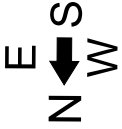


6th Annual Summer Sizzler 3v3 Soccer Tournament



July 20, 2013

Volunteer worker Parking only



Gate

SHED

Canopy Set Up Area



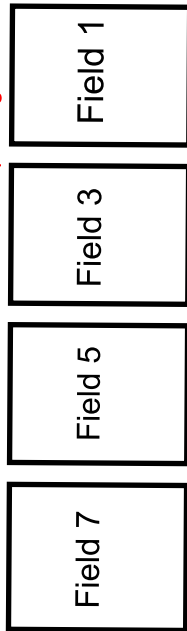
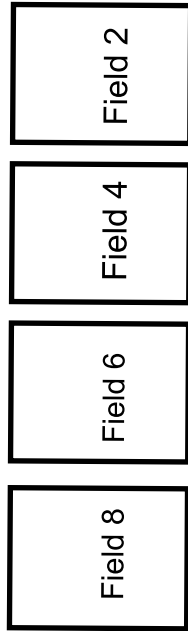
Canopy Set Up Area

Score Media Director

Referee Tent

Canopy Set Up Area

Dirt Road
4x4 only



No Animals, Smoking or open flames allowed on any part of school grounds. This includes the parking lot!!

Score Board

Registration

Canopy Set Up Area



DO NOT PARK
HERE....YOU
COULD GET
TOWED!!

Bathrooms
In B-ball
complex

Limited Parking
In Grass area above baseball field



Enter

FOOD/
DRINK

Bleachers

Bleachers

WATERS

Bleachers

Kona Ice

Canopy Set Up Area



Canopy Set up
outside the
fence is
possible

Additional Parking in
School Parking Lot

2nd Grade

1. OSC Thunder
2. OSC Lightning
3. The Boom
4. WAYLA
5. Elite U8

Field 1	8:00	2v5
Field 2	8:00	3v4
Field 1	9:15	1v5
Field 2	9:15	2v3
Field 1	10:30	1v4
Field 2	10:30	5v3
Field 1	11:20	1v3
Field 2	11:20	4v2
Field 1	12:35	1v2
Field 2	12:35	4v5

3rd Grade

1. Pink red Devils
2. Elite U9
3. Pure Khaos
4. Hurricanes
5. Just 4 Kicks

Field 3	11:20	1v5
Field 4	11:20	2v3
Field 3	12:35	5v3
Field 4	12:35	1v4
Field 3	1:25	1v3
Field 4	1:25	4v2
Field 3	2:15	1v2
Field 4	2:15	4v5
Field 3	3:05	2v5
Field 4	3:05	3v4

4th/5th Grade Boys

1. FC Legacy Pink
2. Willard Tigers
3. Conway Bears
4. FC Legacy Black

Field 3	8:00	1v4
Field 4	8:00	2v3
Field 3	9:40	1v3
Field 4	9:40	4v2
Field 3	10:55	1v2
Field 4	10:55	3v4

4th Grade Girls

1. Miss-Staches
2. Nixa Soccer Club
3. Elite U10
4. Lil Panthers

Field 3	11:45	1v3
Field 4	11:45	4v2
Field 3	1:50	1v2
Field 4	1:50	3v4
Field 3	2:40	1v4
Field 4	2:40	2v3

5th Grade Boys

1. FC Legacy Voltage
2. SSC Black
3. BELT United ~Jeff City
4. SSC U10 Gray

Field 1	11:45	1v2
Field 2	11:45	3v4
Field 3	1:00	1v3
Field 4	1:00	4v2
Field 1	2:40	1v4
Field 2	2:40	2v3

5th Grade Girls

1. Elite Sky Blue
2. Turf Queens
3. TDSC Sporting Gals
4. Elite Ultramarine
5. TDSC U10 Girls
6. Hot Shots

Field 1	8:50	1v6
Field 2	8:50	2v5
Field 1	10:05	3v4
Field 2	10:05	1v5
Field 1	10:55	6v4
Field 2	10:55	2v3
Field 1	12:10	1v3
Field 2	12:10	4v2
Field 1	1:25	5v6
Field 2	1:25	1v2
Field 1	2:15	3v6
Field 2	2:15	4v5

6th Grade Boys Black

1. Net Busters
2. Skilz that Thrilz 1
3. Green Giants
4. Skilz that Thrilz 2

Field 5	9:15	1v3
Field 6	9:15	4v2
Field 5	11:20	1v2
Field 6	11:20	3v4
Field 7	12:10	1v4
Field 8	12:10	2v3

6th Grade Boys Red

1. Demize
2. J.E.T.S.
3. Hurricanes
4. Just 4 Fun
5. Striking Cobras

Field 5	8:25	2v5
Field 6	8:25	3v4
Field 5	9:40	1v5
Field 6	9:40	2v3
Field 5	10:55	1v4
Field 6	10:55	5v3
Field 5	1:00	1v3
Field 6	1:00	4v2
Field 5	2:15	1v2
Field 6	2:15	4v5

7th Grade Boys

1. People Eaters
2. FC Legacy Black
3. Demize
4. FC Legacy Pink
5. ManChestHair United

Field 5	10:30	2V5
Field 6	10:30	3v4
Field 5	11:45	1v5
Field 6	11:45	2v3
Field 5	12:35	1v4
Field 6	12:35	5v3
Field 5	1:25	1v3
Field 6	1:25	4v2
Field 5	3:05	1v2
Field 6	3:05	4v5

7th Grade Girls

1. Elite U13
2. OPSA Black
3. FC Legacy
4. Hurricanes
5. OPSA White

Field 3	8:25	2v5
Field 4	8:25	3v4
Field 3	9:15	1v5
Field 4	9:15	2v3
Field 5	10:05	1v4
Field 6	10:05	5v3
Field 1	1:00	1v3
Field 2	1:00	4v2
Field 1	3:05	1v2
Field 2	3:05	4v5

7th/8th Grade Boys

1. Balls of Fury
2. Hurricanes
3. FC Legacy Black
4. Thunder

Field 3	10:05	1v4
Field 4	10:05	2v3
Field 5	1:50	1v3
Field 6	1:50	4v2
Field 5	2:40	1v2
Field 6	2:40	3v4

8th Grade Boys

1. Lebanon Hurricanes
2. Midwest United
3. SSC U13 Boys
4. FC Legacy Pink

Field 5	8:00	1v4
Field 6	8:00	2v3
Field 3	8:50	1v3
Field 4	8:50	4v2
Field 3	12:10	1v2
Field 4	12:10	3v4

8th Grade Girls

1. FC Legacy Voltage
2. SSC-Elite Spain
3. SSC-Elite Brazil
4. Hurricanes
5. OPSA-Orange

Field 7	8:25	2v5
Field 8	8:25	3v4
Field 7	9:40	1v5
Field 8	9:40	2v3
Field 7	1:00	1v4
Field 8	1:00	5v3
Field 7	1:50	1v3
Field 8	1:50	4v2
Field 3	3:30	1v2
Field 4	3:30	4v5

High School Boys Black

1. Midwest United Red
2. BRO Tank
3. Skilz that Killz
4. Midwest United Black
5. Midwest United White

Field 7	8:50	2v5
Field 8	8:50	3v4
Field 7	10:55	1v5
Field 8	10:55	2v3
Field 5	12:10	1v4
Field 6	12:10	5v3
Field 1	1:50	1v3
Field 2	1:50	4v2
Field 7	3:05	1v2
Field 8	3:05	4v5

High School Boys Red

1. I <3 Yoga Pants
2. Harrison Blue
3. Da Beast
4. FC Legacy Voltage

Field 9	8:50	1v4
Field 10	8:50	2v3
Field 9	10:05	1v3
Field 10	10:05	4v2
Field 9	11:45	1v2
Field 10	11:45	3v4

High School Boys White

1. Midwest United
2. Harrison White
3. Toe Pokes
4. Tigers
5. Hurricanes

Field 1	8:25	2v5
Field 2	8:25	3v4
Field 8	9:15	1v5
Field 8	10:05	2v3
Field 8	11:20	1v4
Field 8	12:35	5v3
Field 7	1:25	1v3
Field 8	2:15	2v4
Field 7	3:30	4v5
Field 8	3:30	1v2

High School Girls Black

1. Elite U18
2. SSC U15G
3. Dolphins
4. Pink Panthers

Field 7	8:00	1v4
Field 7	9:15	2v3
Field 7	10:05	1v3
Field 7	11:20	4v2
Field 7	12:35	1v2
Field 7	2:15	3v4

High School Girls Red

1. Rhumbas
2. Elite U15
3. Neosho Wildcats
4. Cyclones
5. Pink Panthers

Field 8	8:00	2v5
Field 5	8:50	3v4
Field 6	8:50	1v5
Field 7	10:30	2v3
Field 8	10:30	1v4
Field 8	1:25	4v5
Field 7	2:40	1v3
Field 8	2:40	4v2
Field 1	3:30	1v2
Field 2	3:30	5v3

High School Girls White

1. Angels with Attitude
2. Purple People Eaters
3. Hardly Athletic
4. Midwest United

Field 1	9:40	1v4
Field 2	9:40	2v3
Field 3	10:30	1v3
Field 4	10:30	4v2
Field 7	11:45	1v2
Field 8	11:45	3v4

Adult Recreational

1. Team Engineering
2. FC Stand Alone
3. FC Legacy Voltage
4. Chickin' Wangs

Field 9	8:25	1v2
Field 10	8:25	3v4
Field 9	9:40	1v4
Field 10	9:40	2v3
Field 9	11:20	1v3
Field 10	11:20	4v2

Adult Competitive

1. White Lightning
2. The GOALphers
3. UCM F.C.
4. 5 Guys

Field 9	8:00	1v4
Field 10	8:00	2v3
Field 9	9:15	1v3
Field 10	9:15	2v4
Field 9	10:55	1v2
Field 10	10:55	3v4

2013 Ozark Summer Sizzler 3v3 Soccer Tournament Rules

Rules are subject to change up until the date of the tournament. Finalized rules will be handed out the day of the Summer Sizzler

Roster Limits: Five is the maximum number of players on a team (three field players and two substitutes). A team must have a minimum of two field players at all times. Players may only play on one team per division. Players are allowed to play on multiple teams, as long as they are not in the same division. ie.... Boys HS A division and Adult Co-ed would be acceptable. Rule of thumb....you may play UP in age, but not down. There are no goal keepers in 3v3.

Age of Participants: The age group of each team for this tournament is based on the player's grade level this coming fall.

Uniforms/Protective Casts: All players on the team must wear the same color jersey/shirt /tank during play. All players are required to wear a shirt. Girls are **not** allowed to wear cut shirts that expose their under garments. Boys are **not** allowed to wear shirts with entire sides of shirt cut off and may **not** go shirtless. This is not only a decency rule, but a safety rule. If two teams playing have the same color uniform, a coin will be tossed and the team who loses the toss will wear the practice jerseys. Protective casts must be approved by a tournament official. Hard casts will not be allowed. No jewelry will be allowed, including earring of any type, necklaces and bracelets (except medical bracelets) Any team who refuse to comply to any of these dress code rules, will forfeit that game.

Tournament Equipment: All players must wear shin guards. Teams are responsible for providing game balls. (U8=size 3, U10-U12=size 4, U13 and up = size 5).

Goal Scoring: A goal may only be scored from anywhere on the field. (please see the rules on direct and indirect kicks) A goal will only count if the ball has crossed the line inside the goal before time runs out ~it does not matter if the actual shot was taken prior to the end of the game. (example: Ball is shot from other side of field, buzzer goes off for end of game, ball goes into goal = NO GOAL)

The Goal Arc: There are no goalkeepers in 3v3. There is an arc at each goal. There is **no ball** contact allowed within the arc, however, **all players may pass through the arc as long as they do not touch the ball while in the arc.** If the ball comes to a rest in or on the arc line, 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 arc is considered in the arc 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 infinitely.

Game Duration: Games will have a 20 minute running clock. Rock, Paper Scissors will determine kick off. Games tied at the end of regulation play shall end in a tie. There are no timeouts and the game clock does not stop in 3v3 games. In the spirit of good sportsmanship, do not waste time during the game. The referee will caution and or card players who they deem to be wasting time. There is no injury time added to the game, so please have any injured players off the field in a timely manner and continue the game.

Substitutions: Subs may be made during all dead ball situations regardless of possession. Substitutions should not be made on the fly.

Off-side: There are no off side infractions in 3v3 games.

Slide tackles: There is no slide tackling in 3v3. If a player is sliding, no contact is allowed. A player may slide to stop/intercept a ball where contact is not initiated during the slide (for example: a player may slide to save a ball from going out of bounds). If a player does slide tackle and makes contact with another player from the other team, an indirect kick will be awarded to the opposing team.

Handling: Deliberate handling of the ball that denies a team of an obvious goal scoring opportunity will result in a penalty kick. All other handling infractions will be called at the discretion of the referee. The objective is to keep the game moving, not to call incidental ball handling infractions. Please be sure your parents are aware of this, so they are not yelling from the sidelines for the referee to call a hand ball.

Red Cards: If a player on the field is issued a red card and sent off by a referee, the team will complete the game down a player. The player receiving a red card will be suspended from their next game (NO EXCEPTIONS). Players or coaches receiving a red card must leave the playing area immediately. Any coaches receiving red cards will be asked to relinquish their coaching responsibilities for the entire day. Remember...this is for fun!!

Kick-off: Kick off's may be taken in any direction. You cannot score directly from a kick off. However, if the ball touches a defensive player before going into the goal on a kick off, a goal will be awarded.

Kick-Ins: the ball shall be kicked into play from the sideline instead of being thrown in. The ball must be played on the touchline for the kick in. You cannot score a goal from a kick in unless another player (from either team) touches it first.

Five Yard Rule: In all dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be played five yards from the goal arc in line with the direction of play prior to the penalty.

Goal Kicks: May be taken from any point on the end line. The ball must be set on the end line for the goal kick. Goal kicks are considered indirect kicks.

Direct and Indirect Kicks: All dead-ball kicks (kick-ins, kick-off's, free kick's) are indirect kicks with the exception of corner kicks and penalty kicks.

Penalty kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are direct kicks taken from the center of the field (on the mid line) with all player (on both teams) behind the mid-line.

Point System: 3 points for a win, 1 point for a tie, no points for a loss. A forfeited game is scored a 6-0 win for the team that is present. All goals scored will be counted (no cap) Teams should be present 2 minutes before the scheduled kick off. Games will be forfeited at the referee's discretion when the game clock starts unless the team present agrees to a shortened game.

Tie Breakers: (1) head to head results between tied teams; (2) goal differential; (3) Goals against; (4) Goals scored; (5) yellow cards received; (6) red cards received; (7) coin toss.

Weather related issues: The tournament organizers reserve the right to modify, reschedule or cancel the tournament due to inclement weather. If games cannot be completed on Saturday, July 20 an attempt will be made to complete them on July 21st. Entry fees are non-refundable if the tournament is rescheduled.

Injuries & Illness: A Mercy Sports Medic will be on staff all day for any sicknesses or injuries that may arise. She will be stationed near the tournament director's station in the "Sports Med" tent on the East side of the field along the fence. If a player is injured during a game, tell the nearest Field Marshall (they are wearing bright orange vests). They will contact the Sports Medic for immediate assistance.

Score-Board: FOR YOUTH TEAMS WITH COACHES: You will be keeping score for both teams. The referee will be there to determine if a goal has been scored or not. It is your responsibility to keep an accurate score for both teams. After the game, coaches will meet with the referee to confirm the score of the game, the referee will sign the winning teams score card and the winning coach will take the card to the main score table. If the winning coach does not take the score card to the score table within 10 minutes of the end of the game, a TIE will be awarded. Please be sure to hand your card directly to the Scorekeepers. Let them look at the card briefly before you take off in case they have any questions.

FOR TEAMS OLD ENOUGH TO PLAY WITHOUT A COACH (H.S and above), You will be keeping score for both teams. Please meet after the game with the other team and referee to be sure the scores are consistent. The referee will sign off on the score card. The winning team will be responsible for taking the score card to the main score table within 10 minutes of the end of the game. A tie will be awarded if the winning team does not produce the score card. **For teams playing on the turf~ adult divisions will keep a scoreboard of their own down on turf. The winning team will hand the score card to the Field Marshall stationed at the turf. The high school teams that play on the turf ~ there will be both a score sheet kept at the turf AND the Field Marshall will call them into the scorekeepers at the grass fields.**

Field Marshalls: will be positioned between two fields. They will be wearing bright orange vests. If there is a discrepancy that the two coaches and referee cannot resolve on their own, the Field Marshall will call the tournament director to solve the problem. The game clock WILL NOT STOP if this happens during a game. Play on...but we don't expect there to be any problems.

Please remember, the Summer Sizzler was conceived with the idea that we could offer a fun atmosphere for players and spectators alike. Good sportsmanship is essential to keep this concept. Please remember that some of the referee's are players themselves....some more experienced than others. This is an excellent opportunity for them to get that additional experience. We will put our more experience adult referees on the 5th – 8th grade games. We will not tolerate coaches or spectators yelling at the referee's. If this becomes an issue, the parent/spectator will be asked to leave the tournament so that the rest of the teams and spectators can continue to enjoy themselves. If you have a complaint, please take it up with Tom Davidson, the tournament director. Do not and we mean **DO NOT** approach the referee after the game unless you would like to compliment them on a job well done!! We are always looking for feedback to make this tournament the best it can be. It will not be without flaws...keep that in mind. If the coaches and spectators can accept the imperfections and continue play without argument, this will allow for a much more enjoyable experience.

More than anything, we hope you enjoy yourselves. We are so happy you chose to attend our tournament. We promise to give your team good competition, a fair playing environment and a FUN TIME!! Hope to see you next year at our 7th Annual Summer Sizzler. As of right now, it will continue to be scheduled for late July. We post confirmed tournament dates on our web site no later than May 1. Hope to see you next year again!

For the good of the game,
The Summer Sizzler Staff & The Ozark Soccer Program
www.ozarktigersoccer.wordpress.com

2013 SUMMER SIZZLER SPONSORS

Thank you to all of our sponsors. We truly hope that all of our Summer Sizzler participants and spectators will look through this tournament book and patronize these businesses. Thank you for attending the 6th Annual Summer Sizzler!

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MON-SAT ~ 9:30-5:30 / SUN 12-5

"LIKE" Us on FaceBook! We absolutely have the best prices on Ozark Tiger Fan Wear!!

Thank you to ALL the volunteers who put in countless hours of work to make this tournament happen. We truly have the best parents, players and supporters. Thank you to all the participants, parents and fans who came out today to play/watch some soccer! We hope you enjoyed yourself. Thank you to all our generous sponsors. Without our sponsors we would not be able to host such a wonderful event!

Best Wishes to all. Hope to see you next year!

The Summer Sizzler Committee