

3 v 3 SPRING FLING

TOURNAMENT APPLICATION

Date: Saturday, May 31st & Sunday, June 1st

Location: Bettye Wilson Main & West 20

Fees: \$ 250.00 per team

Accepting BOYS and GIRLS teams U11 and above

(Must have player passes/player card, signed medical release, a signed waiver for each player and be registered with USYSNV for 2007/2008). Teams may be formed with registered players from USYSNV only. No coed teams. Tournament Committee may have to combine age groups due to number of teams entered. Tournament Committee may have to limit number of teams entered due to field space.

DEADLINE: 04/18/08 AT THE LEAGUE OFFICE – 5650 W. Charleston Blvd. #13, Las Vegas, NV 89146 (If mailing in application must be postmarked by: 04/18/08)

Team name: _____ Boys / Girls Age Group _____

League Affiliation _____

Contact person: _____ Phone: _____

Address: _____ City: _____

State: _____ Zip _____ Email _____

- Beginner
- Intermediate
- Advanced

RULES

(FIFA rules apply if not modified within)

The following rules have been designed to ensure fair play for all participants. Each player and coach is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to the Spring Fling Tournament committee.

Number of players: SIX is the maximum number of players on a team – minimum of 4. A minimum of two (2) field players at one time. **Players may only play on one (1) team.** There are no goalkeepers.

Games: Teams are guaranteed a minimum of 3 games.

Equipment: All players must wear shin guards. Any player without shin guards will not be allowed to play. Home team is responsible for providing game ball. Ball Size for U11-U12 = #4; U13 and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

Uniforms: Similar color jerseys (light and alternate dark) or pennies with numbers (numbers must be 6 inches or more in size) on the back and must be worn by whole team. **No jewelry or piercings.**

Field Dimensions: Length – 40 yards, Width – 30 yards.

Goal Box: The goal box, eight feet wide by ten feet long, 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 *penalty kick* is awarded to the offensive team. 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 approximately 3 feet high by 4 feet wide.

Game Duration: The game shall consist of two 10 minute halves separated by a two minute halftime period OR the first team to reach 10 goals, whichever comes first. Games tied after regulation play shall end in a tie. Except Playoffs, this will be a 3 minute golden goal period followed by a shootout. There are no time outs. The referee has the official time on the field.

Substitutions: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. NO substitutions shall be made on the fly.

Goal Scoring: A goal may be scored from a touch on the offensive half of the playing field only.

Scoring (In pool play): Games will be scored according to the following: 3 points for a win; 1 point for a tie and 0 points for a loss.

Tiebreakers: In pool play, ties between two or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in pool play; 3) playoff team shootout (penalty kicks) with entire rosters.

Playoff Overtime: *TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD with a coin toss to decide kick off and direction. If the score is still tied after the overtime, the winner will be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the ONLY players to kick for their team. The remaining 3 field players after regulation overtime will rotate, alternating teams with each kick. The first round of shootouts (penalty kicks) will consist of each player kicking once (round of 3 players per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until 1 team scores. If 1 team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the 2 field players must kick twice.*

NO OFFSIDES IN 3-V-3 SOCCER AND NO SLIDE TACKLING IN 3-V-3 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 with exception to corner and penalty kicks.

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

Kick Off: 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. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are *not* live balls.

Player Ejection (Yellow/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. RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament. Teams may still play with 2 on the field. **Point deductions: 1 point for each red and/or 2 yellows**

Forfeits: A forfeit shall be scored as 5-0. Teams are given five (5) minutes before a forfeit is issued by the referee. All forfeits must be approved by the Spring Fling Tournament committee before the game is considered an official forfeit. The Tournament committee has the option to replay a forfeited game if deemed necessary.

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

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.

Weather Policy:

In case of adverse weather or unplayable field conditions, the Tournament Director reserves the right to delay play, reduce game time and/or cancel games.

Home: North/East Sidelines -- Visitors: South/West sidelines.

NO PROTEST OR APPEALS.

****TOURNAMENT COMMITTEE WILL HAVE FINAL SAY ON ALL DISPUTES AND INTERPRETATIONS OF TOURNAMENT RULES****

******FALSIFICATION OR MISREPRESENTATION OF DOCUMENTS WILL DISQUALIFY YOU AND YOUR TEAM FROM THE TOURNAMENT******

NO ALCOHOLIC BEVERAGES OF ANY KIND ARE PERMITTED ON ANY FIELD

NO SMOKING ON OR NEAR THE FIELDS