

2019 NetFest Soccer—3v3

Date: Saturday, March 30, 2019

Site:

Jaycee Soccer Complex • Meridian, MS

Entry Fee:

\$20 per player; maximum of 5 players per team

PLEASE CIRCLE YOUR AGE GROUP:

U8 B/G

U10 B/G

U12 B/G

U14 B/G

High School (Grades 9 - 12) B/G & Coed

Under 30 M/W & Coed

Over 30 M/W & Coed

Deadline: Monday, March 25, 2019

Entry form, fee, waiver/roster must be received by Monday, March 25, 2019

Mail to P.O. Box 5866, Meridian, MS 39302

Questions? Call us

800.482.0205 or 601.482.0205

Sponsored By



BlueCross BlueShield of Mississippi

It's good to be Blue.

Date Received: _____ \$ Received: _____ Athlete #: _____

Confirmation: Yes No Waiver: Yes No T-Shirt: Yes No Input: _____

OFFICIAL USE ONLY

COACH:

IMPORTANT: Waiver forms must be returned by date listed above.

TO ENTER

PRINT clearly.

Information: 1-800-482-0205 or www.stategamesofms.org

Send entry & check or money order to: State Games of MS, P.O. Box 5866, Meridian, MS 39302.

Sport: 3v3 Soccer Age Group: Boys Girls Men Women Coed

Team Name: _____ Total # Players (max of 5): _____

Contact Last Name: _____ First Name: _____ M.I.: _____

Address: _____ City: _____ State: _____ Zip: _____

E-mail: _____ Phone (w): _____ (h): _____ Entry Fee(s): \$ _____

TOTAL ENCLOSED: \$ _____

Team Waiver Form—Netfest 2019

Release of All Claims & Covenant Not to Sue

Sport: _____

Team Name: _____ Coach: _____

This form **MUST** be signed by every coach, athlete and legal guardian (if coach or athlete under the age of 18). Teams will not be allowed to compete unless this waiver is completed and matches the roster! **NO EXCEPTIONS WILL BE ALLOWED.**

IN CONSIDERATION of the Participant being allowed to participate in any way in the State Games of Mississippi athletics/sports programs and related events and activities, the undersigned: **ACKNOWLEDGE AND FULLY UNDERSTAND** that the participant will be engaging in activities that involve risk of serious injury, including permanent disability and death, and severe social and economic losses that might result **NOT** only from his or her own actions, inactions or negligence, but the actions, inactions or negligence of others, the rules of play or the condition of the premises or of any equipment used. Further, that there may be other risks not known or now reasonably foreseeable at this time. **ASSUME** all of the foregoing risks, known and unknown, and accept personal responsibility for the damages following such injury, permanent disability or death. **RELEASE, WAIVE, DISCHARGE, HOLD HARMLESS, INDEMNIFY AND COVENANT NOT TO SUE** State Games of Mississippi, Inc., sponsor of the State Games of Mississippi, the National and State Governing Sports bodies, City and County Government of Lauderdale County, their respective administrators, officers, directors, agents, representatives, coaches and other employees or volunteers of the organizations, other participants, sponsoring agents
TEAM MEMBERS

cies, sponsors, advertisers, and, if applicable, owners and lessors of premises used to conduct the event, all of which are hereinafter referred to as “releases,” from any and all liability to each of the undersigned, his or her heirs, executors, administrators, successors, assigns or next of kin for any and all claims, demands, losses or damages on account of injury, including death or damage to property, caused or alleged to be caused in whole or in part by the negligence of the releasee or otherwise, to the fullest extent permitted by law. **CONSENT** to permit and authorize officials of the State Games of Mississippi to seek emergency medical treatment in the event of accident or injury and consent to permit and authorize those providing medical care to perform medical treatment as deemed necessary. **CONSENT** to allow Participant’s picture and/or voice or likeness to appear in any official documentary, promotional (including all advertisements) television, radio, film coverage of or world wide web of the State Games of Mississippi without compensation. **THE UNDERSIGNED HAVE READ THE ABOVE WAIVER, RELEASE OF LIABILITY AND AUTHORIZATION OF MEDICAL TREATMENT, UNDERSTAND THEY HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT AND ACKNOWLEDGE THAT THEY HAVE SIGNED IT VOLUNTARILY.**

1 Name: _____ Date: _____
Athlete Signature: _____
Parent/Guardian Signature: _____

2 Name: _____ Date: _____
Athlete Signature: _____
Parent/Guardian Signature: _____

3 Name: _____ Date: _____
Athlete Signature: _____
Parent/Guardian Signature: _____

4 Name: _____ Date: _____
Athlete Signature: _____
Parent/Guardian Signature: _____

5 Name: _____ Date: _____
Athlete Signature: _____
Parent/Guardian Signature: _____

State Games of Mississippi

Rules — Netfest Soccer—3v3

Player Registration: All players must be listed on their teams' roster form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

Rosters: No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the team's first game.

Number of players: Five is the maximum number of players on a team/ Three field players at one time. Players may only play on one team in the tournament. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter or exit at the half-field mark only.

Team uniforms and equipment: Uniforms can be colored t-shirts or scrimmage vests. If both teams are wearing the same color a coin flip in qualifying play will determine the team to change uniforms. In playoffs the higher seed will have the option. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Here are the following sizes for each age group: U6-U8 = Size 3, U9-U12 = Size 4, and U13 & up = Size 5.

Field Dimensions: fields are Length 35-45 yards, Width 25-35 yards. U10 and under will play on fields, Length 25-30, Width 15-20.

Goals & Goal Box: The goal box, 12 feet wide and 8 feet deep, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If the defender OR the ball is in the box and contact is made., a goal is awarded. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team. The goals are a maximum of 5 feet high by 12 feet wide.

Game Duration: The game shall consist of two 10 minute halves separated by two minute halftime period OR the first team to reach 12 goals, whichever comes first. Games tied after regulation play shall end in a tie except in playoffs. A team, at the discretion of the referee and the tournament director will be forfeited at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined. There are no time outs in 3v3 soccer.

Goal Scoring: Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be touched (either by offense or defense) within the attacking team's offensive half of the field. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded).

Scoring (In Qualifying Play): Games will be scored according to the following: 3 points for a win/ 1 point for a tie, 0 points for a loss.

Tiebreakers: (after qualifying play) Ties in standings between two teams will be broken by: 1) head to head results between tied teams; 2) goal difference in qualifying play; 3) goals scored in qualifying play; 4) least goals allowed, 5) shootout. Ties between three or more teams will be broken by: 1) goal difference in qualifying play; 2) goals scored in qualifying play, 3) least goals allowed, 4) shootout with 1 team receiving a first round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

Playoff Overtime: Shall consist of sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the three minute-overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The three players from each team remaining on the field at the end of overtime will alternate with each penalty kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same field players will rotate in a sudden death penalty kick format until one team scores unanswered.

No offsides and NO slide tackling in 3v3 Soccer

Five Yard Rule: In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

Kick-Ins: The ball shall be kicked into play from the sideline instead of throw in.

Indirect Kicks: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect (As defined by Law 13 in the Laws of the Game) with exception of corner and penalty kicks.

Goal Kicks: May be taken from any point on the endline, and not in the goal box area.

Kick off: May be taken in any direction. For a goal to be awarded during a kick-off, the ball must first be kicked completely off of the halfway line, into the offensive half of the field (If the entire ball is not completely within the offensive half of the field when last touched, no goal will be awarded).

Penalty Kicks: 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 halfway line with all players behind the halfway line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Player Ejection (Red Card): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

Forfeits: Any team forfeiting two consecutive games in qualifying play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament.

Protests: There will be no protests.

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.

General: State Games of Mississippi and /or the host organization will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of any Division or any part of this tournament.

Situations or occurrences that these rules do not address shall be left to the sole discretion of the tournament director.