



Freedom 3V3 Soccer Tournament

2012 Club Program Details

CELTIC STORM SOCCER CLUB

About the Freedom 3V3 Soccer Tournament:

The sixth annual Freedom 3V3 Soccer Tournament is coming up July 3rd and 4th. It's a chance for players and their families to come together in a patriotic, exciting, family oriented soccer tournament. This Tournament welcomes anyone who wants to play or watch soccer and is now a Qualifying Event for the 3v3 Challenge Nationals, August 3-5, 2012, at ESPN Wide World of Sports Complex at *Walt Disney World® Resort*. The top 4 teams in each division qualify.



There is a youth division 7-18, adult division, an over-30 division, and a co-ed division. Each team may have from three to six players. Co-ed teams must have at least two women and two men, with one woman playing on the field during the game. Games are played in two twelve minute halves, taking place on the Sertoma Park Fields at Centennial Middle School at 400 E 2320 N in Provo, UT.

Throughout each soccer players' career, they will always remember the tournaments they have participated in. Make 2012 a year to remember by participating in the Freedom 3V3 Soccer Tournament.

Introducing Special Celtic Storm Club Program:

- ★ Register by June 16th and your Celtic Storm 3V3 Tournament Fees are **WAIVED**.
- ★ Just fill out registration, cross out the fees and submit as directed!
- ★ Each team registration must consist completely of *current* Club players. All Club players must be verified at registration.



2012 FREEDOM 3V3 TEAM REGISTRATION



Welcome to the sixth Annual America's Freedom Festival at Provo 3V3 Soccer Tournament. This is a chance for players of all ages and their families to come together in a patriotic, exciting, energetic and family oriented soccer tournament. We are pleased to announce that this Tournament is now a qualifying event for the Challenge Sports 3V3 National Championship at ESPN Wide World of Sports Complex at Walt Disney World® Resort. The top 4 teams in each division qualify. We appreciate your participation and hope you will find that this tournament is full of fast-paced play, intended to include boys and girls, men and women of all skill levels and ages.



TEAM INFORMATION:

Name of Team Representative:
Email:
Day and Evening Phone:
Address:
City, State, Zip:
Team Name:
Number of Players on Team:
Highest Level of Competition Played by a Team Member:
Note: Team Member Detail Listed On Reverse

DIVISION:

ADULT <input type="checkbox"/> M <input type="checkbox"/> F <input type="checkbox"/> Co-Ed	YOUTH** <input type="checkbox"/> M <input type="checkbox"/> F	<input type="checkbox"/> CLUB PROGRAM (All Players)	CLUB NAME:
<input type="checkbox"/> Adult* Recreational Open	<input type="checkbox"/> High School Competitive (8/1/92 - 7/31/95)		<input type="checkbox"/> Youth 10 (8/1/01 - 7/31/02)
<input type="checkbox"/> Adult* Competitive Open	<input type="checkbox"/> High School Recreational (8/1/92 - 7/31/95)		<input type="checkbox"/> Youth 9 (8/1/02 - 7/31/03)
<input type="checkbox"/> Adult* Co-Ed Open	<input type="checkbox"/> Youth 16 (8/1/95 - 7/31/96)	<input type="checkbox"/> Youth 13 (8/1/98 - 7/31/99)	<input type="checkbox"/> Youth 8 (8/1/03 - 7/31/04)
<input type="checkbox"/> Adult* 30+ Open	<input type="checkbox"/> Youth 15 (8/1/96 - 7/31/97)	<input type="checkbox"/> Youth 12 (8/1/99 - 7/31/00)	<input type="checkbox"/> Youth 7 (8/1/04 - 7/31/05)
	<input type="checkbox"/> Youth 14 (8/1/97 - 7/31/98)	<input type="checkbox"/> Youth 11 (8/1/00 - 7/31/01)	<input type="checkbox"/> Youth 6 (8/1/05 - 7/31/06)

*Adult team minimum age is 16 by August 1, 2012. **In the case that a certain age group does not have the minimum of four teams, that age group will be moved to the next older age group for tournament play.

PAYMENT INFORMATION:

EVENT COST CONFIRMATION	CHECK PAYMENTS	CREDIT CARD PAYMENTS
<input type="checkbox"/> \$145 Jun 11 - Jun 29, 2012	<input type="checkbox"/> Pay By Check #	<input type="checkbox"/> Pay By CC Type: Exp:
<input type="checkbox"/> \$125 Jan 1 - June 10, 2012	<input type="checkbox"/> Amount \$	<input type="checkbox"/> CC #:
<input type="checkbox"/> \$100 SPECIAL in 2013	Mail To: 3V3 Event Registrar	<input type="checkbox"/> Security # on Reverse:
<input type="checkbox"/> Club Program 10% Discount	1330 South 1000 East	<input type="checkbox"/> Billing Zip Code:
<input type="checkbox"/> Date Registered / /	Orem, UT 84097	<input type="checkbox"/> Fax: 801-802-0887 <input type="checkbox"/> Scan & Email

2012 Event Dates: July 3rd (2:00 p.m. – 8:00 p.m.)* and July 4th (9:00 a.m. – 2:00 p.m.)*

Thank you for your 2012 team registration. We look forward to your participation this year! As the registered team representative, you will be contacted via email with complete details of the tournament schedule and game locations when available before the tournament. Each player will receive a tournament t-shirt and sack pack as part of the team registration fee, which will be distributed at the event. Please ensure all team members receive the information and details sent to the team contact. Should you have any additional questions in the interim, please contact our Tournament Registrar at Freedom3V3Soccer@gmail.com. Schedule changes may take until tournament play begins. *Confirm field assignments and game times at check in. Attached please find the Official Tournament Rules and Regulations. Please be sure your coach and players are familiar with the Tournament Rules. Teams qualifying (top 4 in each bracket) for the Challenge Sports 3V3 National Championship shall be issued certificates at their request.

INDIVIDUAL TEAM MEMBERS

ROSTERS MAY BE CHANGED AND SUBMITTED UP TO 2 WEEKS PRIOR TO TOURNEY

☐ Club Program Club Name: _____

☐ *I affirm that ALL registered players on 3V3 Tournament Team are current Club team members and will be verified by Player Cards at sign-in*

PLAYER #1:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

PLAYER #2:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

PLAYER #3:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

PLAYER #4:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

PLAYER #5:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

PLAYER #6:

Player Last Name:	Player First Name:
Player Gender:	Player Birth Date:
Player Jersey Number:	Size of Tournament T-Shirt:

SUPPLEMENTAL PAGE *Subject to Change*

2012 America's Freedom Festival at Provo 3V3 Soccer Tournament

How many players can I have on the roster?

You may carry a maximum of 6 players with a minimum of 3 players. Your team's entry fee is the same regardless of the number of players on team.

Can I call the pre-event location to check in and receive my team's schedule?

We're sorry, but we can't allow teams to call in to check-in. Schedules will be emailed to team contacts on Saturday, June 30th. Schedules will also be posted on Facebook and made available at the event early bird check-in on July 2nd at Scoreboard Sports in Orem from 9 a.m. – 12:00 p.m. Although distributed in advance, teams must check for changes and/or updates to the schedule in their email and at the event Headquarters.

How do I know my team's registration is complete?

You will receive a confirmation letter via email detailing your next steps. If you do not receive a confirmation letter or to confirm your team's registration, please write to Tournament Registrar at freedom3v3soccer@gmail.com.

What do I need to bring to check-in?

A valid Player Pass from a US Soccer Affiliate, Birth Certificate or Drivers License for each player. All participants **MUST CARRY PROOF OF AGE AT ALL TIMES**. For teams participating the Club Program, appropriate player cards must be verified at check-in.

How are the divisions broken up?

Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament's Event Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest, most experienced player on the team. The tournament administration will make every effort to place teams into divisions with similar players. In the case that a certain age group does not have the minimum of four teams, that age group will be moved to the next older age group for tournament play.

When will the schedules be available?

Schedules will be emailed to team contacts on Saturday, June 30th. Schedules will also be posted on Facebook and made available at the event early bird check-in on July 2nd at Scoreboard Sports in Orem from 9 a.m. – 12:00 p.m. Although distributed in advance, teams must check for changes and/or updates to the schedule in their email and at the event.

Are there any player restrictions on casts, braces or jewelry?

Athletic trainers and referees must approve players wearing proactive casts (hard casts will not be allowed). Braces with exposed metal will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces or bracelets. The only exception will be players wearing medical bracelets.

Can I change my roster after I am registered?

Yes, you can adjust your roster until the start of tournament play. You may turn in roster changes at the pre-event packet pickup or at the Headquarters Pavillion at the event (before your first game).

How do I know if my team should play in the recreational or competitive division?

Teams that have at least one player with competitive experience will be classified as a competitive team. Example: If you have one player with competitive experience you will be placed in the competitive bracket. Generally competitive teams or players play, practice or train 2-3 days or more per week. All other teams and players will be classified as recreational unless the team decides to play at the competitive level. **GENERALLY, IF YOU HAVE A QUESTION YOU SHOULD PLAY IN COMPETITIVE!**

What if there are not enough teams signed up in our division?

In the case that a certain age group does not have the minimum of four teams, that age group will be moved to the next older age group for tournament play.

What is the refund policy?

We do not offer full refunds after the registration deadline. If you have questions about this, feel free to contact the Tournament Registrar at freedom3v3soccer@gmail.com.

****FIFA RULES APPLY IF NOT MODIFIED WITHIN****

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. Any questions concerning these rules should be directed to Freedom Festival 3v3 Tournament Event Staff. The FINAL AUTHORITY in rule interpretation and application is the Tournament Director. Tournament Director may or may not consult with Tournament Assignor and/or referees, at his/her discretion.

Teams will be placed into divisions based upon age, gender and playing experience. Any team or player determined by the Tournament Director to have falsified age or skill level will be dismissed from the tournament. Teams that span more than one age group will be placed into the division of the oldest player on the team.

Schedule Changes: It is the responsibility of the coach or team captain to check the on-site schedule for any changes after each tournament game (you will not be notified of changes).

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

Number of Players: Six is the maximum number of players on a team: three field players and three 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. Coed teams must have a minimum of one female player on the field at all times (this only applies to adult teams). Teams that have only one female will forfeit their remaining games if the female participant is no longer able to participate.

Player Registration: All players must be registered prior to their first scheduled game time. Teams cannot add players after their first game has been started. Tournament officials have the right to demand proof of age for any player included on the roster.

Falsifying Ages: A team, player or coach determined by the Tournament Staff to have falsified age, identity, or skill level will be dismissed from the tournament and potentially future events. This act of sportsmanship will not be tolerated by the Freedom Festival 3v3 Tournament.

Skill Level: Teams are placed in divisions based on their players' competitive experience. Teams that have one or more players with any competitive experience will be bracketed in the competitive division. A team that qualifies as a recreational team at the Local and Regional event will be considered a recreational team at the World Championships. In effect, if a team qualifies before they play competitive soccer than they will play in the division they have qualified.

Proof of Age: All participants must provide proof of age if asked by a tournament official (players and coaches are required to have their proof of age at all times).

Age of Participants: The age group of each team is determined by the birth date of the oldest player on the roster (see registration form for age group breakdown).

Co-Ed Rules: A co-ed team consists of a combination of male and female players. During play, there must be at least one female player on the field at all times. Co-ed teams are allowed to play in Male Divisions, which in this case the standard co-ed rules do not apply.

Uniforms/Protective Casts: All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine which team must change. In playoffs, the higher seed will have the option. The Tournament Director, Athletic trainer 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.

Tournament 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: U6-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 for ages U9 and higher. U6, U7 and U8 age groups play on 30 x 20 yard field.

The Goal Box: The goal box is ten feet wide by six foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched

the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

Goal Scoring: A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Game Duration: The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. 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.

Forfeits: Teams are given five minutes before a forfeit is issued by the referee. All forfeits must be approved by the Freedom 3V3 Tournament Director before the game is considered an official forfeit. The Tournament Director has the option to replay a forfeited game if deemed necessary.

Substitution: Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly!

Delay of Game: Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time, e.g., if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

Playoff Overtime: Shall consist of a 3-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of shootouts will consist of each player kicking once (round of 3 players shooting per team). The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

No Offsides in 3v3 Soccer! No Slide Tackling: If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

Hand Ball Clarification: Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

Cautioned Players (Yellow Card): Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Player Ejection (Red Card): Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

*****If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.*****

Coach/Parent Ejection: Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent

refuses to leave, the game will be forfeited in favor of the opposing team.

Kick Off: May be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

Kick-Ins: The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

Direct & Indirect Kicks: All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

Goal Kicks: May be taken from any point of the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

Scoring (In Bracket Play): Games 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 a 6-0 win for the team that is present. Referees will provide the winning coach a scorecard, which must be turned into the Head Quarters Tent immediately following the game!

Forfeits: Any team forfeiting two games during pool play will be removed from the tournament. Any team forfeiting one game during the playoffs will be removed from the tournament.

Tie-Breakers: For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official). For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by (1) head to head results between the tied teams (2) goal difference in head to head games (3) goals against in head to head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout. Ties between two teams in record whom have tied each other will be broken by (1) goal difference in pool play games (2) goals against pool play games (3) shootout. Each tie breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.

Protests: Protests are strongly discouraged as this is a friendly tournament. Referee judgment calls are not grounds for a protest. A team wishing to protest must do so to a Tournament Director within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting. Videotape is not acceptable as a form of protest or decision review.

Weather Related Issues: The Freedom Festival 3V3 Tournament Staff reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game lengths.

**** Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****