

Montana Surf presents
The Yellowstone Kickoff Classic



2023 YELLOWSTONE KICKOFF CLASSIC INFORMATION AND RULES

On behalf of Montana Surf and the tournament director, we would like to thank everyone who is participating and helping with the Yellowstone Kickoff Classic this year.

IMPORTANT DATES & DEADLINES

- **Tournament dates:** September 16 & 17, 2023
- **Registration deadline:** August 21, 2023
- **Late Registration deadline:** September 2, 2023

A \$75 late fee will be applied to any application received after August 21, 2023

- **Roster Freeze date:** September 11, 2023 at noon
- **Online Check-in deadline:** September 11, 2023 at noon

TOURNAMENT LOCATIONS

- Tournament Headquarters/Bozeman Sports Park, 4600 Baxter Lane, Bozeman, MT 59718
- Adam Bronken Soccer Complex, 4195 Durston Rd, Bozeman, 59718, MT

TOURNAMENT RULES

LAWS OF THE GAME

All games will be played under FIFA Laws of the Game as modified by the Montana Youth Soccer Association unless otherwise stated in this rules package.

PROTESTS

No protest or appeal process exists for disputes on or off the field. Any matter not covered by the Rules of this event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

Tournament rules may be modified under extraordinary circumstances as deemed necessary by the Tournament Director only. Any situations that arise not specified herein will be resolved or determined by the Tournament Director or designee, with knowledge of the Tournament Director.

AGE AND ELIGIBILITY

AGE GROUP	FORMAT	MAX ROSTER	GUEST PLAYERS
U13 -U15	11V11	18	6
U11-U12	9V9	18	6
U9-10	7V7	14	6

Brackets will be formed at the discretion of the Tournament Committee. All teams will be scheduled for a minimum of three games. Age groups may be combined at the discretion of the Tournament Director.

ELIGIBLE PLAYERS

Eligible players are those players whose legal name and birth date appear on the team's roster or guest roster at Tournament Check In. All coaches must provide a player pass for each player at Tournament Check-in and at the fields of play. All coaches must provide two (2) rosters, matching their GotSport event rosters, at the field of play.

Players may only play on one team in the Yellowstone Kickoff Classic.

TOURNAMENT CHECK-IN

Each team is required to go through the Tournament Check-In Process in accordance with the direction and/or approval of the Tournament Director.

There will not be an in person check-in at the tournament, teams must check in online by noon on Monday, September 11, 2023.

Each team must upload: official team roster that must match GotSport roster of the team registered for the tournament; current player, coach and manager passes 2023-2024; and medical release for each player signed or electronically signed by a parent. These will all be checked and approved online before the first match. Pass-cards must be signed by the state or club registrar. A team that has not checked in online shall forfeit its first game. All teams traveling under the USYS umbrella outside of Region IV will need to provide travel papers at check-in. US Club teams are not required to show traveling papers.

TRAVEL PAPERS/PERMISSION TO TRAVEL

Out-of-state teams playing under USYS who are from a state outside of USYS Region IV, must provide up-to-date, state-approved travel papers and roster and/or appropriate player loan papers as required by their home state association.

Teams playing under US Club are not required to have or present travel papers.

PLAYER BIRTH CERTIFICATES

Birth certificates are not required to be reviewed or carried for any Yellowstone Kickoff purposes. All challenges of an opposing player's age must be registered with the tournament site headquarters prior to the start of the second half of any game. The player's pass and state registered roster will be used to resolve any dispute.

FIELD CHECK-INS BY GAME OFFICIALS

Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game, as indicated above. All teams will supply their passes and approved tournament roster to the referee prior to the game, to be returned by the referee at the end of the game.

Team coaches/managers are responsible to regain possession of passes/cards at the end of each game.

FIELD AND GAME EQUIPMENT

- It will be the game referee's discretion to determine the safety and suitability of player equipment
- Hair control devices with any hard parts/beads are allowed but must be secured to the head and not able to swing
- Jewelry of any sort, including earrings, belly or nose rings, is not permitted.
- Religious medals or medical tags may be worn, they must be taped to the body, and approved by the referee
- Splints, casts, braces or other joint support devices which are not inherently dangerous, or are padded with pliable materials to eliminate a dangerous condition, may be worn as approved by the referee
- All players must wear shin guards in accordance with FIFA Laws. Knee high socks shall be worn over, and shall cover, the shin guards
- A goalkeeper may wear a hat with soft pliable brim for shielding eyes from the sun as approved by the referee
- No player shall be permitted to wear any dangerous equipment, which may be determined by the referee at the pre-game check-in. Referees will request a player to fix equipment or remove equipment that is considered dangerous. A player will not be permitted to play until the dangerous equipment is addressed. After the start of the game the player may be sent from the field to correct the problem to the referee's satisfaction. A player sent from the field to correct equipment may return to play with the referee's permission only
- The home team will be listed first on the schedule. The home team will wear their light colored jerseys
- The visitor/away team will be listed second on the schedule. The visitor/away team will wear dark colored jerseys. The visitor/away team will be responsible for changing jerseys if there is a color conflict
- Goalkeepers must also have an alternate jersey
- All players shall wear their jerseys fully tucked into their shorts
- The HOME team will supply the game ball. All balls will be regulation to the age group, for example: Size 4 for U10-U12, Size 5 for U13 and above, and will be approved by the referee
- Both teams will be on the same side of the field, each occupying a separate half of the touchline. The spectators will be on the opposite side of the field across from their team. No spectators will be allowed on either end line or behind either goal

GAME DURATION

There will be no stoppage time added during preliminary play, however, in the case of a major delay in play due to severe injury or other such incident, stoppage time may be added but only in the increment that will allow the game to end no less than 5 minutes, before the start of the next regularly-scheduled tournament game. The game official may

add stoppage time to the game duration stated above only in semi-final and championship games.

The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.

If deemed necessary by the Tournament Director, games may be shortened or canceled due to weather or other circumstances. The Tournament Director has sole discretion to make this decision. There will be no refunds given for any delay and/or cancellation of any games.

In excessive heat conditions, water breaks can be allowed by the referee at his/her discretion, after prior consultation with the Tournament Director.

Preliminary Play and Consolation Games:

Preliminary games may end in a tie.

AGE	HALVES	HALF TIMES
U9-U11	25 minutes	5 minutes
U12	30 minutes	5 minutes
U13-U15	30 minutes	5 minutes

Championship Rounds:

AGE	HALVES	HALF TIMES
U9-U11	25 minutes	5 minutes
U12	30 minutes	5 minutes
U13-U15	35 minutes	5 minutes

GAME AND SCORE REPORTING

Points: Teams shall be awarded points for game results as follows:

WIN	+ 3 POINTS
TIE	+ 1 POINT
LOSS	ZERO POINTS
RED CARD ISSUED TO PLAYER/COACH	- 1 POINT
FORFEITURE/ABANDONMENT OF GAME	- 2 POINTS

TIE BREAKERS

Preliminary Games/Round Robin:

1. Head to head competition
2. Least number of goals scored against.
3. Sum of the goal differentials for games played up to three goals counted per game. This will be averaged for those teams playing an unequal number of games in the preliminary rounds.
4. Kicks from the mark. If more than two (2) teams are still tied at this point, the Tournament Director will give instructions as to how to complete the competition.

In the event that two teams from the same bracket meet in the first game of the championship round, the teams will be cross-bracketed. No team from the same bracket shall play against a team from their flight in the first round of championship play, if there is any alternative.

In the event of a circular tie in pool play, the tie breaker process continues through the calculations and does not revert to a previous tie breaker at any time.

Quarter-Finals, Semi-Finals, and Finals **only** (no overtime for preliminary play):

If, at the conclusion of regulation play, there is a tie, two teams shall then play the following:

1. Two full 5-minute halves of overtime,
2. If still tied at the end of the overtime halves, the match will be decided by kicks from the mark, according to FIFA Laws of the game.

SCORE REPORTING

It is the responsibility of the referee to deliver the completed game report to the tournament officials or to have another referee or field marshal due so, promptly at the conclusion of each game. In the case of a discrepancy, the game report form, signed by the referee, prevails.

FORFEITS

Teams failing to check in within five (5) minutes of their scheduled kick off time will forfeit the game.

11v11 teams must have a minimum of seven (7) players present to be eligible to play.

9v9 teams must have a minimum of five (5) to be eligible to play.

7v7 teams must have a minimum of four (4) to be eligible to play.

To be awarded a win, a non-forfeiting team must present themselves to the referee for check in. The team must show up even if it is known that the other team will not appear. A forfeiture shall result in the awarding of a win and three points to the non-forfeiting team, and a loss and a negative two (-2) points to the forfeiting team.

The Tournament Director may modify this rule under extraordinary circumstances.

Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

SUBSTITUTIONS

Unlimited substitutions are permitted for all age brackets.

Teams may substitute at any dead ball situation per FIFA Laws of the Game, with the permission of the referee. Substituting players will wait at the halfway line for admittance by the referee.

Under no circumstances may substitutions be made after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

HEADING

Heading is not permitted in all matches U12 and below.

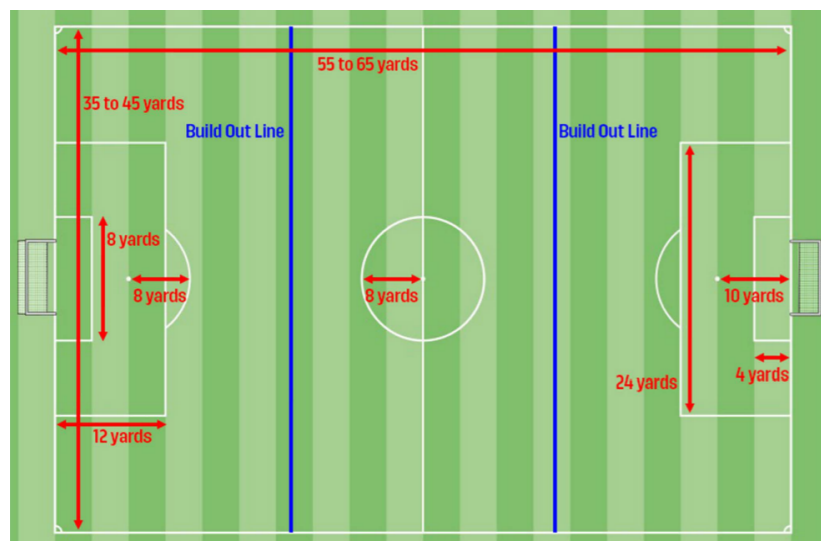
Deliberate heading in U10-U12 matches will result in an indirect free-kick for the opposing team, and the player must leave the field for concussion evaluation. The player may only reenter after evaluation and may only reenter at the next stoppage of play and at the discretion of the center referee.

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.

BUILD-OUT LINE RULE U9/U10

- When the goalkeeper has the 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 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 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 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 while accepting the positioning of the opponents and the consequences of how play resumes.
- Build Out Line Practical Applications.
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.
- Coaches are responsible for addressing these types of issues with their players.
- Referees can manage the situation with misconduct if deemed appropriate.
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.



CONDUCT

All coaches have total responsibility for the conduct of their players, substitutes, families and spectators at all times.

Players, coaches and spectators are expected to conduct themselves within the spirit of the Laws of the Games as well as the letter of the Laws of the Game. Displays of temper and dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

A player receiving a red card shall be expelled from that game, and may not be replaced, and is automatically disqualified from participating in the team's next scheduled tournament game. In the event a player is ejected (red carded) from a game for violent conduct, that player will not be permitted to play in any other games in the tournament. Two yellow cards received in the same game by a single player results in a red card. The player is expelled from the remainder of the game and may not be replaced.

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent for the duration of the game and take no further part in it. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coaching dismissal, the coach is automatically disqualified from coaching the team at any time during the team's next tournament game.

A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Director or designee or the center referee.

Any player, coach or spectator sent off or dismissed from a game must leave the field of play a minimum of 100 yards within two minutes.

Any player or coach receiving a send-off who plays in or coaches the next scheduled tournament game, will cause their team to automatically forfeit that game and the game shall be scored as if an abandonment has occurred.

Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

If a team withdraws after registration deadline or does not show for the tournament, no refunds will be given.

Smoking, vaping, chewing tobacco and alcoholic beverages are not permitted at any of the field sites.

Pets/animals are not permitted at any of the field sites.

FIGHTING

Any player, coach or spectator who is involved in a fight for any reason will be ejected from the tournament. Any player, coach, or spectator, who enters the field during a fight will be ejected from the tournament regardless of the reason for entering the field.

In the event more people are involved than can be clearly identified, the game will be terminated, and the entire team or teams will be ejected from the tournament.

Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The player will be ejected from the tournament and will cause their team to forfeit the game.

Any player, coach, or spectator who assaults a referee will be expelled from the tournament.

INCLEMENT WEATHER

Teams will be expected to play their game at the scheduled time and location, regardless of weather, unless otherwise notified by the Tournament Director.

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. Coaches must be available to be contacted by the Tournament Staff. Teams must not leave the site until their coach has spoken directly with the Tournament Director, if games are called or postponed due to inclement weather. Keep in contact with the Tournament Director at your site. It is the responsibility of each team to make sure that you supply a cell phone and/or local phone/hotel number at check-in in the event we need to contact you for any reason. Do not make assumptions about tournament play relative to weather or other delays. It is the coach's responsibility to check with the Tournament Director regarding any game status at all times.

AIR QUALITY

Air Quality is an uncontrollable environmental hazard. Montana Surf monitors the air quality in Montana on a regular basis using the Montana.Gov official DEQ website (<http://svc.mt.gov/deq/todaysair/>). When the air quality deteriorates please follow the guidelines below...

1. **Unhealthy to Sensitive Groups** = Active children and adults, and people with respiratory disease, such as asthma, should limit prolonged outdoor exertion.
 - a. When the air quality is in the "Unhealthy to Sensitive Groups" category it is the responsibility of the parent/guardian and individual participating to decide if they should participate or not.

2. **Unhealthy** = Active children and adults, and people with respiratory disease, such as asthma, should avoid prolonged outdoor exertion; everyone else, especially children, should limit prolonged outdoor exertion.
 - a. When the air quality deteriorates to the "Unhealthy" category it is the responsibility of the parent/guardian and individual participating to decide if they should participate or not.
3. **Very Unhealthy** = Active children and adults, and people with respiratory disease, such as asthma, should avoid all outdoor exertion; everyone else, especially children, should limit outdoor exertion.
 - a. When the air quality is in the "Very Unhealthy" category ALL games will be canceled until air quality returns to safer levels.
4. **Hazardous** = All children and adults should avoid or limit all outdoor exertion.
 - a. When the air quality is in the "Hazardous" category ALL games will be canceled until air quality returns to safer levels.

SUSPENSION, TERMINATION AND RESUMPTION OF PLAY

Should the suspension of normal tournament play occur, regardless of the reason, the following tournament rules shall apply:

A game result will be final upon completion of one-half of play regardless of the circumstances of termination in preliminary rounds. For championship rounds, the result **may** be final upon completion of one-half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption. The winner will be determined based on the score at the game's termination.

If one half of play has not concluded when a game is called by the referee for any reason, the Tournament Site Director or designee will determine with the center referee if, and in what minute, the game will resume during the first half, as well as the length of the second half of the said game. The score at resumption will be as it was when play stopped.

If a team is not ready to resume play within 10 minutes of the "ALL CLEAR/RESUME PLAY" signal from the Tournament Site Director, the missing team will be determined to have forfeited the game with the tournament Rules for Abandonment being applied. Such time will be kept by the referee for that game.

The Tournament Director will make the final decision on all disputes regarding the suspension, termination, and resumption of play in the best interest of the 2023 Yellowstone Kickoff Classic and all participants.

Should the 2023 Yellowstone Kickoff Classic be canceled for any reason once tournament check-in has taken place, Montana Surf will determine, in its sole discretion based on specific criteria including but not limited to timing of any such cancellation, number of games played, etc., if any or all entry fees will be retained by Montana Surf or if any entry fees may be refunded to tournament participants.

MONTANA SURF NO TOLERANCE POLICY

The Montana Surf coaching staff, Board of Directors, Tournament Director, or the center referees may request the immediate removal of a coach, assistant coach, player, or spectator from a game site for the following reasons:

1. use of foul language;
2. verbal and/or physical harassment of the referee or linesman;
3. noncompliance with Montana Surf game policies or standards of conduct;
4. verbal or physical confrontation with an opposing coach, player, referee, Montana Surf official, or spectator;
5. derogatory comments directed at any coach, player, referee, Montana Surf official, or spectator.

If, during a match, the center referee issues a RED CARD to the offending party, he will note the individual's name on the referee card and will submit it to the Tournament Director immediately following the match.

The Montana Surf coaching staff, the Board of Directors, and/or their representatives need only ask the offending party to leave and will submit the name to the Montana Surf within two days of the game.

The Board of Directors reserves the right to temporarily suspend coaching privileges, player's privileges, or spectator viewing rights.

The Montana Surf Discipline Committee will review any offenses as described herein and will recommend to the Board of Directors a suitable punishment that may include up to a possible removal of the offending player, parent, coach, spectator or family from the Montana Surf membership.

Any situation not covered by these rules shall be decided by the Tournament Committee and shall be final and binding.

8/15/23