles from your location.

Please obey the rules established by M3.

Remain calm to prevent panic by young players. Protect the safety of all participants by stopping activities quickly so that participants and spectators may retire to a safer place. No place outside is safe during storms and the best place is a fully enclosed, constructed building or car.

The cold temperature guidelines are provided below:

<u>Age</u>	<u>Cold Index with Wind Chill</u>	<u>Play/No Play</u>
U14 and Under	20 degrees and below	No Play
U15 and Up	15 degrees and below	No Play

The warm temperature guidelines are provided below:

<u>Age</u>	<u>Heat Index</u>	<u>Play/No Play</u>
All ages	106 degrees and above	No Play

These are guidelines but the M3 is ultimately responsible for the decision on whether or not to play games. Cold weather factors such as rain, sleet, snow, and ice and could influence the decision on whether or not to play games. In addition, please be aware of any heat exhaustion symptoms such as cramping and fatigue. The Refs may give water breaks during games which have heat conditions.

5.6. Goal Safety

Coaches and officials are responsible that all goals prior to any game are secured properly by venue personnel and will not tip over with minimum force.

5.7. Equipment Regulations

The basic compulsory equipment of a player is 2 jerseys of different colors, shorts, socks, shin guards, and footwear. Each field player (per team) must have a different number on the back of his/her shirt and it must match the number listed on the game card.

Compulsory shin guards must be covered entirely by the socks. They must be made of suitable material and sized to provide a reasonable degree of protection.

Goalkeepers must wear colors that distinguish them from all field players, referees, and assistant referees.

The wearing of any form of jewelry (including, without limitation, watches) is not permitted during play.

6.1. 3v3 RULES OF PLAY

USSF Laws of the Game will be in effect unless modified below.

Roster Information:

- A player must be rostered to be eligible to play in the competition.
- Females may play on a male team, but a male cannot play on a female team. Mixed teams will play in the male division of their respective age division.
- The maximum number of players per team is 6.

The Field of Play:

- The field size is approximately: 30 yards wide x 40 yards long (may be modified for younger ages)
- The "Goal Box" is approximately 6' deep x 10' wide
- The goal is approximately 4' tall x 6' wide

Players and Equipment:

- No jewelry of any kind may be worn. Any player observed by the referee to be playing while wearing jewelry must be substituted immediately.
- Use of shin guards is mandatory for all games.
- It is the responsibility of the home team (listed first on the schedule) to change uniforms in case of conflict and asked to do so by a game official.
- U8 and below will play with #3 soccer ball, U10 will play with #4 soccer ball. If not provided by the association, the home team will be responsible for providing a game ball.
- The match is played with two team 3 fielders with no goalkeeper.
- A match may not start or continue if either team consists of fewer than three players.
- Teams shall be on one side of the field with spectators on the other.

Substitutions:

- Unlimited substitutions are allowed and may be done on the "fly" (except when play is stopped for an injury). All substitutions shall be done on the "team side" near the halfway line. **The player coming off must be completely off of the field before the substitute player enters the field.**
- If the referee stops play for the injury, only the injured player may be substituted until play resumes.

Duration of the Match:

- **14-minute halves** with a 3-minute halftime.

General Rules:

- **All starts and restarts** – kick-offs, kick-ins, free kicks, corner kicks, etc. – **are indirect** (a goal cannot be scored until the ball touches another player).
- **Opponents must be (5) yards away from the ball on all starts and restarts.**
- On kickoffs, the ball may move forward or backwards on first touch.
- Out-of-bounds will be restarted by a kick-in and not a throw-in.
- The ball must be struck or touched by any player from either team in the attacking half of the field for a goal to be scored.
- There is No Offside.
- Slide tackling or any sliding near an opponent will result in a caution and yellow card in which the player must leave the field of play for 1 minute. The restart shall be a free kick.
- Because of concerns for the safety of younger players, beyond the limitations of the laws of the game, the M3 does not allow players ages U-12 and below to be allowed to head the ball during games. Heading the ball is defined as a player using or attempting to use his/her own head to play the ball. Should a referee or assistant referee see a player head the ball, the referee must stop play, inform the player they may not head the ball, and restart with an indirect free kick to the opposing team from where the player headed or attempted to head the ball .If the location is inside the goal area, the restart should be moved to the 6 yard line at a point nearest to where the player headed or attempted to head the ball. This does not apply to a player being struck in the head by a ball he/she didn't intend to play in that manner. While referees might stop play in this circumstance to evaluate potential injury, should the player show any of the signs referees watch for that might indicate a serious injury, per the laws of the game that restart would be a dropped ball. Referees must understand that heading the ball is NOT a violation of the laws of the game, so no criteria associated with fouls or infractions of the laws, should be applied to this violation of M3 safety requirements except those mentioned above. Referees must use common sense. For instance, should a player head the ball away from the goal, even though by definition this might meet the criteria for denying a goal scoring opportunity, that should not be applied in this circumstance. Likewise, players who are guilty of heading the ball should never be issued a caution or sending off. The referee should rather focus on helping the players understand that the league does not allow heading until they are older because it is unsafe.

Goal Box Rules:

- The ball is considered in the goal box when the ball breaks the plane of the boundary lines of the goal box.
- A player is considered in the goal box if any part of the player's body breaks the plane of the boundary lines of the goal box.
- If a defensive player touches the ball while the ball is in the goal box or if a defensive player touches the ball while the player is in the goal box it will be

an automatic goal.

- If an offensive player touches the ball while the ball is in the goal box or if an offensive player touches the ball while the player is in the goal box no goal will count and the defensive team will be awarded a goal kick.
- If both the offensive and defensive player simultaneously touch the ball while the ball is in the goal box or while both players are in the goal box, (or) **if the ball comes to a stop in the goal box**, play will be restarted by a dropped ball 10 yards outside the goal box.
- Any player who moves or touches a goal in a manner determined by the referee to be unsporting will be cautioned and shown a yellow card.

Caution and Ejection Actions (Association Rules):

- A player who is cautioned and shown the yellow card must leave the field of play for 1 minute but shall be substituted - the team will not play short.
- A player who is sent-off and shown the red card may not participate in the remainder of the match but shall be substituted - the team will not play short.

Fouls and Misconduct:

- **Indirect Free Kick Fouls (all fouls are Indirect in 3v3):**

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charging an opponent
- strikes or attempts to strike an opponent.
- pushes an opponent
- tackles an opponent
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner.
- impedes the progress of an opponent.

- **Cautionable Offenses (Yellow Card):**

A player is cautioned and shown the yellow card if the player commits any of the following seven offenses:

- unsporting behavior
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted

- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

- **Sending-Off Offenses (Red Card):**

A player, substitute or substituted player is sent off if the player commits any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handing the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

6.2 5v5 RULES OF PLAY

USSF Laws of the Game will be in effect unless modified below.

Roster Information:

- A player must be rostered to be eligible to play in the competition.
- Females may play on a male team, but a male cannot play on a female team. Mixed teams will play in the male division of their respective age division.
- The maximum number of players per team is 9.

The Field of Play:

- The field size is approximately: 40 yards wide x 60 yards long
- The "Penalty Area" is a semi-circle approximately 6 yards deep.
- The goal is approximately 6' tall x 12' wide

Players and Equipment:

- No jewelry of any kind may be worn. Any player observed by the referee to be playing while wearing jewelry must be substituted immediately.
- Use of shin guards is mandatory for all games.
- It is the responsibility of the home team (listed first on the schedule) to change uniforms in case of conflict and asked to do so by a game official.
- #5 soccer ball. If not provided by the association, the home team will be responsible for providing the match ball.
- The match is played with two teams of 5 players (4 fielders and 1 goalkeeper).
- A match may not start or continue if either team consists of fewer than 4 players (3 + 1 goalkeeper).
- Teams shall be on one side of the field with spectators on the other.

Substitutions:

- Unlimited substitutions are allowed and may be done on the "fly" (except when play is stopped for an injury). All substitutions shall be done on the "team side" near the halfway line. **The player coming off must be completely off of the field before the substitute player enters the field.**
- If the referee stops play for the injury, only the injured player may be substituted until play resumes.

Duration of the Match:

- **22-minute halves** with a 3-minute halftime.

General Rules of Play:

- **Opponents must be (5) yards away from the ball on all starts and restarts.**
- On kickoffs, the ball may move forward or backwards on first touch.
 - A goal cannot be scored directly from a kick-off.
- Out of play over the touchline will be restarted by a kick-in and not a throw-in.
 - A goal cannot be scored directly from a kick-in.
- A goal may be scored directly on a corner kick
- There is No Offside.
- Slide tackling or any sliding near an opponent will result in a caution and yellow card in which the player must leave the field of play for 1 minute. The restart shall be a direct free kick.
- Because of concerns for the safety of younger players, beyond the limitations of the laws of the game, the M3 does not allow players ages U-12 and below to be allowed to head the ball during games. Heading the ball is defined as a player using or attempting to use his/her own head to play the ball. Should a referee or assistant referee see a player head the ball, the referee must stop play, inform the player they may not head the ball, and restart with an indirect free kick to the opposing team from where the player headed or attempted to head the ball .If the location is inside the goal area, the restart should be moved to the 6 yard line at a point nearest to where the player headed or attempted to head the ball. This does not apply to a player being struck in the head by a ball he/she didn't intend to play in that manner. While referees might stop play in this circumstance to evaluate potential injury, should the player show any of the signs referees watch for that might indicate a serious injury, per the laws of the game that restart would be a dropped ball. Referees must understand that heading the ball is NOT a violation of the laws of the game, so no criteria associated with fouls or infractions of the laws, should be applied to this violation of M3 safety requirements except those mentioned above. Referees must use common sense. For instance, should a player head the ball away from the goal, even though by definition this might meet the criteria for denying a goal scoring opportunity, that should not be applied in this circumstance. Likewise, players who are guilty of heading the ball should never be issued a caution or sending off. The referee should rather focus on helping the players understand that the league does not allow heading until they are older because it is unsafe.

PENALTY KICK:

A penalty kick (PK) is awarded against a team which commits one of the ten offenses for which a direct free kick is awarded (see “Direct Free Kick Fouls” under “Fouls & Misconduct” below), inside its own penalty area and while the ball is in play. The following procedure is applied:

- the ball is placed on the penalty mark (6 yards from the goal line).
- the defending goalkeeper must remain on his/her goal line, facing the kicker and

between the goalposts until the ball has been kicked.

- all other players must be located on the pitch, outside the penalty area, behind the penalty mark and at least 5 yards from the penalty mark.
- the player taking the PK must kick the ball forward. The ball is in play when kicked & moves. The player taking the PK must not play the ball again until it touches another player.
- time is extended to allow the PK to be completed.

GOAL CLEARANCE:

- the goalkeeper must throw or roll the ball by hand from anywhere in the penalty area.
- the ball must leave the penalty area before it's touched by any player from either team.
- the goalkeeper may not touch the ball again until it has been touched by an opposing player or he has crossed the halfway line
 - infringement results in indirect free kick from the point of infringement (or) if in the penalty area, on the penalty line nearest to where the offence was committed.
- the opposing team shall remain outside the penalty area until the ball is in play.
- a goal may NOT be scored directly from a goal clearance.

Caution and Ejection Actions (Association Rules):

- A player who is cautioned and shown the yellow card MUST leave the field of play for 1 minute but shall be substituted - the team will not play short.
- A player who is sent-off and shown the red card may not participate in the remainder of the match but shall be substituted - the team will not play short.

Fouls and Misconduct:

- **Direct Free Kick Fouls:**

A direct free kick is awarded to the opposing team if a player commits any of the following seven offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charging an opponent
- strikes or attempts to strike an opponent.
- pushes an opponent
- tackles an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following three offenses:

- holds an opponent
- spits at an opponent
- handles the ball deliberately

- **Indirect Free Kick Fouls:**
 - plays in a dangerous manner.
 - impedes the progress of an opponent.
 - prevents the goalkeeper from releasing the ball from his hands

- **Indirect Free Kick Fouls – Fouls Committed by the Goalkeeper:**
 - After playing the ball, touches the ball with his hands or feet again in his own half of the pitch without an opponent playing or touching it.
 - Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a teammate.
 - Touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a teammate.

- **Cautionable Offenses (Yellow Card):**

A player is cautioned and shown the yellow card if the player commits any of the following seven offenses:

- unsporting behavior
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted
- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

- **Sending-Off Offenses (Red Card):**

A player, substitute or substituted player is sent off if the player commits any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handing the ball (this does not apply to a goalkeeper within his

- own penalty area)
- denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
 - using offensive, insulting or abusive language and/or gestures
 - receiving a second caution in the same match

Sportsmanship

7.1. Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event. Situations or occurrences that these rules do not cover shall be left to the sole discretion of the association director and organizing committee. We encourage all participants and spectators to cheer for both teams and keep criticisms to yourself.

M3 Director Authority/ Appeals

Appeals are beliefs that a wrong has been done and requires correction.

8.1. Disciplinary Powers

Any rule not specifically outlined in this document, M3 5-a-side game play, M3 3v3 game play, or any other dispute will be ruled on by the M3 director. All decisions of the referees, with regard to facts and the Laws of the Game are final, and appeals with regard to such matters will not be heard.

It is the responsibility of the coach to check standings, scores, posted information, and other communications at the venue where games took place. It is the responsibility of the team coaches to check score and sign the official referee's game card at the completion of the game.

Protest Committee

All other disputes will be settled by a protest committee, but must be filed in writing with the M3 director at the venue where game took place.

8.2. Requirements

All protests, appeals, or complaints must specifically refer to the M3 Rule that is or has been violated. Should a rule not exist to resolve the protest, or complaint, then provide a simple description of the problem.

8.3. Procedures

The protest must be filed within 30 minutes after completion of protested game by the coach and accompanied by a fee of \$100.00 cash. This deposit will not be returned unless the protest is upheld by the protest committee. Dispute forms will be available online or from the M3 director.

Restrictions

An attorney shall represent no player, coach, team, or club.

No M3 member, including, but not limited to, association officials, clubs, teams, players, coaches, parents of players, spectators, administrators, or referees may involve the aid of the courts in the United States or of a state without first exhausting all available remedies including hearings and appeals within the member association or association

For violation of this bylaw, the offending party shall be subject to suspension and fines shall be liable to the Boonville Soccer Academy for all expenses incurred by the Boonville Soccer Academy and its officers in defending each court action including, but not limited to:

- Court costs
- Attorney's fees
- Compensation for time spent by the Boonville Soccer Academy officials and employees in responding to all allegations in the action including all court appearances
- Travel Expenses
- Any other expenses necessitated by the court action