

Blitzz FC presents
The Yellowstone Kickoff Classic
2019 Tournament Rules



On behalf of the Blitzz FC and the tournament director, we would like to thank everyone who is participating and helping with the Yellowstone Kick-Off Classic this year.

REFEREES

Check-In Process:

All Referees must check in at the check-in table at least 30 minutes before the start of their match, but no more than 1 hour beforehand (you cannot confirm for the whole day first thing in the morning). The only exception to this rule:

- If you have two games back-to-back. You must check in for both games at the start of the first match, making sure to tell the check-in people that you have two games back-to-back. If you are the center referee in this situation, you must completely fill out the game report right after you first match (it is more important to get it filled out completely and correctly then it is to get the next game started). Give the completed game report to one of the referees going back to the tent, in which they will turn it in. If no referees are going back, hold on to it until the end of the second match and then turn it in.

Reserve List:

There will be a reserve referee list posted at the referee tent. If you want to be on the list, please add the requested information so that we can contact you during the tournament if we need you.

COMPETITION

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. All rules disputed will be settled by the Tournament Director or designee.

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.

All 2019 U13 and older Yellowstone Kickoff teams will play an 11v11 format. U11-U12 teams will play a 9v9 format, or 11v11 format, and U10 teams will play 7v7. Bracket alignment for all teams will be made based on records and strength of team as deemed by the Tournament Director.

No protests will be accepted or considered.

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. Each team may have a maximum of six (6) guest or loan players. All coaches must provide a player pass for each player at Tournament Check-in and at the fields of play.

No player pass, no play.

- No players may be added to any roster once the team has started its first game.
- Players may only play on one team in the Yellowstone Kickoff Classic.
- Team Rosters for U10 teams may include up to 14 players. Team rosters for U11-12 teams may include up to 18 players. Team rosters for U13 and older teams may include up to 18 players.

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.

Team Check-in:

Each team must have: official team roster (2 copies), rosters must match GotSoccer roster of the team registered for the tournament, current player, coach and manager passes 2018-2019, and medical release for each player signed or electronically signed by a parent. This will be checked and approved before the first match. Pass-cards must be signed by the state or club registrar. A team that has not checked in at the tournament headquarters 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.

Check-In Times:

Friday, August 30th, 6:30 pm - 9:00 pm.

Saturday, August 31st, 7:30am - 9:30am (no early check-in before 7:30am please).

At our on-field Tournament Headquarters!

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 MEDICAL RELEASES

Signed medical releases for all players must be presented at Tournament Check-In. The releases will be checked and given back to the coaches at check-in. From then on, they must be in the possession of the coach and are subject to inspection by the Tournament Committee members at any time. USYS registration medical authorizations are acceptable, if properly signed. US Club Waivers are acceptable, as well.

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.

There will be no roster changes and/or additions once a team's first tournament game has started.

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.

FORFEITS

Teams failing to check in within ten (10) minutes of their scheduled kick off time will forfeit the game. All 11v11 teams must have a minimum of seven (7) players present to be eligible to play. 9v9 teams must have a minimum of (5) to be eligible to play. And 7v7 teams must have a minimum of (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 Site 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.

HOME TEAM

- The team listed first on the schedule.
- Wears light jerseys.

VISITING TEAM

- The second team listed on the schedule.
- Wears dark jerseys.
- If the visiting team does not carry a dark jersey, then the visiting team must change to a jersey of an alternate light color that does not conflict with the color of the home team jersey.

Either team's goalkeeper shall change jersey color as directed by the referee regardless of home/visitor status. All players shall wear their jerseys fully tucked into their shorts.

PLAYER EQUIPMENT

- Hair control devices with any hard parts and jewelry of any sort, including earrings, belly or nose rings, are 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. 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.

TOUCHLINES

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 BALL

The referees may be provided with Tournament Game Balls. In the event a tournament game ball is not available, 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.

GAME DURATION

Preliminary Play and Consolation Games:

AGE	HALVES	HALF TIMES
U10-U11	25 minutes	5 minutes
U12	30 minutes	5 minutes
U13-U15	30 minutes	5 minutes

GAME DURATION

Championship Rounds:

AGE	HALVES	HALF TIMES
U10-U11	25 minutes	5 minutes
U12	30 minutes	5 minutes
U13-U15	35 minutes	5 minutes

SUBSTITUTIONS

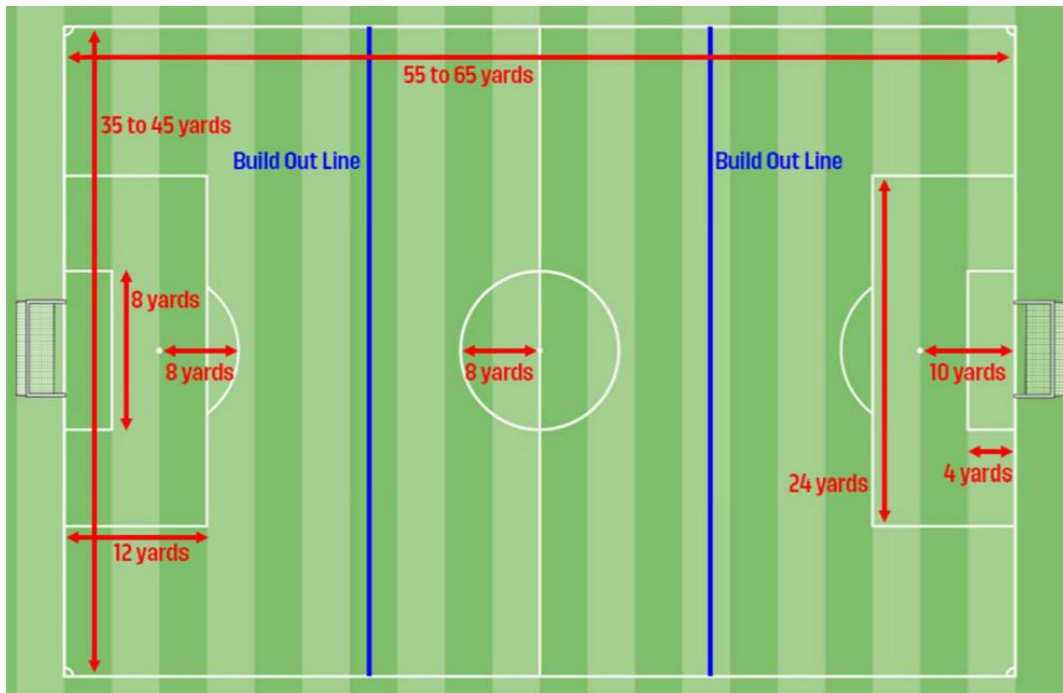
Teams may substitute at any dead ball situation per FIFA Laws of the Game, with the permission of the referee. Substituting players will wait at the halfway line for admittance by the referee.

STOPPAGE TIME

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

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.



REPORTING OF GAME SCORES

Referees must obtain the game card and must deliver scores to the tournament site director tent at the field where the game is played immediately following the match, unless prior arrangements have been made.

SCORING

- Three points for a win.
- One point for a tie.
- No (zero) points for a loss.
- Minus one (-1) point for each red card issued to a player or coach.
- Minus two (-2) points for a forfeiture or abandonment of a game.

MISCONDUCT

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 2 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.

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.

ABANDONMENT

If abandonment occurs, the abandoning team will be viewed as forfeiting the game, with the Rules for Forfeiture being applied. 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.

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, 2 teams shall then play the following:

1. 2 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.

SAFETY

In the event of serious weather, the Tournament Site Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields. Play will be resumed when "ALL CLEAR/RESUME PLAY" is signaled from the Tournament Site Director. Teams must return to the field after "ALL CLEAR/RESUME PLAY" is sounded for further instructions from the tournament officials.

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 Site Director.

In the event of inclement weather, the Tournament Committee 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 Site 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 Site Director regarding any game status at all times.

Air Quality:

Air Quality is an uncontrollable environmental hazard. Blitz FC 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 2019 Yellowstone Kickoff Classic and all participants.

Should the 2019 Yellowstone Kickoff Classic be cancelled for any reason once tournament check-in has taken place, Blitz FC 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 Blitz FC or if any entry fees may be refunded to tournament participants.

BLITZZ FC NO TOLERANCE POLICY

The Blitzz 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 Blitzz game policies or standards of conduct;
4. verbal or physical confrontation with an opposing coach, player, referee, Blitzz official, or spectator;
5. derogatory comments directed at any coach, player, referee, Blitzz 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 Blitzz office within two days of the game.

The Blitzz 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 Blitzz office 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 Blitzz 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 Blitzz membership.