

Midnight Melee rules

- TEAM & PLAYERS
 - ALL TEAMS U15 AND BELOW MUST HAVE A COACH. ALL TEAMS U16 AND ABOVE MUST HAVE A COACH OR A PLAYER/COACH.
 - Teams will NOT have goalkeepers
 - A team must start a game with at least 3 legal players on the pitch. Any team that is not ready to play within 10 minutes of the scheduled game start time or that has less than 3 players at any point during the game will forfeit that match.
 - Players may play on only ONE team in the tournament. Dual rostering across divisions will not be allowed.
 - Players must be prepared to show proof of age upon request.
 - Girls may play in boys division but, boys may not play in girl divisions.
- ADULT CO-ED DIVISION
 - ALL TEAMS IN ALL ADULT DIVISIONS MUST HAVE AT LEAST 2 FEMALES ON THE FIELD AT ALL TIMES
- EQUIPMENT & PLAYING FIELD
 - All players will be required to wear shin guards and cleats.
 - Players will not be permitted to wear jewelry.
 - Knee braces must be such that they will not injure another player should they come in contact with the brace. Casts need to be wrapped in a protective foam and a tournament official will determine if player can compete.
 - The tournament will use size 4 soccer balls
 - Play will be small-sided field
 - The Midnight Melee tournament will provide the soccer balls, goals, and scorekeeping equipment
- GOAL BOX AND GOAL
 - 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 for the offensive team followed by a kickoff at midfield by the non-scoring team.
 - 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. The defensive team will be awarded a goal kick.
 - If an offensive and defensive player touch the ball while the ball is in the goal box or while both players are in the goal box in the continuation of the same play, a dropped ball will occur 10 yards outside the box.
 - 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
- UNIFORMS
 - All players need to be wearing matching colored shirts with numbers. Teams may choose to wear team shirts or jerseys with numbers. Teams / Players provide their own game shirts or jerseys.

- If two teams have similar team colors, The Midnight Melee will provide pinnies to the visiting team. The pinnies need to be returned after each game.
- All players will need to wear athletic wear shorts or pants. Players will not be permitted to wear street clothes.
- SUBSTITUTIONS
 - During play, substitutions may be made at any time on an unlimited basis, provided the player substituted for is within the touchline of his/her own bench area, or off the field of play within their own team's bench area before the substitution is made.
 - Neither the player entering the field or leaving the field may participate in play or gain an advantage during a period of time when they are simultaneously on the playing field and the ball is in play.
 - If the above substitution violation occurs, a 2 minute penalty will be assessed and the team charged will play with 3 players.
- START OF PLAY
 - A kickoff will start each game, half and after each goal scored. Kick off will be determined by a coin toss at the beginning of the game. The team who loses the coin toss at the beginning will receive kick off after half. Kick off after a scored goal will be awarded to the team who did not score.
 - The ball must travel the length of the ball's circumference in any direction.
 - A goal may not be scored from kick off.
 - Drop ball occurs at the point where the referee stops play.
 - If the ball is in the goal box at time play is stopped, the ball will be moved to 10 yards away from the goal box towards the middle of the field.
 - The ball must hit the ground before playing it.
 - Goals may be scored from a drop ball.
- BALL IN & OUT OF PLAY
 - The whole ball must be entirely out of the playing field of play to be out.
 - Kick-ins/ Throw-ins - if the entire ball crosses the field boundary, a kick-in or throw-in is awarded to the team that did not touch the ball last.
 - Ball will be kicked in from the point when it went out of play by a player of the team that did not touch it last.
 - Player kicking in the ball may not touch the ball after kicked until touched by another player. Player may put the ball back into play with throw-ins or pass-ins.
 - A goal cannot be scored directly from a kick-in or throw-in.
 - Opposing players must stay five yards (15 feet) back from the spot of the play-in so that the ball can be fairly put back into play.
 - If the entire ball crosses the goal line:
 - By offensive team, a goal kick is awarded
 - By defensive team, a corner kick is awarded
 - Goal kicks - when the whole ball crosses the goal line, excluding the goal posts and was last played by the offensive team:
 - The kick is taken from the half of the goal area nearest to where it crossed the goal line.
 - A goal kick is considered an indirect kick, opposing players must be 5 yards (15 feet) away.
 - Opposing players must be outside of the penalty area at time of kick.

- Corner kick- when the ball completely passes over the goal line excluding the goal posts and was last played by the defensive team:
 - The attacking team places the ball in the appropriate corner area
 - A corner kick is considered a direct kick, opposing players must be 5 yards (15 feet) away and a goal may be scored directly.
- OFFSIDES
 - There is no offsides in the 4v4 soccer tournament
- PLAYER CONDUCT, FOULS, & SUSPENSIONS
 - Safety is first and foremost in the Midnight Melee tournament. All tournament referees and recreation staff have the responsibility and final decision to ensure every player's safety is the highest concern in any match.
 - Players are subject to disciplinary procedures of the tournament for all actions that occur before, during or after the games in the facility or in the parking lot.
 - Any player or team, who in the judgment of the Tournament Director or Referee Assignor is dangerous, belligerent, uncooperative, non-compliant with tournament rules or decisions, or disruptive to the tournament will not be allowed to participate.
 - Anytime a game gets out of hand, the Tournament Director or Referee Assignor has the authority to forfeit the game.
 - No player shall refuse to abide by the Tournament Director or Referee Assignor decision. Tournament Director or Referee Assignor are required to eject any player violating this rule immediately from further play and report such player to Tournament Official.
 - Any player receiving a suspension will need to pay the \$20 Reinstatement Fee prior to returning to the tournament the following year.
 - The Midnight Melee has a progressive discipline procedure, meaning that repeat offenses may be disciplined more severely than outlined in the handbook for future occurrences. Depending on the circumstances, first time offenses may be disciplined more severely than outlined in the handbook as well.
 - Direct kicks are awarded to the opposing team at the point the penalty occurred for:
 - Kicking an opponent
 - Tripping an opponent
 - Jumping an opponent
 - Violent charge at an opponent
 - Charging from behind
 - Striking or attempting to strike an opponent
 - Holding an opponent
 - Pushing an opponent
 - Handling the ball
 - Slide tackling
 - If any of the above penalties occur in the penalty area, a goal is awarded
 - A direct kick may score with one touch
 - Penalty kicks - there are no penalty kicks in 4v4 soccer.
 - Indirect kicks are awarded to the opposing team at the point the penalty occurred for:
 - Dangerous play
 - Charging fairly
 - Obstructing an opponent

- If any of the above penalties occur in the goal area, the awarding of the kick is moved to the appropriate corner of the goal area
 - An indirect kick must be touched twice before a goal is allowed.
- Yellow card is a formal “caution” that behavior is not going to be tolerated.
 - Unsporting behavior – holding/climbing on the back of an opponent, deliberately handling the ball to prevent an opponent from gaining possession, faking an injury, saying things to confuse or distract an opponent, harassment (jumping around, shouting or making gestures to intentionally distract an opponent; jumping in front of an opponent/corner kick/free kick/throw in), or any behavior that the referee believes causes an unfair advantage. Slide Tackles are automatic Yellows.
 - Dissent by words or actions
 - Any player who uses profanity or displays taunting behavior towards another player that is audible to the sports officials.
 - Persistently breaking the rules. Delaying the restart of play
 - Defenders failing to stay the proper distance away from the kicker/thrower on a corner kick, free kick, or throw in
 - A person will be removed for two minutes by the team that committed the foul when a yellow card is given ending in a 4-3 advantage.
 - Player receiving the yellow card will not be allowed to be the next player to return after the 4-3 advantage (unless only four players on the team).
 - A player who receives 2 yellow cards in 1 game is given a red card and ejected from the game. The team can make a substitution when a player is ejected for receiving 2 yellow cards after the 4-3 advantage.
 - The Tournament Director will track Yellow Cards accumulated for all players- 2 Yellow Cards = 1 Match Suspension.
- Red Card – when a red card is issued, the player receiving the card will be ejected from the Tournament. Team will play 1 player short for the remainder of the game. If the player removal results in the team having less than the required 3 legal players, the game will be declared a forfeit. Any player receiving a Red Card will face disciplinary action based on the infraction, which will result in ejection from the Cleats and Beats Festival.
 - Excessive force or brutality against an opponent when challenging the ball that endangers the safety of the opponent (i.e.- dangerous slide tackle from behind, over the top tackle where a player raises his/her foot so the cleats could hit another player, 2 footed slide tackle that takes down the opponent.)
 - Deliberately touching the ball with a hand to prevent a goal or deny an obvious goal scoring opportunity (preventing a breakaway)
 - Receiving a 2nd yellow card in 1 game.
 - A direct kick is awarded to the opposing team when a red card is given
- Any player who is served with a Yellow Card or a Red Card and gives false information to the referee will be suspended from tournament play and may be subject to further disciplinary action.
- Any team having three or more team members (players or coaches) ejected from a game shall be penalized with a game forfeit and all players must vacate the park. A minimum of a one-year suspension from participating in any activity sponsored by Boonville Soccer Academy and/or admission to the Missouri Soccer Park starting from

the date of suspension shall be the penalty for the following offenses (including team representatives, players, and spectators):

- Threatening physical harm to an employee or volunteer of the Midnight Melee, which includes Tournament Directors, Tournament Officials, Field Marshals, Referees, and all volunteers.
 - Physically attacking any person connected with the Midnight Melee tournament. (This includes employees, volunteers, spectators, managers, referees, organizers, and players).
 - Two ejections from games during the Tournament for unsportsmanlike behavior.
 - Willful destruction of City of Boonville or Boonville Soccer Academy property (cost of replacing damaged equipment will be paid by the guilty parties) and/or other's personal items at the Missouri Soccer Park
 - Theft of personal items, facility equipment, and/or money at the Missouri Soccer Park
 - Unsportsmanlike conduct or actions that caused or could have caused serious injury to another player.
 - Fighting - both parties involved will face suspension
 - Any player who appears on the playing field and is under the influence of drugs or alcohol or consumes alcoholic beverages one hour before scheduled match
 - Possession of a weapon or firearm
- ONE MINUTE TO LEAVE RULE
 - If a player is removed from a game, the official will inform the player that they need to leave the soccer pitch.
 - If the player refuses to leave immediately or begins to argue, the team representative or alternate will be notified that the player has one minute to leave the soccer field.
 - If the player does not leave in one minute, the team will forfeit the game and the team, and each individual member will be subject to further disciplinary action by the tournament.
 - The Midnight Melee makes every effort to schedule the best available sports officials.
 - The Midnight Melee maintains a position of ZERO TOLERANCE, meaning:
 - ARGUING WITH OFFICIALS IS NOT ALLOWED.
 - WE DO NOT ACCEPT PROTESTS OF CALLS.
 - ARGUING WITH OFFICIALS WILL RESULT IN YOUR BEING ASSESSED WITH PENALTIES AND POSSIBLE EJECTION FROM THE GAME.
 - IF YOU REPEAT THE OFFENSE YOU MAY BE DROPPED FROM THE TOURNAMENT WITHOUT A REFUND.
 - DURATION OF GAME
 - A regulation game will be two 18-minute halves (running clock).
 - The half-time will be three minutes.
 - Players will use a size 4 soccer ball
 - The tournament will NOT have goalkeepers
 - Teams losing by 5 goals or more may add a 5th player until game is within 3 goals, then shift back to 4 players.

- POINTS
 - 3 for win
 - 1 for tie
 - 0 for loss
 - 1 for shutout
 - Tiebreaker 1 Head to Head
 - Tiebreaker 2 fewest goals against
 - Tiebreaker 3 goal diff
 - Tiebreaker 4 most shutouts
 - Tiebreaker 5 most goals for
- TIED GAME IN QUARTER, SEMI AND FINALS
 - If a game is tied at the end of regulation time, there will be a one-minute intermission followed by a three-minute stop clock, sudden-death, overtime. Teams do NOT switch sides.
 - No additional time outs will be allowed.
 - A game that remains tied at the end of overtime- 5 PKs will be given from the half with no Keeper (five different players are selected). If still tied repeat PKs (with remaining players starting and players that already took a pk in first set following). If tied after both rounds of PKs winner will be decided by a coin flip.
- GAME FORFEITS
 - If a game is forfeited, the non-forfeiting team may use the court until 10 minutes before the next scheduled game.
 - Forfeited games will NOT be officiated and/or scored
 - The game will be recorded as a win for the non-forfeiting team