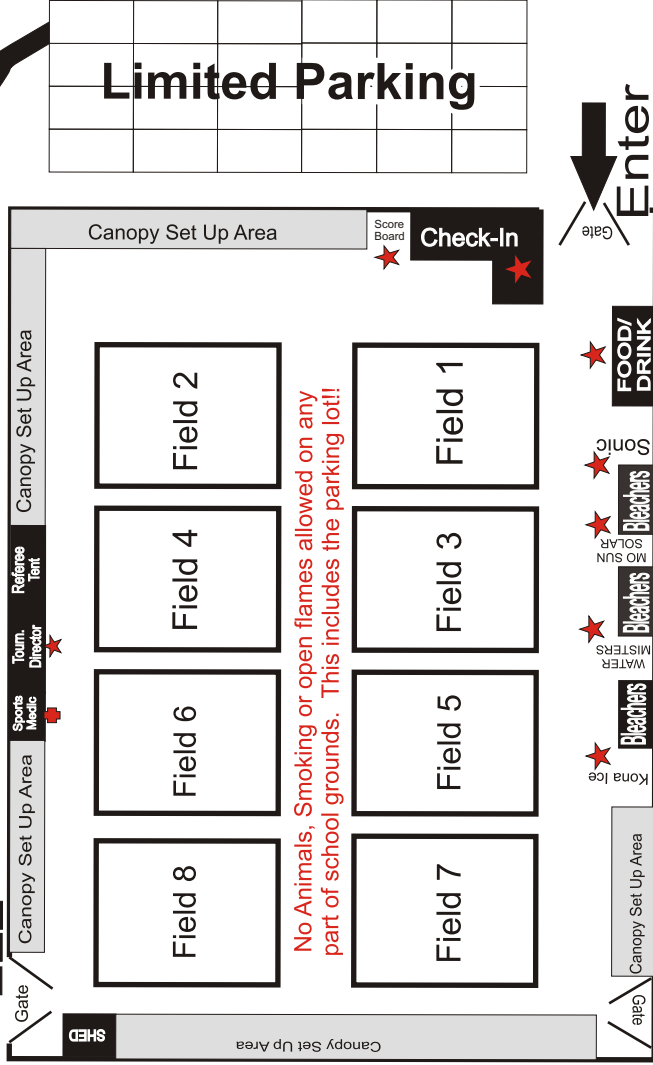
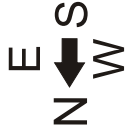


9TH
ANNUAL
SUMMER
3
VS
SIZZLER
2016

SOCCER TOURNAMENT

Volunteer worker Parking only

Port-o-pots



Limited Parking

Bathrooms
In B-ball
complex

No parking in the Baseball lot
as they have a tournament
going on and need parking
space for their attendees.

Additional Parking in
School Parking Lot

2016 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). If a team attempts to use more than 5 players (due to injury or early departure) without written consent by the tournament director ~ the team will forfeit all games. 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 or ripped up shirts 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 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.

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 (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 16 an attempt will be made to complete them on July 17th. Entry fees are non-refundable if the tournament is rescheduled. If the tournament is completely canceled, each team will receive a refund in the amount determined by the Board of Directors

Injuries & Illness: CoxhealthSports 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" area 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.

Score-Board: 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 Adult divisions will not have a 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.

Field Marshalls: will be positioned between two fields. They will be wearing bright orange vests. If there is any altercation, difference of opinion or un-sportsmanlike conduct, the Field Marshall will call the tournament director immediately to come and solve the problem. This is definitely not in the spirit of the tournament... so let's avoid that at all costs!! 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 4th – 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 9th Annual Summer Sizzler tentatively scheduled for July 15, 2017 (3rd Saturday of July).

For the love of the game,
The Entire Summer Sizzler Staff
Www.summersizzler3v3.com
summersizzler2008@yahoo.com
@Sizzler3v3
582-1107



If you have a business and would like to advertise next year, please contact us at summersizzler2008@yahoo.com. Your ad could have been RIGHT HERE for 1000's and 1000's to see (and your business name on 600+ Tshirts!!

The Summer Sizzler Volunteer Staff wants to thank each and every one of you for attending our 9th Annual 3v3 Tournament!! We had a new record high of 115 teams register this year...and unfortunately had to turn some away. If you didn't get the canopy spot you wanted, remember that the earlier you register, the sooner you are contacted about text spaces.

We ask that you please patronize our sponsors. We appreciate them and their support of this tournament...it also helps keep registration costs from rising!!

A SPECIAL thank you to Sonic!! Sonic is giving away free bottles of water today (while supplies last. They have also been extremely gracious to the school system (in all areas...but especially our Ozark store!) Sonic is taking donations...all money will be donated to a charity!

We also want to give a SPECIAL thank you to Missouri Sun Solar who not only sponsored our tournament, but they also provided the solar power to run the score board!! Thank you to them!!!

We will have volunteers taking pictures today during the event. If you DO NOT want your child's photo taken, please tell someone at the check in table. Otherwise, we will post them on facebook and twitter for all to enjoy!

2nd/3rd GRADE GIRLS

1. The Cheetah's
2. The Lil' Lady Tigers
3. Pixie Chicks
4. Sporting Springfield
5. Purple Piranhas

TIME	TEAMS	FIELD
8:00AM	2V5	3
8:00AM	3V4	4
9:15AM	1V5	1
9:15AM	2V3	2
11:20AM	1V4	1
11:20AM	5V3	2
12:10PM	1V3	1
12:10PM	4V2	2
1:25PM	1V2	1
1:25PM	4V5	2

4TH GRADE GIRLS

1. Republic Terminators
2. FC Legacy
3. Sugar & Spice
4. 417 FC Storm
5. Lady Demize Fried Zombies

TIME	TEAMS	FIELD
8:00AM	2V5	7
8:00AM	3V4	8
9:40AM	1V5	3
9:40AM	2V3	6
10:30AM	1V4	1
10:30AM	5V3	2
12:10PM	1V3	3
12:10PM	4V2	6
1:50PM	1V2	1
1:50PM	4V5	2

5TH/6TH GRADE GIRLS

1. The Kicks
2. Lady Demize Frankfooters
3. Sporting Springfield
4. Fast Five
5. Happy Feet

TIME	TEAMS	FIELD
11:45AM	1V5	3
11:45AM	2V3	6
1:00PM	1V4	1
1:00PM	5V3	2
2:40PM	1V3	1
2:40PM	4V2	2
3:55PM	1V2	1
3:55PM	4V5	2
4:45PM	2V5	1
4:45PM	3V4	2

7TH GRADE GIRLS

1. Hotshots
2. #GOALS
3. Ozark Fury
4. TBD

TIME	TEAMS	FIELD
10:05AM	1V3	4
10:05AM	2V4	5
2:15PM	1V4	1
2:15PM	2V3	2
3:55PM	1V2	4
3:55PM	3V4	5

7TH/8TH GRADE GIRLS

1. Ball of Duty
2. The RSC Savages
3. SMSA
4. #THIS

TIME	TEAMS	FIELD
8:25AM	1V2	5
9:40AM	3V4	7
10:05AM	1V3	6
11:20AM	2V4	6
3:05PM	1V4	1
3:05PM	2V3	2

HIGH SCHOOL GIRLS "C"

1. GRASS KICKERS
2. BENCHWARMERS
3. QUEENS OF THE FIELD
4. LADY DEMIZE FIRE BREATHING RUBBER DUCKIES
5. CHICKS WITH KICKS
6. ROCO

TIME	TEAMS	FIELD
10:30AM	1V6	7
1:00PM	2V5	6
3:05PM	3V4	4
3:55PM	1V4	6
3:55PM	5V3	7
3:55PM	6V2	8
4:45PM	6V4	7
4:45PM	2V3	8
4:45PM	1V5	5

HIGH SCHOOL GIRLS "B"

1. LEBANON JACKETS
2. LADY DEMIZE – VELOCIRAPTORS
3. PINK PANTHERS
4. BLITZ BABES

TIME	TEAMS	FIELD
8:25AM	2V4	6
10:05AM	1V2	7
10:05AM	3V4	8
11:20AM	1V3	8
1:25PM	1V4	7
1:25PM	2V3	8

HIGH SCHOOL GIRLS "A"

1. GALAXY WARRIORS
2. THE FISH
3. NAMELESS
4. PINK PANTHERS – PINK
5. PINK PANTHERS – WHITE

TIME	TEAMS	FIELD
8:25AM	1V5	3
8:25AM	3V4	4
10:05PM	2V5	1
10:05AM	1V4	2
12:35PM	2V3	5
12:35PM	4V5	6
3:05PM	1V3	6
3:05PM	4V2	7
4:20PM	5V3	3
4:20PM	1V2	4

2ND/3RD GRADE BOYS

1. BLUE BOMBERS
2. SPORTING SPRINGFIELD SHARKS
3. SPARTANS
4. HAWKS

TIME	TEAMS	FIELD
8:00AM	1V2	1
8:00AM	3V4	2
9:40AM	1V3	1
9:40AM	2V4	2
11:45AM	1V4	2
11:45AM	2V3	1

3RD GRADE BOYS

1. BOMB SQUAD
2. SPRINGFIELD SAINTS
3. JOPLIN DEMIZE
4. NUTMEGGERS

TIME	TEAMS	FIELD
8:25AM	1V2	1
8:25AM	3V4	2
10:55AM	1V3	1
10:55AM	2V4	2
3:30PM	1V4	1
3:30PM	2V3	2

4TH GRADE BOYS

1. XTREME DEMIZE
2. FC LEGACY
3. FAST & FURIOUS

TIME	TEAMS	FIELD
10:05AM	1V3	3
11:20AM	1V2	3
1:00PM	2V3	3
1:50PM	1V3	3
3:05PM	1V2	3
3:55PM	2V3	3

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5TH GRADE BOYS BLACK

1. BOOM 1
2. CRAZY COPPERHEADS
3. KAMIKAZI MONKEYS
4. BLAZIN' BALLS

TIME	TEAMS	FIELD
9:15AM	1V2	4
9:15AM	3V4	5
11:45AM	1V3	4
11:45AM	2V4	5
1:25PM	1V4	4
1:25PM	2V3	5

5TH GRADE BOYS RED

1. BOOM 2
2. THE TIGERS
3. 417 FC HEAT
4. CHAOS

TIME	TEAMS	FIELD
9:40AM	1V2	4
9:40AM	3V4	5
12:10PM	1V3	4
12:10PM	2V4	5
1:50PM	1V4	4
1:50PM	2V3	5

5th/6th GRADE BOYS

1. THAT ONE TEAM
2. E-LEMONATORES
3. DEMIZE DIRTY FOOLDS DONE DIRT CHEAP
4. LEGIT BALLERS
5. MESSI KIDS

Time	Teams	Field
8:50PM	2v5	3
8:50PM	3v4	4
10:30PM	1v5	3
10:30PM	2v3	4
2:15PM	1v3	3
2:15PM	4v2	4
3:30PM	1v4	3
3:30PM	5v3	4
4:45PM	1V2	3
4:45PM	4V5	4

7TH GRADE BOYS RED

1. FUSION
2. 417 GUNNERS
3. DEMIZE GOAL GETTERS
4. SUPERNOVA

TIME	TEAMS	FIELD
8:50AM	1V2	1
8:50AM	3V4	2
11:20AM	1V3	4
11:20AM	2V4	5
1:00PM	1V4	4
1:00PM	2V3	5

7TH GRADE BOYS BLACK

1. DON'T MESSI WITH US
2. DEMIZE NUTMEGS FOR FREE
3. THE GOAL DIGGERS
4. FEARLESS FOURCE
5. NO MANCHESTHAIR

TIME	TEAMS	FIELD
8:50AM	1V5	5
8:50AM	2V3	6
10:30AM	1V4	5
10:30AM	5V3	6
2:15PM	1V2	5
2:15PM	4V5	6
3:30PM	1V3	5
3:30PM	4V2	6
5:10PM	2V5	2
5:10PM	3V4	6

8TH GRADE BOYS RED

1. RONALDONUTS
2. DEMIZE – LET THERE BE GOALS
3. FLAMIN' HOT CHEETOS
4. THE TAKEOVER

TIME	TEAMS	FIELD
9:15AM	1V2	3
9:15AM	3V4	6
10:55AM	1V3	5
10:55AM	2V4	6
2:40PM	1V4	5
2:40PM	2V3	6

8TH GRADE BOYS BLACK

1. THE HOOLIGANS
2. SPRINGFIELD RUSH HOUR
3. CHILL
4. NO MESSI'N AROUND

TIME	TEAMS	FIELD
10:55AM	1V2	3
10:55AM	3V4	4
1:25PM	1V3	3
1:25PM	2V4	6
2:40PM	1V4	3
2:40PM	2V3	4

HIGH SCHOOL BOYS "C" RED

1. HYPERSHOCK
2. COLE CAMP BLUEBIRDS
3. OBC
4. WILLARD WOLVERINES
5. TRASH
6. KESYDACATANI

TIME	TEAMS	FIELD
9:15AM	2V5	7
10:55AM	6V2	7
12:10PM	3V4	7
12:35PM	1V6	7
1:00PM	2V3	8
2:40PM	1V4	7
3:30PM	5V3	8
4:20PM	1V5	5
4:20PM	6V4	6

HIGH SCHOOL BOYS "C" BLACK

1. THE YELLOW CARDS
2. THE RED CARDS
3. CLASS ON GRASS
4. OZARK UNITED
5. DEMIZE SCOTT STERLING FC
6. MON-STARs

DAY	TIME	TEAMS	FIELD
FRIDAY	7:00PM	4V6	7
SAT	8:25AM	1V6	7
	8:25AM	3V4	8
	8:50AM	2V5	7
	11:20AM	1V5	7
	11:45AM	2V3	7
	1:50PM	1V4	6
	1:50PM	5V3	7
	3:05PM	6V2	5

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HIGH SCHOOL BOYS “B” RED

1. THE POKÉMEN
2. JUST CHILLIN
3. 4 IS A CROWD
4. REAL BEANERS

DAY	TIME	TEAMS	FIELD
FRIDAY	7:00PM	1V2	4
FRIDAY	7:00PM	3V4	5
SAT	12:35PM	1V4	3
	12:35PM	1V4	3
	3:30PM	1V3	7
	4:45PM	2V4	6

HIGH SCHOOL BOYS “B” BLACK

1. LOONEY TUNES
2. DIRTBAGS
3. DEMIZE –ADMIRAL
4. WILLARD TIGERS

TIME	TEAMS	FIELD
12:35PM	1V2	1
12:35PM	3V4	8
4:20PM	1V3	1
4:20PM	2V4	2
5:10PM	1V4	5
5:10PM	2V3	7

HIGH SCHOOL BOYS “A”

1. SLICK SKINS
2. DADDIES
3. FIVE GUYS
4. TOP GUN 2

DAY	TIME	TEAMS	FIELD
FRIDAY	7:00PM	1V2	6
SAT	8:00AM	1V3	5
	8:00AM	2V4	6
	4:20PM	3V4	7
	5:10PM	1V4	3
	5:10PM	2V3	4

ADULT RECREATIONAL

1. NATIONS UNITED
2. DEMIZE CHRIS' ANGELS
3. UNION HILL
4. FAB 5

TIME	TEAMS	FIELD
8:50AM	1V2	8
9:15AM	3V4	8
11:45PM	1V3	8
12:10PM	2V4	8
2:15PM	1V4	8
2:40PM	2V3	8

ADULT COMPETITIVE

1. JOSH IS SINGLE
2. THE A'S & E'S
3. UNREAL MADRID
4. THE BEAGLES
5. GOAL BANGERS
6. MAKE SOCCER GREAT AGAIN

TIME	TEAMS	FIELD
9:40AM	2V5	2
10:30AM	1V4	8
10:55AM	5V3	8
12:35PM	1V6	7
1:00PM	3V4	7
1:50PM	2V3	8
2:15PM	1V5	7
3:05PM	6V4	8
4:20PM	6V2	8

Summer Sizzler Fill in the Blank Game

While watching the games, listen for the mystery word that will be in the lyrics of each song played during select 20 minute game sessions. Only one word will fit the puzzle space from a 20 minute session, but not every session has a mystery word. The hints will help you identifying the session containing the mystery word.

Hints	20 - Min Session				Aprox Play Time
This session starts with a song from the band Talking Heads and ends with a song from the artist Pink.				S	after 8am
This session has one song from Pink and another from Adele. Similar song titles but both have this word.				I	During the morning
Prince starts this session and Beyonce ends it.				Z	after 10am
This session contains one song with Micheal Jackson singing but not as lead and another song with Justin Timberlake as the lead.				Z	after 11am
A band named after a plane has one song and another song in this session is from a singer who's last name is a type of plane.				L	during the afternoon
A song from a 70's musical movie is played in this session.				E	after 1 but before 3pm
This session contains a song from a former Saturday Night Live Comedian and the voice of a donkey.				R	before 4pm

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Bill & JoAnna Dipmon
Danny & Michelle Broyles
Factory Return Outlet
Hook & Ladder Pizza
Woodland Estates, LLC

Tom Bass Agency, Farmers Insurance

