



Chargers SC

3v3 Shootout

Think you have the best group of soccer players in the Bay Area? Come put your skills to the test in the 1st ever Chargers SC 3v3 Shootout! 3v3 is a fast paced, fun, competitive game where players get tons of touches and goals come fast and often. Join us for what will be an incredible event of competition and fun!

Date: Saturday, June 3rd 2017

Times: 9am-7pm

Location: Countryside Sports Plex

3060 N McMullen Booth Rd, Clearwater, FL 33761

Games: Guaranteed 4 matches, 3 group matches and minimum of 1 playoff match. Games will be 2x10 minute halves, with 2 min halftime.

Application Deadline: May 27th 2017

Cost: \$125 for early registration. \$165 for late Registration after May 13th. \$40 for individual players without a team-will be placed on individual teams.

Age Divisions: 2008-2002 individual age groups, 2001/2000 combined, 1999/1998 combined. Boys and Girls divisions in both.

****All Proceeds go to support the Chargers Elite Development Fund.***

See the rules and registration form below.

3V3 Chargers TOURNAMENT RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

PLAYER REGISTRATION: All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must submit proof of age, ie: player pass, driver's license or birth certificate, anything showing players official age

ROSTERS: All rosters are final upon start of the tournament.

NUMBER OF PLAYERS: SIX is the maximum number of players on a team; three field players at one time. Players may only play on one team per division. There are no goalkeepers in 3v3 soccer. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the half-field mark only.

GENDER: No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

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. Preferred Ball Size for 2011's, 2010's, 2009,'s = #3; 2008's, 2007's, 2006's, 2005's= #4; 2004's and up = #5. In the event that age divisions are combined, the teams should use the older division's ball size.

FIELD DIMENSIONS: Length -30 yards, Width-25 yards

GOAL BOX: The goal box, 2 yards wide by 2 yards deep, 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. An INFRACTION occurs 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. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. 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 4 feet high by 8 feet wide.

GAME DURATION: The game shall consist of two 10 minute halves separated by a two minute halftime, OR the game ends when a team reaches a 10 goal lead. Pool games tied after regulation play shall end in a tie. Playoff games cannot end tied.

PLAYOFF OVERTIME: TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied winner is decided by shootout, with the 3 players on the field at end of golden goal period.

GOAL SCORING: A goal may be scored from anywhere on the playing field, but not from a kick in or kick off.

SCORING (IN POOL PLAY): 3 points for a win; 1 point for a tie and 0 points for a loss. *FORFEITS:* A forfeit is scored as 4-0

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) fewest goals against in pool play; 4) goals scored; 5) team shootout with entire rosters.

NO OFFSIDES IN 3V3 SOCCER AND NO SLIDE TACKLING IN 3V3 SOCCER

FIVE YARD RULE: In all dead ball situations, defending players must stand five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball is placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked in to play from the sideline instead of thrown in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect except 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 spot of the kick off on 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 still play with 3 on the field

FORFEITS: A forfeit shall be scored as 4-0.

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 THAT THESE RULES DO NOT ADDRESS ARE THE DECISION OF THE TOURNAMENT DIRECTOR.