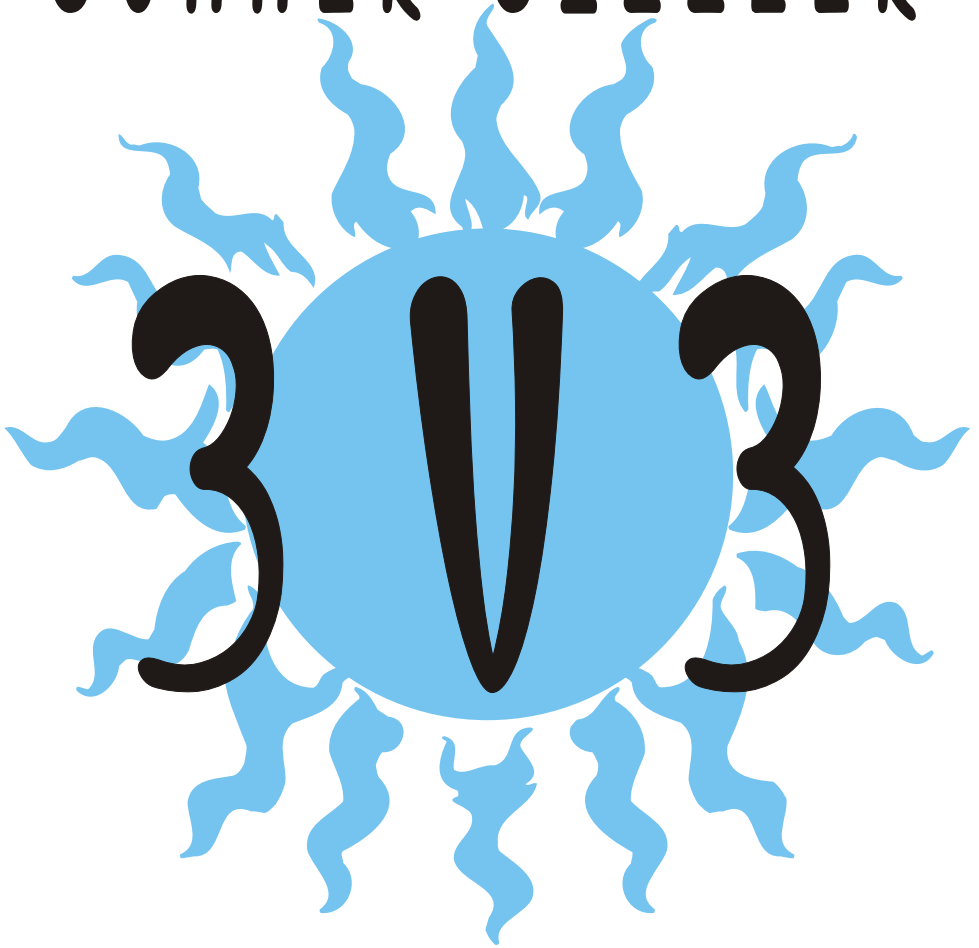


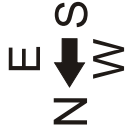
11th ANNUAL

SUMMER SIZZLER



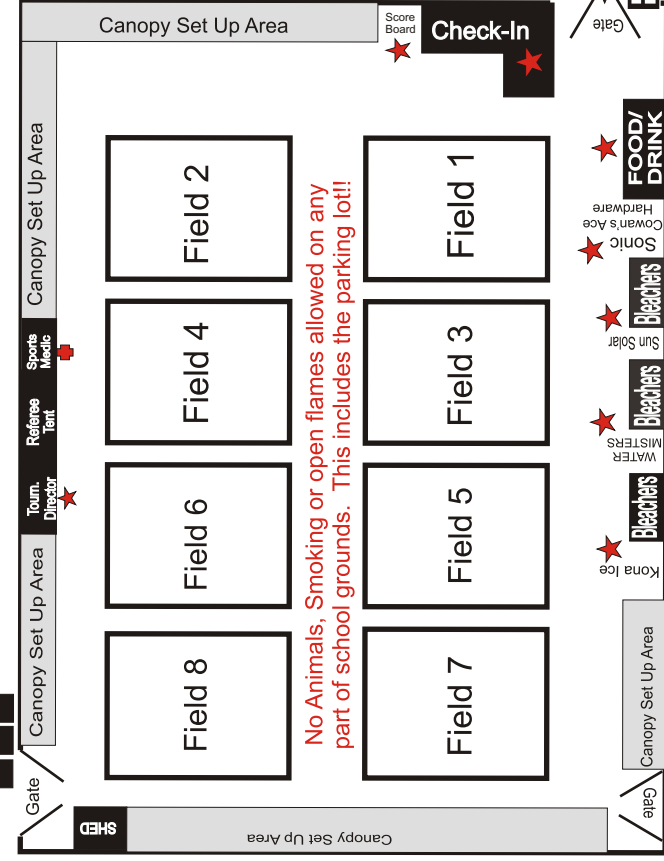
July 14, 2018

Port-o-pots



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.



Canopy Set up
outside the
fence is
possible

Additional Parking in School Parking Lot

2018 SUMMER SIZZLER SOCCER 3V3 RULES

Roster Limits: Five (5) 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. The team should enter the grade level of the oldest participant.

Uniforms/Protective Casts: All players on the team must wear the same color/shade top during play. As in the past, we expect a level of decency. We are a family event and expect the players (and spectators) to respect that. Tank tops are allowed. Teams are **not** allowed to wear shirts with entire sides of shirt cut off or ripped up shirts and boys 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 earrings of any type, necklaces or bracelets (except medical bracelets) Any player who refuse to comply to any of these dress code rules, will forfeit their next 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 offside infractions in 3v3 games.

Slide tackles: There is no slide tackling permitted. 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 3 yards away from the ball. If the defensive player's goal is closer than 3 yards, the ball shall be played 3 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.

After A Goal Has Been Scored: After a team has scored, the opposing team will kick off on their end 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 (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 14 an attempt will be made to complete them on July 15th. Entry fees are non-refundable if the tournament is rescheduled. If the tournament has to be completely canceled due to unforeseen situations, teams will receive a 50% refund.

Injuries & Illness: A Sports Medic will be on staff all day for any sicknesses or injuries that may arise. they 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.

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 **WINNING** 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. Adult leagues will not have referees. The winning team is responsible for taking the score card to the score table. If there is a tie, both teams may bring score cards up.

Field Marshalls: will be positioned between 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 intervene. 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 most 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 games we feel need it. 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. Remember...the division winners only take home a small 1st place token, not a world cup championship. :0)

*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 12th Annual Summer Sizzler. As of right now, it is scheduled for **JULY 20, 2019~** Mark your calendars NOW!!!! Hope to see you again next year!*

HAVE A GREAT DAY!!~THE SUMMER SIZZLER COMMITTEE



THANK YOU TO OUR SPONSORS!!!!

Platinum Level Sponsors



3rd & 4th Grade Boys

1. Crushers
2. Bale Me Out
3. Panthers
4. Neymar Mr. Nice Guy

8:00am

1v2 Field 1
3v4 Field 2

10:05am

2v3 Field 1
1v4 Field 2

12:35pm

1v3 Field 1
2v4 Field 2

4th & 5th Grade Boys

1. Formerly Known as the Saints
2. Scorpions
3. The Sizzling Strikers
4. Barca Boys

9:15am

1v2 Field 1
3v4 Field 2

11:20am

2v3 Field 1
1v4 Field 2

1:50pm

1v3 Field 3
2v4 Field 5

5th & 6th Grade Boys

1. Goal Setters
2. Sharp Shooters
3. Xtreme Demize
4. Sporting Springfield 07

8:00am

1v2 Field 3
3v4 Field 5

10:30am

2v3 Field 3
1v4 Field 4

1:25pm

1v3 Field 3
2v4 Field 4

7th Grade Boys

1. Crushers
2. Sun's out, guns out
3. Floss like a Boss
4. Nutmeg Master

9:40am

1v2 Field 1
3v4 Field 2

11:45am

2v3 Field 1
1v4 Field 2

1:00pm

1v3 Field 3
2v4 Field 7

**ARE YOU A 6TH, 7TH OR 8TH GRADE SOCCER PLAYER?
ARE YOU SIGNED UP FOR MIDDLE SCHOOL SOCCER?
IF YOU ATTEND OZARK,
GO TO WWW.OZARKSOCCER.COM
FOR MORE INFORMATION.**

**IF YOU ATTEND ANOTHER SCHOOL, CALL LAKE COUNTRY AT 862-3211
TO SEE WHO TO CONTACT AT YOUR SCHOOL!**

7th & 8th Grade Boys

1. DMZ Crew
2. Emotional Goals
3. Suicide Squad-Stockton FC
4. The Scrubs

8:50am

3v4 Field 5

9:15am

1v2 Field 3

10:55am

2v3 Field 3

1v4 Field 5

1:00pm

1v3 Field 1

2v4 Field 2

8th Grade Boys

1. About to Get Messi
2. 3v3 Amigos
3. GG FC
4. Barbie Boyz

9:40am

1v2 Field 3

3v4 Field 5

11:45am

2v3 Field 3

1v4 Field 5

1:25pm

1v3 Field 1

2v4 Field 2

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High School Boys “B” Black

High School Boys “C”

1. Triangles of Doom
2. Dyslexia United
3. The Procrastinators
4. Blazin’ Bananas

10:05am

1v2 Field 7
3v4 Field 8

12:10pm

2v3 Field 5
1v4 Field 6

1:25pm

1v3 Field 7
2v4 Field 8

1. Willard Tigers
2. TRIFORCE
3. Pancake Pals
4. BBO

9:15am

1v2 Field 7
3v4 Field 8

10:55am

2v3 Field 6

11:20am

1v4 Field 8

1:50pm

1v3 Field 7
2v4 Field 8

High School Boys “B” Red

1. Bangoo
2. The Smurfs
3. Bamboozlers
4. LR Wildcats

9:40am

1v2 Field 7
3v4 Field 8

11:45am

2v3 Field 7
1v4 Field 8

1:50pm

1v3 Field 6

2:15pm

2v4 Field 5

High School Boys “A/B”

1. Diversity
2. Coach’s son & friends
3. CMU
4. Amigos

8:00am

1v2 Field 7
3v4 Field 8

12:10pm

2v3 Field 7
1v4 Field 8

2:15pm

1v3 Field 7
2v4 Field 8

High School Boys “A”

1. Better Late Than Never
2. Real Madrid
3. Team Alpha Super Cool Dynamite Wolf Squadron
4. Paint Boyz

8:00am

1v2 Field 4

3v4 Field 6

9:40am

2v3 Field 4

1v4 Field 6

12:35pm

1v3 Field 3

2v4 Field 4

Adult “Black”

1. Chicken Thuggets
2. The Worst Team
3. Demise but not quite
4. Dumpster Fire

8:25am

1v2 Field 6

8:50am

3v4 Field 8

11:45am

2v3 Field 4

1v4 Field 6

1:00pm

2v4 Field 8

1:25pm

1v3 Field 6

Adult “Red”

1. Oldie Locks 2/3 Bears & Friends
2. KMA
3. Springvegas FC
4. RAWR XD

9:15am

1v2 Field 4

3v4 Field 6

11:20am

2v3 Field 4

1v4 Field 6

1:00pm

2v4 Field 6

1:50pm

1v3 Field 4

Adult “Mens”

1. Crush United
2. The Goose Bruisers
3. Amdigs
4. ABCDE FC

8:50am

1v2 Field 4

3v4 Field 6

10:30am

2v3 Field 6

10:55am

1v4 Field 4

12:35pm

1v3 Field 6

1:00pm

2v4 Field 4

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Rogersville, MO



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Barbershop*



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Jim's Barbershop
Enchanted Parlor
Cathy Seaton

Copper Creek Dental
Haymes Insurance Agency
Buckingham's
Finley River Printing
Golden Dragon Oriental Foods

4th & 5th Grade Girls

1. Hurricanes
2. Wild Things
3. Titanium
4. Flying Unicorns

8:50am

1v2 Field 1
3v4 Field 2

10:30am

2v3 Field 1
1v4 Field 2

12:10pm

1v3 Field 1
2v4 Field 2

6th & 7th Grade Girls

1. Crazy Cleats
2. Instant Karma
3. Chicks with Kicks

8:25am

2v3 Field 3

10:30am

1v3 Field 5

11:20am

1v2 Field 3

12:35pm

2v3 Field 5

1:25pm

1v3 Field 5

2:15pm

1v2 Field 6

Ozark Soccer Club



www.ozarksoccerclub.com

7th & 8th Grade Girls

1. Legacy
2. Sparklers
3. Joe's Hobos
4. Cj2

8:25am

1v2 Field 1
3v4 Field 2

10:55am

2v3 Field 1
1v4 Field 2

1:50pm

1v3 Field 1
2v4 Field 2

8th Grade Girls

1. Little Kitties
2. SMSA
3. Speedsters
4. Low Expectations

10:05am

1v2 Field 3
3v4 Field 4

12:10pm

2v3 Field 3
1v4 Field 4

2:15pm

1v3 Field 1
2v4 Field 2

High School Girls "C"

1. Just Tryna Kick it
2. Fast 5
3. Pitch Perfect
4. The Fruity Pebbles

8:25am

1v2 Field 4
3v4 Field 5

10:05am

2v3 Field 5
1v4 Field 6

2:15pm

1v3 Field 3
2v4 Field 4

High School Girls "B"

1. Flippin' Flamingos
2. Incredibles
3. Fortnite 5
4. 4's A Crowd

8:25am

1v2 Field 7
3v4 Field 8

10:30am

2v3 Field 7
1v4 Field 8

12:35pm

1v3 Field 7
2v4 Field 8

*****FRIDAY NIGHT EARLY CHECK IN*****

We will open the walk up gate at 7:00pm (no earlier) to allow you to bring your tents in and set up as well as check your teams in and collect your T-Shirts. Please be patient as there is usually a long line. We will be there until at least 8:00pm....and since you already know where your tent location will be....you can show up anytime between 7:00pm and 8:00pm. Leave tents at your own risk. **10' x 10' tents.**

***No Animals on the fields**

*No tobacco products of any kind on school property

*No alcohol on school property

*Please clean up your messes (don't forget your water bottles left on the sidelines!!)

*Need assistance getting from the HS parking lot? Tell the parking lot attendant and they will call for a Golf Cart!

*There are two Handicap parking spots available near the field.

*Parking in the back grassy area is for Volunteers and workers only.

*We have to have room for an ambulance to be able to drive through the parking areas at all times. PLEASE, do NOT park where there are no parking lines. If you do...you WILL be towed.

Served at the Concession Stand:

Powerade

Water

Hot Dogs

Hamburgers/Cheese Burgers

Teriyaki Chicken Sandwiches

Chips

Skittles

Sour Straws

Cowen's Ace Hardware will be raffling off a YETI Cooler. Stop by and get some tickets!!

Sonic of Ozark will be selling Lemonade and Tea.
Profits will go to Care To Learn!

