

1st Annual Soccer 1 3v3 tournament

sponsored by Farmers Insurance

June 18 and 19 at Levis Commons

Tournament Information

**Minimum Three – 25 Minute Running Clock Games Guaranteed
With Awards for Division Champions**

Boys & Girls Divisions

U9/10

U11/12

U13/14 &

High School

(Maximum Roster is Five Players)

COST: \$50 per team

Registration Deadline: Wednesday June 8th 2011

To register please email – daikman1975@yahoo.com

Include the following with Registration:

Team Name

Team Contact (with email & phone number)

Age Group of Team

Payment must be received by June 10th 2011.

Please make payment to Soccer 1 and mail to:

7113 S. Winners Circle

Perrysburg, OH. 43551

**SIC 3v3 tournament
3 v 3 Tournament: June 18-19, 2011 – Registration Deadline: June 8, 2011**

TEAM NAME: _____ TEAM GENDER: Male Female Coed

TEAM CONTACT: _____ PHONE: _____ EMAIL: _____

AGE DIVISION: U8 U9 U10 U11 U12 U13 U14 U15 U16 U17 ADULT (Please circle appropriate division)

PLAYER 1 (Please Print) PLAYER 2 (Please Print) PLAYER 3 (Please Print) PLAYER 4 (Please Print)

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Name	Name	Name	Name

Address	Address	Address	Address

City/State Zip Code	City/State Zip Code	City/State Zip Code	City/State Zip Code

(Area Code) Phone #	(Area Code) Phone #	(Area Code) Phone #	(Area Code) Phone #

Email	Email	Email	Email

Birth Date/Gender	Birth Date/Gender	Birth Date/Gender	Birth Date/Gender

Signature (Parent/Guardian if under 18) Signature (Parent/Guardian if under 18) Signature (Parent/Guardian if under 18) Signature (Parent/Guardian if under 18)

Waiver: Every player participating and their parent/guardian, if the player is under 18, must read this waiver form. Signatures on the registration form signify that each person has read, understands, and abides by this information.

I acknowledge there are risks connected with my participation in this event and its related activities.

I release and waive the event sponsors, directors, staff and suppliers for any injury or loss of property that may incur as a result of my participation in this event.

Please send Registration Form and Team Fee of \$50 to: **Please make payment to Soccer 1 and mail to:
7113 S. Winners Circle Perrysburg, OH. 43441**

Requests for refunds must be submitted in writing and are at the discretion of the tournament committee

2011 Ohio Goalie War Tournament

When: Preliminaries-Saturday June 18th 2011—4-8 PM

Finals-Sunday June 19th 2011 4-8 PM”

Where: Levis Commons, Farmers Field at The Metro FC complex

Who: 6 DIVISIONS-Boys and Girls age groups U9/U10, U11/U12, U13/U14, U16, U18

Why: Do you think you're a good Goalie? Let's find out! Goalkeepers will face off 1v1.

Games consist of 2 2minute halves, with a 1-minute half time. Keepers will be shooting, throwing, punting and drop kicking the ball into their opponents net, while at the same time trying to keep the balls from going into their goal. Keepers could make up to 50 saves a game, flying through the air trying to keep the ball out of the goal and be crowned Ohio's Goalie War Champion!

Friday will be a group round robin format to determine the seeds for Saturdays Championship Final. Each Goalkeeper will play minimum 3 games (probably more) Friday night. Saturday will consist of a single elimination Tournament. The Champion and Runnerup will receive awards.

The cost is \$20 per Goalkeeper if your team is registered in the Soccer 1 3v3 tournament All other Goalkeepers the cost is \$30.

Please make checks payable to Soccer 1 memo: Ohio Goalie War. Advance registration is required! Registration closes Saturday June 11th, 2011. Each participant will receive a welcome email explaining the rules and exact location. For mail in registration and to mail a check please send to:

7113 S. Winners Circle

Perrysburg, OH. 43551

Any questions please call Ian Graham at 419-870-9797 or email ian.graham@att.net. Schedules will be out by Wednesday June 14th. The first round will tentatively start at 4pm Saturday night.

Name _____ D.O.B _____ Age _____ Male/Female

Address _____ email _____

Phone _____ Shirt size _____

2011 Goalie War Waiver

PLEASE READ BEFORE SIGNING!

In consideration of participating in the 2011 Goalie War challenge tournament, related events and activities (collectively, the "Event"), the undersigned, for himself/herself, his/her personal representatives, heirs, and next of kin:

1. Acknowledges, appreciates, and agrees that the risk of injury from the activities involved in the Event is significant, including the potential for injury, permanent paralysis and death;
2. KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS, both known and unknown, EVEN IF ARISING FROM THE NEGLIGENCE OF THE RELEASEES or others, and assume all full responsibility for my participation; and, 3. Willingly agrees to comply with the stated and customary terms and conditions for participation. If however he/she observes any unusual significant hazard during his/her presence or participation, he/she will remove him/herself from participation and bring such to the attention of the nearest official immediately; and,
4. Acknowledges, appreciates, and agrees that he/she has read this form and understand that by signing this form, he/she is giving up legal rights and remedies on behalf of him/herself and his/her family, estate, heirs, and/or assigns; and
5. HEREBY INDEMNIFIES, RELEASES AND HOLDS HARMLESS SOCCER 1, LEVIS COMMONS, its affiliates, subsidiaries and parent entities, and their officers, officials, agents and/ or employees, directors, shareholders, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the event ("Releases"), WITH RESPECT TO ANY AND ALL INJURY, DISABILITY, DEATH, or loss or damage to person or property, WHETHER ARISING FROM THE NEGLIGENCE OF THE RELEASEES OR OTHERWISE; and
6. HAS READ THIS RELEASE OF LIABILITY AND ASSUMPTION OF RISK AGREEMENT, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT HE/SHE HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT and authorizes on his/her behalf any of the Releases to obtain any medical care or treatment deemed necessary; and
7. Warrants and represents that he/she (i) is the owner of all rights granted hereunder or has been duly authorized by the owner of such rights to grant same and (ii) is at least eighteen (18) years of age or is the legal parent or guardian of the minor child listed below and is executing this WAIVER / RELEASE OF LIABILITY / REFUND POLICY / BAD WEATHER POLICY on behalf of such minor child. In the event that the Undersigned is a legal parent or guardian of a minor child who turns the age of 18 during the Event, the acknowledgement and agreement of such child is also required. REFUND POLICY / BAD WEATHER POLICY

There will be no refunds granted for any reason before or after the registration deadline. This includes, but is not limited to 1) Your child's inability to participate due to injury, personal schedule or game scheduling conflicts, or other reason; 2) inclement weather, etc. In case of inclement weather, the Event Director reserves the right to reduce the number of scheduled games and/or the time of games and/or postpone or delay game times and/or cancel the Event. Every effort will be made to complete the Goalie War tournament

Entry fees are non-refundable after registration deadlines.

Waiver/liability release:

Parent's signature _____

.**FIFA RULES APPLY IF NOT MODIFIED WITHIN**

RULES OF THE GAME

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to Freedom Festival 3V3 Tournament Event Staff. Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team.

Schedule Changes: It is the responsibility of the coach or team captain to check the on-site schedule for any changes after each tournament game (you will not be notified of changes).

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

Number of Players: 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 division. There are no goalkeepers in 3v3. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster.

Falsifying Ages: A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events. This act of sportsmanship will not be tolerated by the S1C 3v3 Tournament.

Proof of Age: All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster (see registration form for age group breakdown).

Co-Ed Rules: A co-ed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Co-ed teams are allowed to play in Male Divisions, which in this case the standard co-ed rules do not apply.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. The Tournament Director, Athletic trainer and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Tournament Equipment: 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 group:

U6-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions: The playing field is 30 yards long by 20 yards wide for all ages U9.

The Goal Box: The goal box is ten feet wide by six foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Game Duration: The game shall consist of 25 minutes with running clock

OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the Game Clock does not stop in 3v3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the S1C 3v3 tournament Director before the game is considered an official forfeit. The Tournament

Director has the option to replay a forfeited game if deemed necessary.

Substitution: 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. Substitutions should not be made on the fly!

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.

and interpretations of Tournament Rules.

Continued on next page

Playoff Overtime: Shall consist of a 3-minute “golden goal” overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall 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 three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting 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 one team scores unanswered. If one 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 two field players must kick twice.

No Offsides in 3v3 Soccer! No Slide Tackling: If a player is sliding, no contact is 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.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee’s have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

****If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.****

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

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 is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

Penalty Kicks: Shall be awarded if, in the referee’s opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). 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.

Scoring (In Bracket Play): Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 6-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Head Quarters Tent immediately following the game!

Forfeits: Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

Tie-Breakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker.

In pool play, ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between two teams in record whom have tied each other will be broken by (1) goal difference in pool play games (2) goals against pool play games (3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting.

Videotape is not acceptable as a form of protest or decision review.

Weather Related Issues: The S1C Tournament Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.

**** Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****