

Monster Mash 3v3 Tournament Rules

Game Duration: The game shall consist of two 12-minute halves separated by a two-minute halftime period. There are no timeouts and the game clock does not stop in 3v3 games.

Team Guidelines:

- Teams may be male, female or co-ed. Players may not be a member of a select team.
- Schedules will be configured with like competition in mind, rather than gender as the only guide.
- Teams should have a max of six players, for 50% playing time.
- If a player is injured in the first 3v3 match, another player may take their place if they are younger or equal in age to the oldest player on the team & of similar ability to the team. No select players.

Monster Mash Uniforms: Shin guards are required. Soccer cleats work best on field turf, but are not required. All players should have matching short & sock colors, as well as similar uniform tops. Since costumes are encouraged, we recognize that there may be variations in hand made or monster themed tops. If necessary, the tournament director will have one team wear pennies to distinguish colors. Example: at a past tournament all players on a team wore Super Hero themed shirts. As long as shirts have a dark base or white base, this is an acceptable uniform top.

Referees: Referees will not be used during the Monster Mash tournament. Fair play is an expectation. This is a friendly tournament to be played within the spirit of the game of soccer. Site supervisors will be on the field should issues arise.

Injuries: Though 3v3 games play on a running clock, a major injury would provide a stoppage. Eg., a broken wrist. Any time adjustments would be handled by the tournament director.

Substitutions: Substitutions may be made during dead-ball situations, regardless of possession. Substitutions should not be made on the fly!

KICK OFF:

- May be kicked in any direction.
- The kick off is an indirect kick – a goal **cannot** be score directly from a kick off

KICK-INS: The ball shall be kicked into play from the sideline, rather than thrown in.

- The ball is considered in play when the ball is touched and changes position.
- A kick-in is an indirect kick – a goal **cannot** be scored from this kick.

DIRECT & INDIRECT KICKS: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.

- Indirect kicks must only change position before the ball will be considered in play.
- If a free kick is awarded within five yards of the opposing goal box, the ball will be moved back to five yards from the goal.

GOAL KICKS: May be taken from any point of the end line. All Goal Kicks are indirect kicks

PENALTY KICKS: Shall be awarded if, in both coaches opinions, a scoring opportunity was nullified by a handball or obvious foul.

- Penalty kicks are DIRECT kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line.
 - Penalty kicks are dead ball infractions.
 - If a goal is not scored, the defense obtains possession with a goal kick.

Five Yard Rule: In all dead-ball situations, defending players must stand at least 3 yards away from the ball.

Goal Keepers: There are no Goalkeepers in 3v3 Soccer.

Offsides: No Off-sides in 3v3 Soccer

Slide Tackling (players leaving their feet)

There is no slide tackling in 3v3 Soccer

- If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a free kick shall be awarded.
- This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide.
 - Example: a player may slide to save a ball from going out-of-bounds

Questions? Please contact one of the site directors or the tournament director.