



Sleeping Giant Soccer Tournament

October 13–15, 2023

Helena, Montana

U10 – 7v7

U11 & U12 – 9v9

U13 & U14/15 – 11v11

Official Rules

GENERAL RULES

- U10 games consist of 25 minute halves, U11-U14/15 games consist of 30-minute halves with a 5-minute halftime.
- A game will be deemed official and its score will stand if (1) half of the game has been played.
- U10 teams will start and play with a minimum of 5 players and a maximum of 7 players on the field, 1 of which must be a designated goalkeeper.
- U10 teams may roster a maximum of 14 players, including a maximum of 5 guest players.
- U11 and U12 teams will start and play with a minimum of 6 players and a maximum of 9 players on a field, 1 of which must be a designated goalkeeper.
- U11 and U12 teams may roster a maximum of 18 players, including a maximum of 5 guest players.
- U13 and U14/15 teams can start and play with a minimum of 7 players and a maximum of 11 players on the field, 1 of which must be a designated goalkeeper.
- U14/15 teams may roster the MYSA maximum of 22 players, including a maximum of 5 guest players.
- A minimum of three games are guaranteed for every team.
- A three-person officiating crew will be utilized for all 11v11 games and a single center referee will be utilized for 7v7 games. **WHEN POSSIBLE** a three-person officiating crew will be utilized for 9v9 games. The Sleeping Giant Soccer Classic will do everything in its power to see that all 9v9 games are officiated by a three-person officiating crew.
- The Sleeping Giant Soccer tournament committee and tournament director reserve the right to decide all matters pertaining to the tournament and their judgment is final. Referees decisions, including non-play circumstances, are not open to appeal.

GENERAL CONDUCT

- The head coach and primary contact on the Sleeping Giant Soccer Classic application are the only individuals who may speak for the team in dealing with the tournament director on matters pertaining to the tournament.
- Team coaches are responsible for the actions of their players, assistant coaches, parents and spectators.
- The head coach is expected to control his/her technical area and to put an end to any unsportsmanlike conduct. The coach is also expected to address any problem that the referee may bring to his/her attention concerning fan behavior. Failure of the coach to keep control of self, players, assistant coaches, parents or spectators may result in forfeiture of a game or the suspension of the team for the remainder of the tournament by the tournament

director without refund. Dismissed coaches, assistant coaches, parents or spectators failing to leave the area are grounds for game forfeiture or team suspension from the tournament.

- Teams will be on opposite side of the field from the fans during the game.
- Fans are not permitted to observe from behind either goal area during the games.
- NO TOBACCO PRODUCTS, ALCOHOLIC BEVERAGES or FIREARMS are allowed at any field site.
- NO FOUL OR ABUSIVE LANGUAGE is allowed at any tournament site.
- NO VERBAL OR PHYSICAL ABUSE of or by referees (including ARs), players, coaches, managers, parents, and fans will be tolerated.
- NO DISSENT of referee's decisions (including ARs) will be tolerated.
- Due to safety and sanitation concerns for players, coaches, and spectators, NO DOGS or pets are allowed inside the Siebel Soccer Complex fence line OR at or near teams and spectators areas of off-site fields.

Only adults on the official roster will be allowed on the team sidelines. This typically includes

PLAYER/COACH CONDUCT

- Two yellow cards or one red card in the same game will result in sending off the player from that game and a one-game suspension. There shall be no substitution for the sent off player.
- Based on the referee report, the tournament director or referee coordinator may impose additional penalties for up to and including banning a player or coach from further participation in the tournament.
- Coaches will be treated the same as players in terms of yellow and red cards. In order for the game to continue after a coach is sent off, an assistant coach (must be on the team's official roster) must be present or the game is forfeit. If no assistant is available for the next game, then that game will also be forfeited.
- Sent off coaches must leave the field area (cannot be within sight or sound of the field) immediately and may not attend the following game. If they do, the game is forfeit.
- Sent off and/or suspended coaches may not be in contact with their team's technical area.

AGE, ELIGIBILITY and GUEST PLAYER POLICY

- This is an Unrestricted tournament. This means the tournament is only open to members of US Youth Soccer, US Club Soccer and its State Associations.
- All players (including guest players) must be registered with their respective state, provincial or national association.
- Secondary players registered on your roster are considered guest players for the purpose of traveling to tournaments and will be counted toward your 5-guest maximum if they attend.
- Official team rosters will be checked against coach and player passes during registration. The Tournament Director or referee may use a copy of this tournament-approved roster to verify player eligibility before or during each game.
- Use of an illegal player(s) (a player not registered with the tournament or a player who received a red or 2 yellow cards in the prior game) (or players older than the teams age group) will result in the immediate dismissal of the team from the tournament without a refund.

LAWS OF THE GAME

- All matches will be played in accordance with FIFA Laws of the Game as adopted by USSF and MYSA with modifications for youth, except as specifically superseded by these rules.

PLAYER EQUIPMENT

- Home teams will wear their light jerseys and Away teams will wear their dark jerseys. Each team is required to have a primary and an alternate colored jersey. Colored bibs may be used if there is a color conflict that cannot be resolved through the use of regular jerseys. When the referee determines that a color conflict exists, the designated HOME team is responsible for changing.
- All players must conform to the uniform and equipment provisions of USSF (as modified by MYSA for league play).
- Goalkeeper's jersey color must contrast with both team's jerseys and the referee's jersey.
- All players are required to wear protective shin guards and socks that fully cover the shin guards.
- All players are required to wear firm- or hard-ground cleats.

SUBSTITUTIONS

- Every team is permitted unlimited substitutions.
- A team may substitute on any stoppage with referee permission.
- If an injured player is attended to on the field, the injured player **MUST** leave the field and may be substituted for. The player may re-enter at the next available opportunity, subject to referee's permission. There is no stoppage time, injured players will be removed from field as safely as possible

BALLS

- U10-U12 will play with a size 4. U13-U14/15 will play with a size 5.
- The designated Home team will provide game balls to the referee crew.

PROTESTS

- There will be no protests. In matters pertaining to the game, all decisions of the referees and/or the Tournament Director are final. All scheduled center referees are USSF certified and are assigned by a local, USSF certified and MYSA approved, referee assignor.

FORFEITS

- A 5-minute grace period will be allowed after the scheduled kick off time before the game is awarded to the opponent.
- Teams that fail to field the minimum number of players at the start of the game or who fall below the minimum during the game will forfeit the game regardless of the score at the point of forfeiture.
- Every team must have a coach with a valid pass at each game or the game is forfeit.
- A forfeit will be recorded as a 0-1 loss for the forfeiting team and a 1-0 win for the opponent.
- Regardless of weather or field conditions, coaches and their teams must appear at the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game unless approved by the tournament director ahead of time.

INCLEMENT WEATHER or POOR FIELD CONDITIONS BEFORE A GAME:

- An individual game may be cancelled or the players may be prohibited from warming up on the field and the game length may be reduced.
- Only the referee or the tournament director may shorten or cancel a game.

INCLEMENT WEATHER or POOR FIELD CONDITIONS DURING A GAME:

- The game length may be reduced by shortening both halves equally.
- Only the referee or the tournament director may shorten a game.
- Should a game be terminated with 25 or more minutes played, the game will be considered official and the score will stand.

- Cancelled games or games terminated before 25 minutes of play shall be considered a 0 to 0 tie for purposes of tournament standings.

SCORE REPORTING

- The referee will fill out a game report for each game played.
- The report will include game related information such as goals scored, cards given, and information on injuries.
- In the event of disagreement, the referee's score is final.
- At the conclusion of each match the referee will take this information to the site headquarters where the scores will be posted.
- Yellow and red card information will be used for tiebreaker scoring.
- The referee will also be scoring each team according to player conduct, coach conduct and overall game conduct.

RANKING

Pool play games may end in a tie.

- There is no stoppage time all games must start on time.
- Games that require a winner to advance, for example; quarterfinal, semi-final or championship games may not end in a tie and will go directly to a penalty kick shootout.
- Games; such as those needing a winner; quarterfinals, semi-finals championships shall not have any pre-game ceremonies or walkouts.
- The penalty kick shootout may at the discretion of tournament director be moved to another field and referees may be changed from the game referees.
- Points awarded for games will be:
 - **3 for a win**
 - **1 for a tie**
 - **0 for a loss**
- A team will be awarded 3 points if the opposing team forfeits.
- **A team will have one point deducted from their total points for each red card issued to any players on that team.**
- A team is awarded a bonus point for a shutout. A team loses a bonus point for each time they have a point deducted for red cards or goal differential violation.
- A team has a point **deducted for any game that results in a goal differential for that game of 6 goals or higher.**
- A team forfeiting any game may not advance from pool play or to the next level, playoffs whichever is appropriate.
- Teams and or Coaches that purposefully manipulate the goal differential rule for their gain or another team's detriment, risk being expelled from the tournament.

TIE-BREAKERS: Tiebreakers are to be used in this order:

1. Head-to-head competition
2. Head-to-Head common opponents
3. Bonus Points (which team had the most)
4. Misconduct

This category includes Red and Yellow cards and if team has been penalized for running up the score; lost points for goal differentials of 6 goals or higher

5. Coin Toss if tie is not resolved with Tie-Breakers 1-4 then we will use a coin toss.

REFUNDS

- There shall be no refund for any team dismissed from the tournament for disciplinary reasons.

- There will be no refund issued for teams who withdraw from the tournament before competition.
- If the Sleeping Giant Soccer Classic is cancelled prior to commencement for inclement weather and/or unplayable field conditions, a 75% refund will be issued to all teams.
- If the tournament has commenced and has to be cancelled due to inclement weather and/or unplayable field conditions, a 25% refund will be issued to all teams.

Team: _____

I have read, understand and will adhere to the Sleeping Giant Soccer Classic Official Rules:

Signature: _____

Date: _____