

# **Stockman Bank Magic City Soccer Classic 2018 Rules**



Tournament Director/Contact: Terry Stapleton 406-591-3807

Head Tournament Referee: Chad Kriskovich

Tournament Headquarters: located at Amend Park Soccer Complex, 5400 East King Ave.

## **Eligibility:**

This tournament is open to currently registered USSF league or association teams and federation affiliated teams having a maximum players for all teams: Fourteen (14) U10; Sixteen (16) U11/12; Eighteen (18) player's maximum for U13/14 teams. All teams must be currently registered and in good standing with their state national or provincial association, and hold a valid USSF players pass or its equivalent from a federation affiliated association for the current seasonal year. Passes will be inspected prior to the start of each game. A maximum of five guest players may be added to the official league or association roster up to the maximum number of players as stated above. No player may be allowed to register with more than one team or switch to another team after a team has been registered at check in. Travel permission forms must be filed by all teams outside of Montana. Teams from outside of the United States in good standings with their national association from inside and outside of CONCACAF are also eligible.

## **Ages:**

All youth teams will determine their ages per the USSF/USYSA age guidelines. Age of the players will be determined as of January 1 to determine eligibility of a particular age group. U15- 2003; U14- 2004; U13- 2005; U12- 2006; U11- 2007; U10- 2008.

## **Game Check-in:**

All teams will be required to check in at the game site 20 minutes before each scheduled game with the game referee. Player cards will be checked at the time of each game. Player shirt numbers shall not be duplicated and shall match the numbers contained on the roster. Home teams are the first listed team on the game schedule. The home team will be required to change uniform shirts if there is a conflict of colors. Home team shall provide two appropriate, approved game balls for each game which will be returned upon completion of the game. The referee shall determine if the game ball is accepted for play. The tournament director will determine which side of the field is for players and which is for spectators. No one is permitted to position themselves behind the goals.

**Forfeits:**

Any team failing to field the required number of players to compete in a match at the scheduled game time, failing to complete a match, or leaving the field during a match without having been directed to do so by the referee or a tournament official shall forfeit the match. A team winning by a forfeit will be awarded 2-0 win. A team forfeiting any game may not advance from pool play or to the next level, whichever is appropriate. The tournament director reserves the right to determine all matters regarding forfeits.

**Laws of the Game:**

International rules (FIFA/USSF) shall apply with the following exceptions.

A. This tournament being a friendly club tournament, unlimited substitutions are permitted for all age brackets. All substitutions must be made at the midfield line.

B. Substitutions may be made by either team at **any** stoppage of play, **with the permission of the referee**. Note, however, that referees are encouraged to use discretion when giving permission to substitute such that the team in possession is not denied the opportunity to take a quick restart if it's obvious they're attempting to do so.

C. Minimum number of players required to play a game shall be: For 11 v 11 games, 7 players are required. For 9 v 9 games, 6 players are required. For 7 v 7 games 5 players are required.

**Throw-ins:** Competitive games will not receive any grace on throw in's.

**Heading: U12 & Under** If a player heads the ball intentionally the referee is to stop the game and restart with an indirect free kick for the opposing team. Advantage can be played here, for example if a defending player intentionally heads the ball and it still goes into the goal, a goal is awarded.

**Tournament Format and Match Length:**

Teams in the competitive brackets will play preliminary games and depending on the bracket size, may play semi-final games and a final for the championship. The time limits for periods are as follows:

U10: 25 minute halves: (Overtime: two 5 min halves)

U12: 30 minute halves: (Overtime: two 5 min halves)

U13, U14, U15: 35 minute halves: (Overtime: two 10 min halves)

The tournament shall be made up of divisions broken down by age groups and bracketed into groups of three, four, five, six or eight teams. Groups of four and five will play a round robin with each team playing the other teams. Champions will be determined by the point procedure outlined below. Groups of six and eight will play preliminary games and the top team from each side of the bracket shall play a final game for the championship. All games except for the semi-finals and finals may end in a tie. Semi-final games that are tied at the end of the regulation match time will be decided by kicks from the penalty spot procedure set out by FIFA (no overtime will be played for semi-final games). Finals that are tied at the end of the regulation match time will be played to winner using overtime periods (2); and if the teams are still tied after the overtime periods, kicks from the penalty spot procedure set out by FIFA.

**Scores:**

The referee is responsible to record the game score and any ejections on the game card and turn it into the tournament director who shall post the scores on the bulletin board and online. It shall be the responsibility of both coaches to ensure that the correct score has been posted.

**Referees:**

Magic City Soccer Assignors will assign all officials to all matches in its discretion. For all games of U12 and above, the three man system of control shall be used and only USSF certified referees in good standing will be used. It shall be the referee's responsibility to report any ejections to the tournament headquarters by writing them on the game report card.

**Player Equipment:**

- 1) Shin guards are required for all players and must be covered by their socks.
- 2) Casts may be permitted, but need to be covered and secured in a soft material such as bubble wrap, coban, etc. all at the discretion of the referee.
- 3) A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry). The only exception is a medical bracelet that is taped down with medical instructions visible.

**Protests:**

Protests will not be accepted or acknowledged.

**Sportsmanship:**

All players, coaches and spectators are expected to show good sportsmanship at all times. Failure to do so could lead to disqualification from the tournament. Coaches are responsible for the conduct of the team and supporters. Coaches, players or spectators who physically or verbally abuse a referee, other coach, player or spectator may be cause for themselves and/or their team to be disqualified from the tournament and/or forfeit any awards due them or their team. For all teams from the U.S. any disciplinary action taken against a team, player or coach may be reported to that team's federation organization by the tournament director. For CONCACAF teams, the tournament director may notify the U.S. soccer federation of the disciplinary action taken and the federation will transmit the disciplinary action taken or required to that team's provincial or national association.

**Conduct and Disciplinary Action:**

Players who are given a Red Card and ejected from a game are required to sit out the next scheduled tournament game. Players who are given a Red Card and ejected for fighting or official abuse are not allowed to play any remaining games and may be reported to their State or National Association. If a player is given a Red Card they must leave the technical area and be escorted by a team official to the parent or responsible adult. The player may remain on the spectator side as long as behavior is appropriate. Coaches who are ejected from a game are required to sit out the next two scheduled tournament games. Coaches who are ejected for fighting or official abuse are not allowed to play any remaining games and may be reported to their State or National Association. Players who accumulate three yellow cards and coaches who accumulate two yellow cards are required to sit out the next scheduled tournament game.

**Scoring:**

In all competitive age groups, games will be counted as: win = 3 points, tie = 1 point, loss = 0 points.

**Standings/Tiebreakers:**

In the event of a tie in group standings, (to determine which teams advance to the semi-finals or finals and for placement after Saturday's play in the case of 7 team brackets) the following procedure will be used to determine the winner:

- 1) Head to head competition
- 2) Highest net goal differential, (no more than 4 goals for or against can be counted for any game and the number of goals against shall be subtracted from the number of goals for)
- 3) Fewest goals allowed in all games totaled
- 4) In reverse order points for misconduct (one for each yellow card and two for each ejection)
- 5) Penalty kicks pursuant to FIFA rules

**General:**

- 1) Coaches are required to bring player cards and medical releases to every game.
- 2) If a game is temporarily suspended due to weather, field conditions or any other situation beyond control, each team must check with tournament headquarters for further instructions.
- 3) The tournament director reserves the right to shorten the length of any game or games due to weather, field conditions or any other reason which in the opinion of the tournament officials require such action. If half or more of a game has been played before the termination for weather conditions or tournament director decision, the game stands as a completed match. NOTE: A game may be suspended by the tournament director without necessarily being terminated.
- 4) The tournament director may issue water breaks if the heat index is high. These breaks are not coaching breaks; players must remain on the field.
- 5) No refunds will be given unless the tournament is cancelled entirely. Refunds, if any, will be determined by the tournament director based upon the number of games played and actual costs incurred for the conduct of the tournament up to the point of cancellation. Refunds, if any, will be made as soon as is practically possible and will include a breakdown of how the refund, if any, was determined.
- 6) The tournament director reserves the right to decide any and all matters pertaining to the running of the Stockman Bank Magic City Soccer Tournament.
- 7) No alcoholic beverages shall be permitted at any tournament game location. Smoking is not permitted at any game location. Dogs are not permitted at any game location.
- 8) Stolen or lost balls will not be replaced by the tournament.
- 9) Girls may be rostered on boy's teams.

# Stockman Bank Magic City Classic U10 Recreational Division Rules 2018

**RULES OF PLAY** — The rules played will be as per FIFA, unless otherwise noted.

## **ABSOLUTELY NO SLIDE TACKLES**

**ABSOLUTELY NO HEADING THE BALL** If a player heads the ball intentionally the referee is to stop the game and restart with an indirect free kick for the opposing team. Advantage can be played here, for example if a defending player intentionally heads the ball and it still goes into the goal, a goal is awarded.

**UNIFORMS & EQUIPMENT** – Allowed as per FIFA. If there is a jersey conflict, the home team, listed first on the schedule, will be responsible for the change to their alternate color. The home team is responsible for providing two game balls.

**SUBSTITUTION RULE** – Players involved in substitutions must enter and leave the field at the midfield line on their team's side of the field with the consent of the referee. Substitutions may be made by either team at **any** stoppage of play, **with the permission of the referee**. Note, however, that referees are encouraged to use discretion when giving permission to substitute such that the team in possession is not denied the opportunity to take a quick restart if it's obvious they're attempting to do so.

**THROW INS-** On all Rec division games a player will be allowed one grace throw in at the discretion of the referee.

## **BUILD OUT LINE RULES-**

- When the GK has the ball in their hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the GK can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the GK, the opposing team can cross the build out line and play resumes as normal.
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- If a GK punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build out line will also be used to denote where the offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and goal line.
- Ideally, the GK will wait to put the ball into play once all opponents are past the build out line.
- However, the GK can put the ball into play sooner, but they do so accepting the positioning of the opponents and the consequences of how play resumes.

**CAUTIONS (yellow cards)** — the jersey number of a cautioned player will be recorded by the center referee.

**CUMULATIVE YELLOW CARDS & RED CARDS** — A second yellow card shown to a player or coach in a single match is equal to a red card. That player or coach shall leave the field for the remainder of the match and shall sit out the next scheduled match.

**GAME LENGTH** — All games will consist of two 25 minute halves, with a 5 minute halftime in between.

**RUNNING TIME** — Time will not be added by the referee, unless extreme emergencies occur. Intentional delay of games by players may result in a player being cautioned (yellow card).

**SCORING** — Scores will not be recorded.

**PROTESTS** — No protests will be allowed. The decision of the referees and officials are final.

**TOURNAMENT FIELD HEADQUARTERS** — Tournament field headquarters will be established at the cinder block building near the concessions. Schedules will be posted and referees will check-in at the referee tent.

**FIELDS** — There will be a separation of teams and fans. Fields will be posted for teams on one side and all of the fans on the other side.

**WEATHER** — In the event of inclement weather, tournament administration will decide when to stop matches and will alert referees with either a verbal announcement at each field or a blow horn. Any game terminated after the end of the first half will be final.

**OTHER RULES AND GUIDELINES** — Any situation not covered by these rules shall be decided by the Tournament Committee and shall be final and binding.

**NO SMOKING, ALCOHOL, DRUGS, OR DOGS WILL BE ALLOWED AT FIELD LOCATIONS! THERE IS A ZERO TOLERANCE POLICY FOR BOTH VERBAL AND PHYSICAL ABUSE OF REFEREES. WE RETAIN THE RIGHT TO EJECT ANY COACH, PLAYER, OR SPECTATOR DURING THE TOURNAMENT THAT DOES NOT OBEY OR RESPECT REQUESTS OR RULINGS OF THE REFEREE.**

*Play the game for the game's sake  
Be generous when you win  
Be graceful when you lose  
Be fair always, no matter what the cost  
Obey the laws of the game  
Work for the good of your team  
Accept the decisions of the officials with good grace  
Believe in the honesty of your opponents  
Conduct yourself with honor and dignity  
-- The USYSA Players Code*