



SCHEELS 406 CUP TOURNAMENT RULES

**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**

Tournament Director/Contact: Richard Duffy

Tournament Headquarters:

Located at Amend Park Soccer Complex, 5101 East King Avenue, Billings, MT 59102.

Contact number during the Tournament: (406) 697-3833

Eligibility:

This tournament is open to all USSF sanctioned organizations such as USYS, US Club Soccer, and USSSA. Only those appearing on the tournament approved roster will be eligible to play. All teams must be currently registered and in good standing with their state national or provincial association, and hold a 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. Players may only be rostered on ONE team.

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 20 minutes before each scheduled game with the game referee. Event roster will be listed on game cards and 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.

Uniforms:

Home teams will wear dark colored uniforms, Away teams will wear light colored uniforms. 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.

Game Balls:

The 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.

Sidelines:

There will be a separation of teams and fans. Each field will be posted with a 406 Cup sign at midfield, this signifies the team side of the field. Fans shall sit on the opposite side of the 406 Cup midfield sign.

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 a 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.

Build out line rules apply to U8, U9 and U10 divisions.

- In the U8, U9 & U10 Divisions, the line in between the half line and penalty box will be designated as the “build out” line.
- U8 (5v5) - goalkeepers are allowed to use their hands up to the build out line. U9/U10 must use normal goal box area.
- When the goalkeeper has ball in his or her 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 goalkeeper 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 goalkeeper, 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 goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team at the top of the box.
- Players can be penalized for an offside offense between the build out line and goal line - no offsides at U8.
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
- U9-U16 - Follow FIFA laws of the game regarding penalty kicks.
- All kicks are indirect at U8 or below age level. No penalty kicks will be called in this division.

Throw-ins:

U9 & Above competitive games will not receive any grace on throw-ins. U8's will be allowed to retake throw-ins.

Heading:

Heading is not permitted in all matches U12 and below. Deliberate heading in U10-U12 matches will result in an indirect free-kick for the opposing team, and the player must leave the field for concussion evaluation. The player may only reenter after evaluation and may only reenter at the next stoppage of play and at the discretion of the center referee. 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:

U8: 20-minute halves - 4 plus a goalkeeper - 5v5

U9 & U10: 25-minute halves: (Overtime: two 5 min halves - No golden goal) - 7v7

U11 & U12: 30-minute halves: (Overtime: two 5 min halves - No golden goal) - 9v9

U13 - U16: 35-minute halves: (Overtime: two 10 min halves - No golden goal) - 11v11

- 10 minute halftime will be used for all games

The tournament shall be made up of divisions broken down by age groups and bracketed into groups of three, four, five, six or seven. Groups of three will play two group play games with the top team qualifying for the final and the remaining two teams playing in a semi-final. Groups of four will play a round-robin with each team playing the other teams and the top two teams playing in the final. Groups of five will play two games within the group and the bracket will then be reseeded for Sunday play. Groups of six will be split into two groups of three. Each team will play two preliminary games and the top two teams in each bracket will qualify for the semi-finals. Third place teams will play in a consolation match. Groups of seven will play two games within the group and the bracket will then be reseeded for Sunday play. 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 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:

REAL Billings F.C. Assignors will assign all officials to all matches at their discretion. For all games of U11 and above, the three-man, or duel system 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 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.

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 coach 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:

Champions/seeding will be determined by the point procedure outlined below.

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

Tie Breakers:

- 1)** Head-to-head competition
- 2)** Goal differential (Maximum of 4 goal differential per game)
- 3)** Most goals scored by you (maximum of 4 goals)
- 4)** Least number of goals scored against you
- 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.

General:

- 1) 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. **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 SCHEELS 406 Cup.
- 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.
- 10) Players may not be dual rostered.
- 11) Teams are not allowed overaged players.

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.

PETS / DOGS:

Pets / Dogs are not permitted at Amend Park during the 406 Cup. 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.

INCLEMENT WEATHER:

- Tournament matches will be played in all weather conditions unless the referee or tournament committee determines the conditions are dangerous and/or life threatening.
- The tournament committee will do everything in their control to make sure all matches are played, however, if the weather or field conditions do not improve the tournament standings at the time will be final without refund.

Contingency Plan:

PLAN A: All matches will be played as scheduled.

PLAN B: Shorten pool play games.

PLAN C: Plan B plus shorten all semi-final matches.

PLAN D: Plan C plus shorten all final matches.

PLAN E: In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

Any games in progress may be canceled or postponed if hazardous weather conditions exist. If the remainder of the game cannot be played, the score at the time the game was stopped will become final (regardless of the number of minutes played).

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.

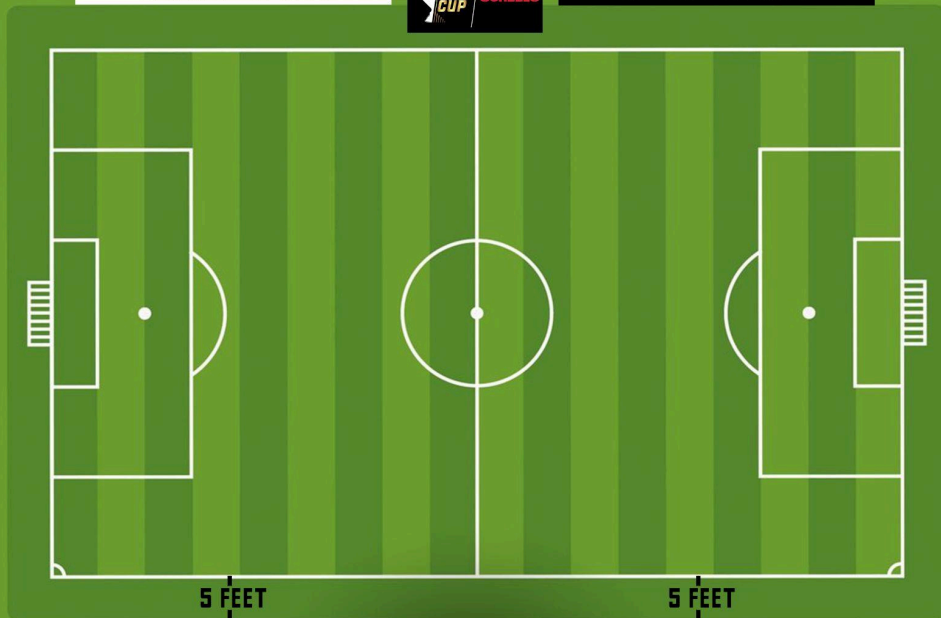
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AWAY TEAM



HOME TEAM

FANS DO NOT SIT HERE FANS DO NOT SIT HERE



FANS DO NOT SIT HERE FANS DO NOT SIT HERE

AWAY TEAM FANS

HOME TEAM FANS

• TEAMS SHALL SIT ON SIDELINE WITH THE SCHEELS 406 CUP SIGN



• FANS SHOULD BE FIVE FEET FROM SIDELINE