

General Rules for SVFJ

Mississippi State University does not provide accident insurance coverage for injuries received by StarkVegas Futbol Jamboree participants. Each participant should make sure that he/she has coverage either through family policies or the student insurance plan.

Mississippi State University PROHIBITS possession or consumption of alcoholic beverages on University property. Smoking and the use of smokeless tobacco is also prohibited at Old Intramural field. Violators will be asked to leave the area.

Sport Rules

I. TEAM COMPOSITION

1. Matches are 3-on-3. Only 5 players may sign-in per team for a single
2. match. Team rosters are set; thus you may have the same five players represent your team each match.
3. A team must have three (3) players to begin a game. Not having at least 3 players signed-in at game time will result in a forfeit.
4. Unlimited substitutions are permitted. The referee does not need to be notified before a substitution can occur. Players entering and leaving the field must do so at the half-field line. Substitutions may occur at any dead ball situation. Any player ejected from the game may not be replaced.

II. PLAYER EQUIPMENT

1. Teams may provide their own ball for warm-up. For game play, the referee will use the ball supplied by the Kinesiology Department.
2. All players on a team should wear similar colored shirts or jerseys.
3. All players must wear shoes; tennis shoes and soft-soled, one-piece soccer shoes, plastic screw-on cleats are allowed. Cleats must be made of non chipping material and not form a cutting edge. Metal spikes and metal cleats are prohibited.
4. Shin guards are not required, but players are strongly encouraged to wear shin guards. However, if a player chooses not to wear them, they are playing at their own risk.

III. TIME

1. Match time is forfeit time.
2. A match will be divided into two (2) periods of eight (8) minutes each. Time runs continuously unless there is an injury or unexpected interruptions. At the conclusion of each half, the teams reverse ends. There shall be four (4) minutes between periods. There are no time outs. Match time will be kept on the field by a referee or field manager.
3. Matches that are tied at the end of regulation time will go into overtime. The overtime procedures are outlined below.

IV. INCLEMENT WEATHER

1. The MSU Department of Kinesiology reserves the right to postpone, reschedule, or cancel a contest if circumstances warrant such action.
2. Rain Date is scheduled for: Thursday April 11th
3. In the case of inclement weather, participants will be notified of the cancellation through email.

V. THE FIELD

1. The 3-on-3 soccer field shall be 25 yards by 20 yards. The goal box extends 5 feet from the end line and is 8 feet wide. There will be 8 yards in between each playing fields.
2. Goals provided are 36in high x 48in wide.

VI. GOALKEEPERS & GOAL BOX RESTRICTIONS

1. There are no goalkeepers in 3-on-3 soccer.
2. No player may touch the ball with their hands.
3. Players may pass through the goal box as they mark an opposing player. Players may enter the goal box to stop a shot. They may not "reside in" the box for defensive purposes. However, players may be asked to leave the goal box at the referee's discretion.

VII. Officials

1. A single referee will be utilized for 3-on-3 soccer.

VIII. KICKOFF PROCEDURE

1. A coin toss before the beginning of the game will determine which team kicks off and which has the choice of ends. The team not receiving the ball first will have possession to begin the second half.
2. On the referee's signal, the game shall start or resume following a goal with a kick from the center of the field.
3. All players shall be within his/her half of the field. Opponents of the kicking team must be at least 5 yards from the ball until it is kicked. A teammate of the kicker may be anywhere within his/her half of the field.

IX. SCORING A GOAL, OUT OF BOUNDS, OFFSIDES, RESTARTS

1. A goal is scored when the ball wholly crosses the goal line within the goal. The ball must be touched by a player (from either team) on the offense's side of the half-field line prior to entering the goal.
2. A ball that rolls into the goal untouched by either team as required shall result in no goal scored. The ball is considered out of bounds. If last touched by the offense, a goal kick by the defensive team shall be awarded. If last touched by the defense, a corner kick by the offensive team shall be awarded.
3. After the ball has wholly crossed the sidelines, either on the ground or in the air, the team that did not touch the ball last shall be awarded a kick-in.
4. For a kick-in, the ball shall be placed along the sideline near the point the ball crossed out of play.
5. Defenders must be positioned at least 5 yards from the spot of the kick-in.
6. The ball is in play as soon as it is touched by the kicker.
7. The player taking the kick-in cannot retouch the ball until another player has touched it.
8. Any ball striking a referee, goal post, or corner post and remaining on the field is in play. After the ball has wholly crossed the sideline or goal line, or whenever the game has been stopped by the referee, the ball is out of play.

9. If the ball goes out of bounds across the touch lines, it results in a kick-in. If the ball goes out across the end lines off the attacking team, the result is a goal kick. If the ball goes out across the end lines off the defending team, the result is a corner kick.

X. OFFSIDES

1. There is NO offsides in Starkville Jamboree 3-on-3 soccer.

XI. FOULS AND MISCONDUCT

1. Players who commit a foul will result in a free kick for the opposing team at the spot of the foul. If two fouls are committed in a game, the player will be ejected from the rest of the game. Fouls listed below:
2. RED CARD- player will immediately ejected for only that game
 - i. Dangerous play - In the opinion of the official, all high kicks above the waist or any attempt to make a play on the ball while kneeling or laying on the ground in a dangerous manner shall be prohibited.
 - ii. Charging a player not in possession of the ball - A player shall not intentionally charge an opponent unfairly.
 - iii. Obstruction - Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
3. YELLOW CARD- 2 yellow cards will result in a red card
 - i. Delay of game - No player or team shall unnecessarily delay the playing of the game.
 - ii. Kicking or striking an opponent - A player shall not intentionally attempt to kick or strike an opponent.
 - iii. Jumping at or tripping an opponent - A player shall not intentionally jump at nor intentionally trip an opponent.
 - iv. Charging a player in possession of the ball - A player shall not intentionally charge an opponent unfairly. Offenses include violently and/or dangerously charging a player or charging from behind.
4. FOUL
 - i. Holding, pushing, or impeding an opponent - A player shall not use his/her hands or arms to hold, push, or impede an opponent.
 - ii. Hand ball (Handling) - A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball; this unintentional handling shall not be penalized.
 - iii. Open field sliding - Regardless of the positioning of teammates or opponents, sliding by any player at any point during the match is strictly prohibited. This restriction includes, but is not limited to, sliding to save a goal or to save the ball from going out of bounds.

XII. OVERTIME

1. Overtime will consist of ONE 5-minute "golden goal" period. The first team to score a goal will win the game. The choice of sides and the kickoff will be decided by a coin toss.
2. If the game remains tied at the end of the overtime period, the game will proceed into a shoot

out. 3 players from each team will be selected for the shootout. The first team to shoot will be decided by a coin toss. Each team will alternate 3 shots per team. Example team a kicks, then team b kicks, then team a kicks...etc. Whatever team has the highest score after those 3 kicks will win. Shootout will continue until a team scores and wins.

XIII. SPORTSMANSHIP

1. The mission of SVFJ is to provide a fun environment for the community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times.
2. A team is responsible for the actions of the individual team members and spectators related to it. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of each contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final.
4. If a team does not abide by the rules, the opposing team will be rewarded a penalty kick from the mid line.