

Jersey Lady Panthers Soccer

Registration Packet for 3 on 3 Tournament

Saturday, July 11, 2015 Times: TBD

Team Information

Team Name: _____

Division [determined by age of oldest player*]: U8 U10 U12 U14 U18

*Please refer to Rules of Play for dates.

Primary Contact Person: _____

Phone Number: _____ Prefer Texting? Yes No

E-mail: _____

	Player's Name: (Please Print)	Date of Birth	Parent Signature+ (Required)	Contact Number in case of emergency
Player 1		/ /		
Player 2		/ /		
Player 3		/ /		
Player 4		/ /		
Player 5		/ /		

+Parents: by signing above, you agree to the following statement:

On behalf of myself and my child, I verify that my child is in normal health and capable of participation in this tournament. I further understand that participation in this tournament involves risk and possible injury. I, therefore, confirm to the Jersey Community Unit School District No. 100 and Jersey Community High School that my child has medical health insurance to cover any injuries sustained as a result of participation in this tournament. It is agreed that the Jersey Community Unit School District No. 100 and Jersey Community High School camp staff assume **no** liability for injuries sustained as a result of participation in this tournament. If my child sustains an injury, I expect the camp staff of the Jersey Community Unit School District No. 100 and Jersey Community High School to contact me at the listed phone information before seeking medical attention. If I cannot be contacted and my child is in need of immediate medical attention, I authorize the adult camp staff of Jersey Community Unit School District No. 100 and Jersey Community High School to secure emergency medical treatment.

Team Payment Information

Team Fee will be **\$50.00**. Full payment due at the time of tournament registration.

Checks will be payable to **JCHS GIRLS SOCCER**.

Payment will be submitted to Coach Brad Kimble at Jersey Community High School
801 North State Street, Jerseyville, IL 62052

For additional information, please visit:

<http://jchsladypantherssoccer.weebly.com>

3 on 3 Tournament Rules of Play

*Entry fee of \$50.00 per team with a five player maximum.

*Divisions are determined by age of oldest player – teams may include younger players:

~U-8 girls (born on or after August 1, 2007)

~U-10 girls (born on or after August 1, 2005)

~U-12 girls (born on or after August 1, 2003)

~U-14 girls (born on or after August 1, 2001)

Updated February 2015

1. Team/Coach organization – It is strongly recommended, but not required, to have an adult or coach present at your team's bench at each game.
2. Field set up
 - a. Field size = Baseline will be 60 ft. / Sideline will be 80 ft.
 - b. Center circle = 2 ft. radius
 - c. Corner arcs will be a 1 ft. arc at each corner.
 - d. Two yellow dots, one on each half of the field, located centrally, 10 ft. from center of center circle, 30 ft from sideline.
 - e. Goals will be 5 ft. wide by 3 ft. high with a 7 ft. arc around the goal.
3. Length of Games / Points awarded
 - a. All games at all levels will be two 20-minute halves with no more than a 5 minute half-time.
 - b. Winning team will be awarded 4 points
 - c. If game ends in a tie, both teams will be awarded 2 points.
 - d. Each team will receive 1 point per goal up to 4 goals.
 - e. If a team earns a shutout, an additional 2 points will be awarded.
 - f. A MAXIMUM of 10 points can be earned per game.
 - g. One Point deducted for each Yellow Card offense.
 - h. Game forfeiture and 10 points awarded to opposing team for Red Card offense.
4. Game Management – referees will be volunteers with minimal training before the tournament. Since this is a non-competitive tournament, referees are primarily concerned with keeping ball in play and ensuring each child's safety. Any issues with any referee should be addressed with the tournament coordinator – Brad Kimble.
5. Substitutions – Substitutions can be made 'on the fly' as long as these two scenarios are evident: 1) oncoming player is not receiving a scoring advantage; and, 2) exiting player must be off of the playing field before substitution is made.
6. Ball in play
 - a. Ball is in play when it is inside the designated field boundary.
 - b. If ball crosses sideline or goal kick is awarded then the offensive team begins play with a kick in at the point the ball went out of play. Defensive team must allow 5 yards of clearance from the person taking the kick in.
 - c. If ball crosses end line and a corner kick is awarded then the offensive team places ball at closest corner arc and an indirect kick is awarded. Defensive team must allow 5 yards of clearance from the person taking the corner kick.
 - d. If ball is ruled "dead" because a minor foul has been committed then the ball will be placed at the nearest yellow dot where the foul was committed. Offensive team is awarded an indirect kick to bring ball back into play. Defensive team must allow 5 yards of clearance from the person taking the kick in.
 - e. If ball is ruled "dead" because a major foul has been committed, or because of foul accumulation, then ball will be placed at offensive yellow dot and "speedball" is awarded.

*Speedball is a 1 on 1 situation where the offensive player [team choice] has 5 seconds to attempt to score on one defensive player [team choice]. Defensive player must begin with at least one foot on the defensive arc in front of the goal. Offensive player begins play and the five second count when ball is moved off of the yellow dot. All other players, offensive and defensive, must be on the defensive half of the field when ball is put into in play and cannot play the ball until one of the following happens: ball is scored, ball is out of play, five second time limit has expired, or defensive player clears the ball.
7. Minor and Major Fouls / Foul accumulation
 - a. Minor fouls are intentional fouls committed to disrupt the "run of play" without causing harm to the opposing player and without malicious intent. If a minor foul is called, ball will be placed at closest yellow dot where foul is committed.
 - b. Major fouls are intentional fouls committed to disrupt the "run of play" by causing harm to the opposing player and/or having malicious intent towards an opposing player. If a major foul is committed, "speedball" is awarded [see above, 6E].
 - c. Foul Accumulation:
 1. When a team accumulates five fouls per half, the fifth and all consecutive fouls will be considered and handled as "Major" fouls. Team foul counts are restarted at the beginning of the next half played.
 2. When an individual accumulates seven "minor" fouls per game, he or she must be removed from the playing field and cannot play the remainder of the game. That player's foul count is not cleared until the current game has ended. If an individual commits three "major" fouls during one game, he or she will be removed from the playing field and cannot play the remainder of the game. Again, a player's "major" foul count is not cleared until the current game has ended.
8. Player Uniform – Equipment = each player must wear shin guards with socks over the guards, molded or studded cleats are recommended [no metal], and jerseys should be of similar color and style [pennies are available if there is a color conflict during a game]. Concessions and water fountains are available at the park, but it is recommended that each child bring his/her own water or sports drink supply for the games.