



### **Event Quick Facts**

**Event Format:** 10 games guaranteed

**Age Group Cutoff Date:** August 1st

**Entry Deadline:** Midnight- June 4, 2010

**Event Awards:** T-shirts for Championship teams

**Equipment Required:** Shinguards, two different color jerseys or pennies

**Make Checks Payable to:** Calcio 3v3

**Game times available:** no later than Saturday June 12, 2010 @ 6PM on website

**Cost: Prior to May 15, 2010 \$220.00 After \$235 per team.**

For more information

Contact: Francesco Miceli

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### **Facilities**

Langoni Soccer Complex

### **Event Procedures**

You can enter this event one of four ways:

1. Register on-line on this site. [www.3v3pueblo.com](http://www.3v3pueblo.com)
2. Call in a credit card number at (719)671-4773. We accept Visa, Mastercard, Discover, and American Express.
3. Payment must be received by Sunday, June 6, 2009. Please make checks payable to Calcio 3v3. Payments may also be dropped off, please make arrangements to do so.

### **Following is a list of League Procedures:**

1. Initial Call In: Once we receive your initial call expressing interest in a specific event, Calcio 3v3 will pencil your team in for that event. If entry fee is not received, your team will be taken off the list. After that, entries are based on a first come, first serve basis. Please keep in mind that some league nights may sell out before the deadline.
2. Rosters/Birth Certificates: Each team is allowed to roster 8 players. Only six players can be active to play each match. During the league season you can only have 6 players active per week. A copy of each player's birth certificate IS NOT required at check-in, but must be produced if a player's age is questioned. Rosters will be frozen after the 4<sup>th</sup> game in each age division. Frozen is defined as not able to add or remove a player. The only exception to this rule is if a player is injured or no longer with the team, a new player may be added. This addition can only be made during season play. No additional players may be added for playoffs (league play), your final season roster is your playoff roster. All additions/subtractions to a team roster must be approved by the field director.
3. Age Cut Off: The Age cut off date is the same as the Colorado State Soccer Association cut off date of July 31. For example: If your players are all playing in U12 for the Spring full side season, they will play U12 for our summer league and tournaments. Adult and Coed Division players must be over 18 years old.
4. Specific Game Time Requests: Before entering the event, please make sure your

team has no other conflicts on the listed league nights or tournament days. Due to the large number of special requests, we can not accommodate any special game time requests.

5. Check In: All teams are required to check in at the game facility 20 minutes before their first scheduled game. Teams are also required to be dressed and ready to play 10 minutes before their scheduled game times.

6. Combining Divisions: If the need exists, Calcio 3v3 reserves the right to combine divisions. This will be based on the number of teams in each division.

7. Game times will be available on the website before the league begins.

### **Event Updates**

In the event of bad weather visit the on-site director or call (719)671-4773 for updates on game scheduling.

Games will continue during rain, but will be postponed if any lightning occurs near the facility.

### **Itinerary**

Saturday June 12, 2010, 6PM Game-times posted on the website

Tuesdays 5pm to 8:30PM

Wednesdays 5pm to 8:30PM

Thursdays 5pm to 8:30 PM

### **Tournament/League Rules**

#### *Registration*

All players must be registered on their respective team's roster prior to the first game. Roster changes, substitutions and additions, must be made before the completion of a team's first game prior to a tournament. For league, additions to the roster may be made throughout the season, but cannot exceed the maximum 8 roster spots. Once a player is added to a team, he can only be removed and not added again, on any team within that division. No players may be added after the completion of league play, all teams must compete with official roster.

Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament/league.

All participants must carry proof of age (birth certificate, driver's license, player pass) to the tournament. For league, all participants must be able to present proof of age prior to the new week's games if it's in question.

#### *Sportsmanship*

Players, coaches and spectators are expected show good sportsmanship at all times. Fighting will not be tolerated at all levels. If you get in a fight, we WILL turn your name and information to the authorities.

#### *Team size*

Each team is allowed to roster 8 players. Only 6\* players can be active to play each game. During season play, only 6 players may be active per week. NO EXCEPTIONS. Each team may have up to 2 alternates.

\*Three field players and three substitutes- there are no goalies. You must have a minimum of 2 field players or your team automatically forfeits. Players may only play on one team per division. Coed teams must have a minimum of one female player on the field at all times.

#### *Uniforms*

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color a coin

flip in pool play will determine the team to change uniforms. In playoffs, the higher seed will have the option. Numbers on the jerseys are not required.

#### *Equipment*

All players must wear shin guards. Teams are responsible for providing game balls.

#### *Ball size for:*

U4-U7 use a size 3

U8 - U12 use a size 4

U13 and up use a size 5

#### *Field Characteristics*

##### *Dimensions*

U4 through U8 ----> 30 yard x 30 yard field

U9 through adult ----> 40 yard long x 30 yard wide field

##### *Goal Box*

The goal box (ten feet wide by six feet long) is directly in front of the goal. There is no ball contact allowed within the goal box, however any player may move through the goal box. If the ball comes to rest in 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 is considered in the goal box and is an extension of such. If a defender touches the ball in the goal box, a goal 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.

##### *Goal size*

4' high x 8' wide

##### *Duration of games*

The game shall consist of two 12 minute halves separated by a two minute halftime period. There are no time-outs. Games tied after regulation play shall end in a tie, except in playoffs.

##### *Substitutions*

Substitutions may be made at any dead-ball situation, on either team's possession. Teams must get the referee's attention and players are to enter and exit at mid-field. You may not substitute on the fly.

##### *Scoring goals*

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

##### *Point system*

Games will be scored according to the following point system:

3 points for a win; 1 point for a tie 0 points for a loss.

##### *Tie-breakers*

For teams that are tied in record, if one team forfeited a game, they are the lower seed. In pool play, ties between three or more teams will be broken by; 1) head to head results between tied teams; 2) goal difference in head to head games; 3) goals against in head to head games; 4) goal difference in pool play; 5) goals against in pool play; 6) playoff team shootout. Ties between two tied teams in record whom have tied each other will be broken by 1) goal difference in pool play; 2) goals against in pool play; 3) playoff team shootout.

##### *Overtime and Shootouts*

*(only in playoffs!)*

##### *Overtime*

One three minute sudden death overtime period 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. (only applicable during playoff games or tournaments).

#### *Shootout*

A coin flip will decide which team starts the shootout 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 three 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.

#### **Additional rules**

No offsides.

NO SLIDE TACKLING. But a player may slide to save or stop a ball. Judgment will be left to the game official.

5 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 thrown in. 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-offs: 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 middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Red cards: 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 their remaining two or three players, however if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The tournament director will decide suspension from additional games.

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. A team, at the discretion of the referee and the tournament director, will be forced to forfeit at game time if they are not present. Teams are responsible for waiting until their seed for playoffs has been determined.

If situations arise which have not been clarified in these rules, the tournament director shall have sole discretion to determine a ruling.