



Serving the
Children
of the World



Cheyenne Soccer Club 3 v 3 Soccer League

The Cheyenne Soccer Club (previously CSA and Sting) will be hosting their 4th Annual 3v3 Soccer League in the summer 2010. This event is sponsored by the Kiwanis Club of Cheyenne. The following provides details for the event. This and other detailed information for this league can be found at www.cheyennesoccer.com

SUMMARY

Dates: July 6th - July 22nd

Registration Closes on June 22nd

Game Days: July 6th, 8th, 13th, 15th, 20th, and 22nd

Makeup Days:

Number of Games: Guaranteed 10 games, 2 games per game night

Divisions: U7-U19 boys and girls (divisions/age groups may be combined if needed, based on the number of teams enrolled for scheduling purposes)

Cost: \$150 per team if registered on or before June 22nd. \$175 after June 22nd. Registration closes June 30th. Additional \$10 cost per player for Wyoming participants that are not registered with the State Association (WYS).

Contacts

League Registrar: Tammy Rathburn email: Rathburn72@msn.com ph: 307-635-4625

League Director: Tina Rotert email: rotertfamily5@bresnan.net ph: 307-630-4258

General Information: www.cheyennesoccer.com or email: cheyennesoccer@bresnan.net

Waiver Release and Medical Consent Forms: Parents/guardians of all participants must sign a waiver release and a medical consent form (see attached) prior to playing.

Awards: All participants will receive a League t-shirt

Online registration available at www.cheyennesoccer.com

RULES AND EVENT DETAILS

I. League Dates, Location and Game Days

The program will run for three weeks, from July 6th, 2009 through July 22nd, 2010. Games will be held two nights per week on Tuesdays and Thursdays, at North Park Soccer Complex, just off Ridge Road. Maps and directions can be found at www.cheyennesoccer.com. Two games will be played by each team on their scheduled day, with a total of 10 games played by each team. Games will be played at 5:30 pm, 6:00 pm, 6:30 pm, 7:00 pm and 7:30 pm.

II. Registration

Registration in teams of a maximum of seven players (minimum 4) and a coach are required, with a registration fee of \$150.00 if received on or before June 22nd, and \$175 if received after June 22nd and on or before before June 30th. The maximum amount of teams in this league will be set at 50, unless an increase is approved by the 3v3 league committee.

Registrations will be accepted from May 1st (after the last CSC game of the season) through June 30th 2010. This league will only accept team registrations. in person on May 22nd at North Park, or mailed in.

Coaches will be required to fill out a Volunteer Disclosure Form. All participants must be registered, and also must have a signed medical release form and waiver release form on file prior to participating (No exceptions). For insurance purposes, players from Wyoming, but who are not registered with the Wyoming Youth Soccer will need to pay an additional \$10 to CSC by July 6th . Cheyenne Soccer Club registered players will not need to pay the additional fee. Out of State teams will need to show proof of registration with their State Association (player card, letter from Association, letter from club registrar).

III. Referees

The league will provide a referee for each game.

IV. Rules of the Game

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the tournament.

Teams: Teams will be placed into divisions based upon age, gender and playing experience. Teams that span more than one age group will be placed into the division of the oldest player on the team. The Age cut-off date is July 31; example: if players are playing U12 for the spring season, they will play U12 for the 3v3 summer session.

Forfeits: Each team has to have a minimum of two field players ready to play upon game time. Players may only play on one team.

Sportsmanship: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, player's parents and spectators.

Number of Players: Seven is the maximum number of players on a team: three field players and four substitutes. (A team must have a minimum of 2 field players). Players may only play on one team per division. There are no goalkeepers in 3v3.

Player Registration/Medical Release/Waiver Release: All players must be registered and have a signed medical release and signed Waiver Release form on file prior to their first scheduled game time. Teams cannot add players after their first game has been started. League officials have the right to demand proof of age for any player included on the roster; dismissal from the league will result.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. Numbers are not required. If both teams are wearing the same color, the team designated as the home team will be required to change jerseys or use pennies provided (limited number). The League Director, and/or referee assignor must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

League 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. Here are the following sizes for each group: U7-U8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

Field Dimensions: The playing field is 40 yards long by 30 yards wide. The goals are approximately four feet high and 6 feet wide. The goal box is 10 feet x 6 feet directly in front of the goal. There is no ball contact within the goal box, however players are able to run through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded, regardless of which team touched the ball last. If a defender touches the ball within the goal box, a goal is rewarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is rewarded to the defensive team.

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3v3 games. The referee has the official time on the field—and holds the right to take necessary action if he/she feels that a team is delaying the game.

Substitutions: Substitutions may be made at any dead-ball situations, on either teams possession. The player must get the referee's attention and wait for a signal to enter the field. On the fly substitutions are not allowed.

Combining divisions: If the need exists, we will combine divisions/age groups based on the number of teams enrolled.

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

Scoring (In bracket Play): Team standings will be scored according to the following : 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as 3 points for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Headquarters Tent immediately following the game!

Weather Related Issues: The League Director, or if absent, the designated Field Supervisor, reserves the right to modify, reschedule, or cancel the league due to inclement weather. The League Director has the right to move or reschedule games, as well as the right to shorten game lengths.

Additional Rules: No slide tackling; 5 yd. rule (a player must stand 5 yds. from the ball in all dead ball situations); Kick-ins (the ball shall be kicked into play instead of a throw-in); Goal kicks may be taken anywhere from the end- line, and not in the goal box area; A kick-off may be taken in any direction. A goal cannot be scored directly from the kick-in. Penalty kicks will be awarded by the referee, which will be 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: Red cards will be given to players by referees who continually are warned by the referee for disobedience of the game. That player will not be able to finish the game, and will not compete in the following game.