



2nd Annual 3v3 Summer Showdown

A 3v3 tournament to benefit

SOCA's Matt Henderson Fund

General Information

The Soccer Organization of Charlottesville-Albemarle (SOCA) invites you to participate in the 2nd Annual 3v3 Summer Showdown. The tournament will be held at SOCA-ACAC South Fork Soccer Park. Each team is guaranteed a minimum of three games. The tournament will be a one-day format, with games scheduled between 8:30 a.m. and 8:30 p.m. on Saturday, June 25, 2011. A make-up date in the case of inclement weather is scheduled for Sunday, June 26.

SOCA's Matt Henderson Fund

The Matt Henderson Fund was established in 2002 as a means to supplement and support SOCA's financial assistance and Outreach Program budgets. The fund is used to help eliminate obstacles to participation in SOCA.

Tournament Schedule

The tournament is a one-day format. Each team will play a minimum of three games with qualifying teams advancing to post-group play. Teams must be prepared to play games at anytime between 8:30 A.M. and 8:30 P.M. Registered teams must be prepared to play on the make-up date, Sunday June 26.

Tournament Divisions

Teams will register as either boys or girls teams and in one of four age groups: U10, U12, U14, or U18. Girls may play on a boy's team with approval from tournament director Sarah Curtis. Within each age group there will be two divisions: 1st (Blue), and 2nd (White). Teams can be made up of any combination of Travel, Challenge, or Recreational players. Placement of teams will be determined by SOCA and the Tournament Director.

Tournament Fee

Each team fee will be \$100.00. Make checks payable to SOCA or pay by credit card by calling 434-975-5025 ext 10, or visit the SOCA office at 1685 Polo Grounds Road. Tournament fees are used to pay for tournament expenses. Proceeds will be donated to SOCA's Matt Henderson Fund.

Awards

Awards will be presented to the first place team from each division. Awards will be presented on site following the conclusion of the final game.

Player Eligibility

A player may only be registered and play on one team in the 3v3 Summer Showdown. Participants must be registered for SOCA in the current 2010/2011 soccer year, prior to applying for the tournament.

Tournament Rosters

Each team is allowed a minimum of 4 and maximum of 6 players. Tournament rosters may consist of any combination of Travel, Challenge, and Recreational SOCA players. Teams wishing to play up must be pre-approved by the tournament director. Changes to tournament rosters may be made after submission deadline (Friday, June 6). Roster freeze will be Monday, June 13. No roster changes can be made after the roster freeze date.

Team Registration Process

1. Complete Tournament Roster Form found in the download forms section at www.socaspot.org
2. Please deliver completed Tournament Roster Form and Tournament Fee* to the SOCA office at: 1685 Polo Grounds Road, Charlottesville, VA 22911 or Fax to SOCA at: 434-975-2619. Mailed forms and faxes should be addressed to Sarah Curtis.
* credit cards accepted: Please call Peggy Rittenhouse at SOCA at: 434-975-5025 ext 10 or visit the SOCA office.
3. All tournament players must check in at least 30 minutes prior to their first game on Saturday, June 25, 2011.

IMPORTANT DATES

Registration deadline: June 6

Roster Freeze: June 13

Team check-in: Saturday June 25, 2011 no later than 30 minutes prior to first game.

Directions to SOCA-ACAC South Fork Soccer Park (SFSP)

1685 Polo Grounds Road, Charlottesville VA 22911

NO DOGS, SMOKING, ALCOHOL ALLOWED in South Fork Soccer Park

From Charlottesville, points south: Take US Route 29 North. Travel to the stoplight at Polo Grounds Road. Polo Grounds Road is immediately after the bridge over the South Fork of the Rivanna River; the light past Wal-Mart and the Doubletree Hotel. Turn right at light onto Polo Grounds Road. Go about 1 mile and turn right into the soccer park. Follow road around to the parking area.

From Charlottesville, points north: Take US Route 29 South. Travel to the stoplight at Polo Grounds Road. Polo Ground Road is immediately before the bridge over the South Fork of the Rivanna River. Turn left at light onto Polo Grounds Road. Go about 1 mile and turn right into the soccer park. Follow the road around to the parking area.

OFFICIAL TOURNAMENT RULES

Scheduling

All teams are obligated to play all games as scheduled. NO scheduling changes will be made, except as indicated by the Tournament Director. Failure to play any game as scheduled will result in a forfeit of the scheduled match by the team unable to fulfill their obligation. (see forfeit below)

All matches will begin on time. There is no grace period. All teams are expected to report to the proper playing field a minimum of 10 minutes prior to the scheduled start of their match. Any team unable to field a minimum of two players at the appointed start time will forfeit the match. The referee shall determine a team's preparedness at the scheduled start time. Forfeiture shall be declared to each team and reported to the tournament director.

Team Size

All teams participating in the tournament are allowed a minimum of 4, a maximum of 6 players.

Referee

A one-person referee system will be used for all matches. As per FIFA Laws of the Game, the referee's authority commences upon his/her arrival at the field of play. All decisions of the referee are final and binding. There are no protests and no appeals.

Tournament Director

The tournament director is the final authority on all matters pertaining to the tournament. All decisions are final. There are no protests and no appeals. The Tournament Director may appoint authorized persons to assist with tournament operations at various fields.

Format

Division alignments are at the discretion of the Tournament Director. All teams are guaranteed a minimum of three games.

Division standings will be decided upon the following basis:

Win = 3 points

Tie = 1 point

Loss = 0 points

Game Information

All Matches shall be played in accordance with FIFA Laws except for the following modifications.:

1. The duration of the game will be (2) 15 minute halves with a 5 minute halftime. After the halftime interval teams will switch sides and play will continue with a kick-off at half field.
2. Teams must be ready to play 10 minutes prior to game time. Any team unable to field two players by kick-off will forfeit the match.
3. Teams will play 3 versus 3. There are no goalkeepers.
4. Substitutions will be made on the fly, the player entering the field can not enter until the player leaving the field has exited the field.
5. There will be no offside rule.
6. Fields will be 30 x 20 yds. Goal size will be approximately 2 yds by 1.5 yds.
7. Goal Box- Each goal will have a goal box measuring approximately 3 yards wide and 2 yards deep. No player will be allowed to touch the ball inside the goal box. If an attacking player touches the ball in their attacking box a goal kick is awarded the defensive team. If a defensive player touches the ball in the box a goal is awarded. If the ball or the defender is in the box and the ball is touched a goal is awarded. If the ball stops in the goal box a goal kick is awarded to the defensive team.
8. No slide tackling will be allowed.
9. Ball played out over the touch lines (side lines) will be restarted with a kick-in.

10. On all set pieces defending players must stand 3 yards away from the ball.
11. Goal Kicks shall be taken from any point on the endline outside the goal mouth.
12. The Kick-off may be taken in any direction, from center point on the midfield line.
13. All restarts are indirect, except when a penalty kick is awarded. All players on the defensive team must be three yards from the ball.
14. Penalty Kicks- A penalty kick will be awarded to the offensive team if the referee feels a scoring opportunity was prohibited in the attacking half of the field by the infraction. A penalty kick will be a direct kick taken from anywhere on the midfield line with all players behind the midfield line. The ball is not live, if a goal is scored a kick-off for the defensive team will be awarded, if a goal is not scored the defensive team will restart with a goal kick.
15. Goals must be scored within the team's attacking half. No goals will be awarded if a ball is played from a team's defensive half.

Forfeit

Any team forfeiting a match shall be declared the loser by a score of 5-0.

Tie-Breaker Procedures

1. All preliminary matches ending in a tie at the end of regulation play shall remain as a tie.
2. In semi-final and final matches only the following shall apply if teams are tied at the end of regulation time, one 5 minute golden goal overtime period will be played. The first team to score, regardless of time remaining, wins.

If the game remains tied at the end of the 5 minute golden goal overtime, the winner will be determined using penalty kicks. Each team will take 3 kicks. Any player on the team can take a kick regardless of whether or not they are on the field at the end of overtime. If penalty kicks are tied after three kicks, sudden death penalty kicks will begin and continue until a winner is determined. Every eligible player must have taken a penalty kick before a player may kick a second time. If after 10 shots for each team the pk's are still tied the pk's will be moved back to the opposite goal box line and sudden death pk's will continue.

Group Standings and Tie-Breaking Procedures

1. Results of head-to-head competition. Disregard if more than two teams are tied.*
2. Goal differential in all preliminary games. Maximum 5 goal differential per game.
3. Least goals allowed in all preliminary games.
4. Most goals scored in all preliminary games regardless of goal differential.
5. Fewest penalty points in all games played.
1 Yellow Card= 1 point 1 red card= 2 points
6. If both teams are still tied after steps 1-5 , both teams will precede to an available field, at a time and place determined by the Tournament Director. Here, a penalty kick procedure will be followed to determine a winner; using the 3-penalty kick format.
7. In instances where ties must be broken to determine seeding but the result does not have a direct impact on the Division championship, a coin flip by the tournament director will be substituted for step 6.

If a three-way tie exists, the tie-breaking rules will be followed in order until one team is eliminated. A two-way tie between the two remaining teams will be decided beginning at step 2.

Uniforms and Game Balls

All teams will wear white shirts and SOCA will provide pinnies to the home team. Game balls will be provided by SOCA.

Separation of Teams and Spectators

Teams and spectators shall occupy opposite sidelines at each match. The “team” and “spectator” side of each field will be designated. Only players and facilitators are permitted onto the “team” side of the field.

Team Facilitators

Each team will have an adult facilitator present for each game.