



SOCA 3v3 Showdown Series:

Charlottesville - 07/20/2019

(To benefit: SOCA's Matt Henderson Fund)

General Information

The Soccer Organization of the Charlottesville-Augusta (SOCA) invites you to participate in its **3v3 Showdown Series** tournaments this summer. The day event will be held in **Charlottesville, Va** at SOCA-ACAC South Fork Soccer Park on **July 20, 2019**. Sign up for either event, or better yet, sign up for both!

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 for participation in SOCA youth programs.

Tournament Fee and Registration Process

For a registration/roster form for either location, go to: www.socaspot.org/tournaments

There are separate registration forms for the Charlottesville and Augusta events.

The fee is **\$120.00 per team per event**, payable by check, credit card, or cash. There are three options for registration/payment:

- Call in your credit card information to 434-975-5025, ext. 123 and email your registration/roster to our Tournament Director at chris.dolinger@socaspot.org;
- Mail in your registration with a check payable to "SOCA 3v3 Showdown"; or
- Visit the SOCA office and take care of everything in one quick stop!

The SOCA office is located at: 1685 Polo Grounds Road
Charlottesville VA, 22911

Tournament fees are used to pay for tournament expenses and all additional proceeds donated to SOCA's Matt Henderson Fund.

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 any time between 8:00AM and 8:00PM.

Tournament Divisions

Teams will register in one of the following 7 age groups: U10, U11, U12, U13, U15, U17, U19 and as either a boys or girls team – although girls may play on a boys' team. Within each age group there will be up to three divisions: 1st (Blue – Travel/Advance level teams), 2nd (Red – Advance Recreation level teams) and 3rd (White – Recreation level teams). The tournament is open to all travel, challenge, and recreation players. Placement of teams will be determined by the Tournament Director who also reserves the right to combine age groups if needed to form competitive brackets. Teams will be notified in advance of these changes. Teams may be comprised of players from different skill levels and age groups. Team age group placement will correspond with the oldest player.

Awards

Awards will be presented to the first place team in 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 for each of the **3v3 Summer Showdown** events. Participants must be registered to a U.S. Youth Soccer State Association team for the 2018/2019 soccer year, prior to applying for the tournament. Players may be allowed to play up an age group with Tournament Director's approval. Each team will participate in the age group of their oldest player.

Tournament Rosters

Team players can come from a variety of regular season teams but all must be registered with a U.S. Youth Soccer State Association. Each team is allowed a minimum of 4 and maximum of 6 players. Teams wishing to play up must be pre-approved by the Tournament Director. Changes to tournament rosters may be made after submission deadline (Wednesday, July 10 for the Charlottesville event). Roster freezes will be Wednesday, July 17 for Charlottesville. No roster changes may be made after each of these dates.

Team Check-In Process

Teams will need to arrive no later than 30 minutes prior to their first scheduled kick-off. The Team facilitator will need to bring:

- Original **3v3 Showdown Series** roster
- One extra copy of the **3v3 Showdown Series** roster
- A player pass for each Travel player
- A medical release form for each player, any VYSA or club approved medical waiver is accepted
- Permission to travel paper work for teams outside of Region I

Note: For teams with players of varying regular season playing levels (travel vs challenge vs recreation) and/or teams with players of varying age, please submit the **3v3 Showdown Series** roster based on the oldest and/or highest level player.

IMPORTANT DATES

2019 Series Event		Charlottesville, July 20
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Registration deadline		Wednesday, July 10
Roster Freeze		Wednesday, July 17
Team Check-in		Saturday, July 20
Schedule Distribution		Monday, July 15

*at least 30 minutes prior to first game

Direction to Ridgeview Park in Augusta

700 South Magnolia Ave, Waynesboro, VA 22980

From I-64, take Waynesboro Exit 94 to U.S. 340 North. Follow U.S. 340 north approximately 1.8 miles (on Rosser Avenue). Turn right onto 13th Street, just after a school and cemetery. At the first stop sign, turn right onto Magnolia Avenue and follow it into Ridgeview Park. Park in the second parking area; fields are across footbridge over the river.

Medical Services Information for the Augusta area

Augusta Health Emergency Department
 Phone: (540) 332-4444 or (540) 932-4444
 78 Medical Center Drive, Fishersville, VA 22939

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

1685 Polo Grounds Road, Charlottesville VA 22911
 NO DOGS, SMOKING, or 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.

Medical Services Information for the Charlottesville area

University of Virginia Emergency Department
 (434) 924-2231
 1215 Lee Street, Charlottesville, Virginia.

Martha Jefferson Hospital
 (434) 654-70000
 500 Martha Jefferson Drive Charlottesville, VA 22911

An athletic trainer will be on-site for the duration of the tournament.

OFFICIAL TOURNAMENT RULES

Scheduling

All teams are obligated to play all games as scheduled. NO scheduling changes will be made, except those approved 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 and a maximum of 6 players.

Referee

A single USSF certified referee 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 as needed.

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 - 10 minute halves for U10 teams, and 2 - 12 minute halves for all older age groups. Each game will have a 4 minute halftime break. 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 may not enter until the player leaving the field has exited the field.
5. There will be no offside infraction.
6. Fields will be 30 x 20 yds. Goal size will be approximately 6 feet wide by 4 feet tall
7. Goal Box- Each goal will have a goal box measuring approximately 4 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. Balls played out over the touch lines (side lines) will be restarted with a kick-in.
9. On all set pieces, defending players must stand 3 yards away from the ball.
10. Goal Kicks shall be taken from any point on the end line outside the goal mouth.
11. The Kick-off may be taken in any direction, from center point on the halfway line.
12. All restarts are indirect, except when a penalty kick is awarded. All players on the defensive team must be three yards from the ball.
13. 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. The penalty kick will be a direct kick taken from anywhere on the halfway line with all players behind the ball. 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.
14. Goals must be scored by a touch within the team's attacking half. No goal will be awarded if a ball is last touched in 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, (2) - 5 minute overtime periods will be played.

If the game remains tied at the end of (2) - 5 minute overtimes, the winner will be determined using the 3 v 3 Penalty Kick. 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 the teams are tied after three kicks, sudden death kicks will begin and continue until a winner is determined. Every eligible player must have taken a kick before a player may kick a second time. If after 6 shots for each team, they are still tied the penalty kicks will be taken from the opposite goal box line and sudden death kicks will continue.

Group Standings and Tie-Breaking Procedures

1. Results of head-to-head competition. *Disregard if more than two teams are tied, then reinstate once back to two teams.**
2. Goal differential in all preliminary games. A maximum of 5 goal differential per game will be used.
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 (Yellow Card = 1 point, 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 3v3 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 shall bring a light and dark shirt. SOCA will provide pinnies as needed. 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. Facilitators must be included on the pre-approved roster.

Refunds

A full tournament fee refund will be given for requests submitted prior to the date of July 11 for the Charlottesville tournament. No refunds will be awarded for withdraw requests made after this date.

Tournament Cancellation Policy

In the event the tournament is cancelled prior to the first game of the day, a \$100.00 refund will be given. Teams will be alerted via e-mail of tournament cancellation, as well an announcement made at www.SOCAspot.org and on the weather line at 434-817-7246.

In the event of inclement weather arriving after the start of the first game, games will be postponed until weather conditions allow play. If each team plays at least 2 games, the tournament will be considered concluded and no refunds will be given. If the tournament is cancelled after the start of play on Saturday and is cancelled and cannot be made up on Sunday a pro-rated refund will be given.

HEADING RULE AT AGE GROUP DIVISIONS U11 AND YOUNGER

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

Region I Policy Regarding Application To Host A Tournament

Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I.

The new policy states that any US Youth Soccer State Association teams within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

National State Associations in Region I:

Connecticut Jr Soccer Assn
Delaware Youth Soccer Assn
Eastern New York Youth Soccer Assn
Eastern Pennsylvania Youth Soccer Assn
Soccer Maine
Maryland Youth Soccer Assn
Massachusetts Youth Soccer Assn
New Hampshire Soccer Assn
New Jersey Youth Soccer Assn
New York State West Youth Soccer Assn

Pennsylvania West State Soccer Assn
Soccer Rhode Island
Vermont Soccer Assn
Virginia Youth Soccer Assn
West Virginia Soccer Assn

Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization.