

Registration now open for the 2012 3v3 Super Soccer Shootout



Come to Lancaster County, PA to participate in one of the largest 3v3 soccer tournaments in the Country. We offer U6 Coed through U16 age groups in Boys and Girls and two different levels of competition. This is our 13th great year and we are glad you will help us make our tournament even bigger. Teams can be formed by coaches, players, parents, friends, anyone. 3-6 players per team, it is very easy to register.

Go to our website at www.3v3soccerseries.com. There you'll find rules, information and online registration. We offer outstanding competition, custom trophies, custom t-shirts, great food and fun.

Registration Deadline is April 30, 2012.
Register soon to be sure you get in the division of competition you want to play in.

Contact Us:
E-mail: cvysc3v3@yahoo.com

**Register Online at
www.3v3soccerseries.com**

May 19th, 2012 for Girls U8 - U16

May 20th, 2012 for U6 Coed and Boys U8 - U16

Two Different Levels of Competition

3-6 players per team—\$180.00 Team (\$120 for U6 & U7)

3v3 Super Soccer Shootout

Team Registration
Deadline
April 30, 2012
Roster Deadline 5-18-11
or before 1st game.

Girls Play May 19th, 2012 ● Boys Play May 20th, 2012

TEAM NAME: _____ CLUB AFFILIATION _____ (if applicable)

CIRCLE Age Group (COED U6) (U8) (U9) (U10) (U11) (U12) (U13) (U14) (U15) (U16)

CHECK ONE: GIRLS [] BOYS [] CHECK Competition Level: Less Competitive Red [] Competitive White []

Competition Level Descriptions: ● Red – Recreational and Weaker Caliber teams ● White – Travel Caliber Teams

All Information Required			
		COACH	CONTACT (if different)
Name			
Email			
Street Address			
City/State/Zip			
Primary Phone	()	()	
Alternate Phone	()	()	

Rosters are not required to register a team. We recommend that you complete top of form and payment section and submit to reserve place in tournament. Rosters are required to be completed by check in on May 19, 2011.

Player 1 Birth Date MM/DD/YY _____ Number _____		Player 2 Birth Date MM/DD/YY _____ Number _____	
Name		Name	
Address		Address	
City/State/Zip		City/State/Zip	
Phone Number		Phone Number	
Email		Email	
Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>		Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>	
Player 3 Birth Date MM/DD/YY _____ Number _____		Player 4 Birth Date MM/DD/YY _____ Number _____	
Name		Name	
Address		Address	
City/State/Zip		City/State/Zip	
Phone Number		Phone Number	
Email		Email	
Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>		Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>	
Player 5 Birth Date MM/DD/YY _____ Number _____		Player 6 Birth Date MM/DD/YY _____ Number _____	
Name		Name	
Address		Address	
City/State/Zip		City/State/Zip	
Phone Number		Phone Number	
Email		Email	
Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>		Parent Signature <small>(indicates acceptance of WAIVER AND RELEASE)</small>	

Entry fee of \$180 (\$120 for U6 & U7) must accompany your application form prior to registration deadline of April 30, 2012. Make check or money order payable to: "CVYSC", mail to: 3v3 Super Soccer Shootout, P.O. Box 10032 Lancaster, PA 17605

Tournament Information & Details can be found at
www.3v3soccerseries.com.

This WAIVER AND RELEASE shall be governed by the state of Pennsylvania law and the courts located in Lancaster County. Pennsylvania shall have the exclusive jurisdiction for any action arising therefrom. Before registering and participating in this event, every parent should read this form. By signing the entry form, the parents of each player signify that they have read the information contained in this form, fully understands this information and agrees to the terms contained in this form. INCLUDED IN THESE TERMS ARE (i) A WAIVER AND RELEASE OF LIABILITY FOR PERSONAL INJURIES AND LOSS OF PERSONAL PROPERTY SUFFERED BY THE PARTICIPANT AND (ii) PERMISSION TO USE PARTICIPANT'S LIKENESS OR PHOTO. (i) VOLUNTARY AND RELEASE. There are risks connected with participation in this event and its related activities. Injury to my child or damage to or loss of my personal property is a possibility. I acknowledge the risk of this possibility and I, the legal parent/guardian of a minor registrant, hereby release, discharge, and or otherwise indemnify the CVYSC, Clear Channel Communications, Wengerts Dairy, their affiliated organizations and sponsors, their employees and associated personnel, including the owners of the fields and facilities utilized for the programs, against any claim by or on behalf of the registrant as a result of the registrant's participation. PERMISSION TO USE PHOTO. I HEREBY GRANT FULL PERMISSION for Event Organizers to record any or all of my child's participation in this event for photos, motion picture, TV, radio, recordings, videotapes, and other media know and unknown, and to use them, no matter by whom taken, in any manner for publicity, promotions, advertising, or trade.



3v3 Super Soccer Shootout 2012 Rules

FIFA LAWS APPLY WITH EXCEPTIONS

Except as otherwise noted in these Rules, the FIFA Laws will govern the play of all games in this tournament.

DIVISION GUIDELINES:

Age divisions are determined by the age of the oldest player on August 1, 2011.

TEAM REGISTRATION:

Six is the maximum number of players on a team; three field players and three substitutes (A team must have a minimum of 2 field players). Players may only play on one team per day. There are no goal keepers in 3-v-3. Roster changes, substitutions and additions, must be made before the beginning of a team's first game. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. Teams with ANY carded travel players must register for competitive divisions.

Check-in is MANDATORY on Friday, May 18, 2012 at Conestoga Valley High School in Lancaster from 5:30 PM to 9:00 PM for teams playing before 10:00 AM on Saturday May 19, 2012 **OR** at least **60 minutes prior** to start of first scheduled game. For check in at tournament site, please report to the Registration Tent. All coaches must have on their presence during the tournament either a copy of a player card, or copy of a birth certificate for age identification of all players on roster at any time requested by a tournament official.

TEAM ACCEPTANCE INTO TOURNAMENT:

We will accommodate as many teams as we can handle. Teams are accepted immediately on a conditional basis when registered online. Team acceptance will not be guaranteed until the enrollment fee is received. All entries should be in by April 30, 2012 at which time we will begin to determine the level of participation and develop schedules accordingly. In the event that your team is not accepted into the tournament, your registration fee will be refunded in whole to the team contact.

TEAM WITHDRAWAL:

A team withdrawing from the tournament after its acceptance shall forfeit the entry fee. Teams providing incorrect information or changing information on the entry form after acceptance may be subject to removal from the tournament and forfeiture of the entry fee. Every effort will be made to schedule around inclement weather, however, should the entire weekend be rained out, refunds will be made less administrative costs of \$80.00. In the event of a partial rainout, division winners will be determined based upon games completed.

TEAM UNIFORMS:

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt with numbers or pinneys. If both teams are wearing the same color the first team listed in pool play will determine the team to change uniforms. In playoffs the higher seed will have the option.

TOURNAMENT EQUIPMENT:

All players must wear shin guards. Any player without shin guards will not be allowed to play. Ball sizes are:
U6-U7 use a size 3
U8 - U12 use a size 4, U13 – U16 use a size 5.

FIELD DIMENSIONS:

The playing field is 40 yard long by 30 yard wide.

GOAL and GOAL ARC:

The goal itself measures four feet high by eight feet wide. The goal arc is a 10 foot radius arc and is directly in

front of the goal. There is no ball contact allowed within the goal arc, however any player may pass through the goal arc. If the ball comes to rest in the goal arc, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal arc and is an extension of such. If a defender touches the ball in goal arc, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal arc, a goal kick is awarded to the defensive team.

GAME START AND DURATION:

The game shall consist of two 12 minute halves separated by a 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. Teams shall report to assigned fields a minimum of 10 minutes prior to assigned start time. In the event that a team is not readily available at game start time, the game shall begin by starting the time clock and one (1) goal will be awarded to the opposing team for each minute that team is late. The team may report and the game will commence and finish based on timekeepers clock. In the event any team is more than 5 minutes late for the start of their game, that game will be forfeited. Teams are responsible for waiting until their eligibility for playoffs has been determined. There are no time outs in 3-v-3 soccer.

SUBSTITUTIONS:

Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's attention and players are to enter and exit at mid-field. There are no substitutions on the fly.

GOAL SCORING:

A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

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. The ball will be placed at the center of midfield. 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 the overtime period, will enter a rotation of penalty kicks alternating teams with each 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 3 players will rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players may kick twice.

DIVISION STANDINGS:

All division standings shall be determined by the following point system: (i) win=6 points, (ii) tie=3 points, (iii) loss=0 points, (iv) 1 point for each goal scored up to a maximum of 3, and (v) 1 point for a shutout. Note: A game ending in a 0-0 tie will receive only the 3 points awarded for a tie and not the additional point for a shutout. A game forfeited will be scored 3-0 and the winning team receives 9 points. Points will be tallied to determine a winner in each division. In the event of a tie, the group winner will be determined in the following order of applicability:

1. Winner in head-to-head competition.
2. Lowest total goals scored against.
3. Most goals scored for (maximum of 5 per game).
4. The difference between goals scored minus goals allowed. (maximum of 5 per game).
5. Coin Flip

THERE ARE NO OFFSIDES IN 3-V-3 SOCCER

NO SLIDE TACKLING IN 3-V-3 SOCCER

FIVE YARD RULE:

In all dead ball situations, including kickoffs, 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 with the exception of corner kicks and penalty kicks.

GOAL KICKS:

May be taken from any point on the end line, and not in the goal arc area or arch.

KICK OFF:

Is an indirect kick and may be taken in any direction.

PENALTY KICKS:

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball kick. If a goal is not scored, the defense obtains possession with a goal kick.

FORFEITS:

Any team forfeiting two consecutive games in pool play will be removed from the tournament. Any team forfeiting a game in playoffs will be removed from the tournament. Registration fee is nonrefundable.

PROTESTS:

THERE ARE NO PROTESTS. All problems will be resolved by the Field Marshall or Tournament Director.

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 ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE FIELD MARSHALL'S AND TOURNAMENT DIRECTOR.