



Stockman Bank Magic City Classic 2026 Rules

Tournament Director/Contact: Terry Stapleton

Tournament Headquarters: located at Amend Park Soccer Complex, 5101 East King Avenue, Billings, MT 59102.

Contact number during the Tournament: 406-591-3807

Eligibility:

This tournament is open to currently registered USSF league or association teams and federation affiliated teams having a maximum player limit for all teams (see below). All teams must be currently registered and in good standing with their state national or provincial association, and hold valid USSF player pass or its equivalent from a federation affiliated association for the current seasonal year. Rosters 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. Travel permission forms must be filed by all teams traveling from outside of their region.

Age Group	Birth Year	Players a Side	Game Length	OT Periods	Team Roster Maximim	Dressed on Sideline Max	Min Players for Game to Begin
U9-U10	2017/2016	7 v 7	Two 25 min Halves	Two 5 min Halves	16	14	5
U11-U12	2015/2014	9 v 9	Two 30 min Halves	Two 5 min Halves	18	16	6
U13-U16	2016/2014	11 v 11	Two 35 min Halves	Two 10 min Halves	22	18	7

Players may only be rostered on ONE team only.

Ages:

All youth teams will determine their ages per the USSF/USYSA age guidelines. The age of the players will be determined as of January 1 to determine the eligibility of a particular age group.

Game Check-in:

All teams will be required to check-in at the game site 10 minutes before each scheduled game with the game referee. Official rosters, player/coach cards and medical releases will be checked at the time of each game. Player jersey 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 wear dark uniforms and the away team will wear light uniforms. The home team will be required to change uniform shirts if there is a conflict of colors. The home team shall provide two or three 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. 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. The 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-ins.

Heading: Heading is not permitted in all matches U11 and below. Deliberate heading in U10-U11 matches will result in an indirect free-kick (IFK) for the opposing team unless the referee plays advantage. The player may be removed from play for evaluation per referee discretion at which point no advantage may be taken and an IFK must be taken. Unintentional heading: If the referee deems the player needs to be removed from play for evaluation, then a dropped ball will be given to the team in possession at the time of the head contact. If there is incidental head contact (no unintentional forceful contact between head and ball) and the referee deems play can continue without removal of the player, then the referee will verbally say "play on" and allow play to continue.

Slide tackle: Slide tackling is not allowed for U10 and under games as per Montana Youth Soccer Rule that went into place Spring of 2024.

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:

U9 & U10: 25-minute halves: (Overtime: two 5 min halves)

U11 & U12: 30-minute halves: (Overtime: two 5 min halves)

U13 - 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, eight, or nine teams. Groups of four will play a round-robin with each team playing the other teams. The 2 teams with the most point will play for the championship. Groups of six are placed in 2 brackets of 3, based on Day 1 results their 3rd games are as scheduled to play for first, third and fifth place. For groups of five, each team plays two pool play games, then seed into a knockout bracket. 4/5 have a play in game and the winner advances into semi-finals. 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 the 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 in to the tournament director who shall post the scores online. It shall be the responsibility of both coaches to ensure that the correct score has been posted.

Referees:

Billings United Assignors will assign all officials to all matches in its discretion. For all games of U11 and above, the three-man 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.

Sideline Conduct: The head coach at the game is responsible for the conduct of the team sideline and the team's spectators. The head coach may be warned, then subsequently carded, for failure to control their team sideline or spectators.

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. Only rostered coaches, team officials, and players may be on the team side of the field. If there are gametime needed roster corrections, other than for player numbers, the coach or team parent will contact the tournament director then the tournament director will contact the referee to allow any changes. Unrostered club or state officials, such as president, director, registrar, board member, etc., may be on the sideline as observers with tournament specific credentials/passes.

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 coaches, players, or spectators may be cause for themselves and/or their team to be disqualified from the tournament and/or forfeit any awards due to 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, Red Card = -1 point.

Tie Breakers:

- 1) Head-to-head competition
- 2) Least number of goals scored against you
- 3) Most goals scored by you
- 4) Sum of the goal differentials for games played up to four goals counted per game
- 5) Kicks from the mark. Teams will be notified by phone/text message of the exact time and location of the penalty kicks.

If more than (2) teams are still tied at this point, the Tournament Director will give instructions as to how to complete the competition.

General1) Coaches are required to bring official rosters, 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 requires such action. If half or more of a game has been played before the termination for weather conditions or tournament director decisions, 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 canceled 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.

TOURNAMENT FIELD HEADQUARTERS — Tournament field headquarters will be established at the cinder block building near the concessions. Schedules will be posted online 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.

PETS / DOGS — Pets / Dogs are not permitted at Amend Park during the Magic City Classic. Dogs that are a Certified Service Animal as defined by the Americans With Disabilities Act, that has been individually trained to do work or perform tasks for an individual with a disability. The task(s) performed by the dog must be directly related to the person's disability. Certified Service Animals must be under the control of the handler at all times.

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