



Tamarack Fall Classic - 2025 Tournament Rules

Flathead Valley United SC

Executive Director - Damion Blackburn

Field Location:

Kidsport Complex - 4 Mile Drive, Kalispell, MT

1. REQUIRED MATERIALS- US TEAMS

- a) Players must present player identification passes with a picture issued by USSF/US Club or its equivalent foreign federation-affiliated association for the current seasonal year.
- b) Teams must provide travel paperwork from their sanctioning State Association if from outside Montana and still required by their state.
- c) Medical release form for each player (does not need to be notarized).
- d) Guest/transfer player forms, if applicable.

2. REQUIRED MATERIALS- TEAMS OUTSIDE OF THE US

- a) Teams are required to have and present player cards issued by their National or Provincial Association. For associations no longer missing player cards official rosters will be required for each match and will be checked match to match with roster submitted in registration.
- b) Teams must provide travel paperwork from their sanctioning National or Provincial Association if from outside the State of Montana.
- c) Teams must have a completed form from their Provincial or National governing body approving participation in the Tamarack Fall Classic Tournament.
- e) Medical release form for each player (does not need to be notarized).
- f) Guest/transfer player forms, if applicable.

3. AGE GROUPS AND ELIGIBILITY

- a) Boys u9-u15
- b) Girls u9-u15

4. GUEST/TRANSFERRED PLAYERS

- a) Two (2) guest or “transferred” players may be registered for the tournament. Guest/transferred players must provide an appropriate State/Provincial form for permission to compete for the team for which they are rostered in the tournament AND meet previously stated eligibility requirements. Guest/transfer players must have an official player card from US Club Soccer or USYS for US based teams.

5. MATCH PROTOCOL

- a) Home team shall be listed first on the game schedule and shall wear a white/light-colored uniform for match play. Teams listed first will change uniform in the event of a conflict.
- b) Player identification cards will be available at all matches. Coaches must hand the head referee all player cards to checked to rosters submitted to GotSport in check-in.
- c) Player uniform numbers must match the uniform number submitted before the tournament and on the official roster forms. No duplicate numbers will be allowed. Tape can be used if necessary and approved by the head referee at each match.
- d) Spectators shall remain on the opposite sideline from the player/team and not stand behind the goal or goal line. In the event of penalty kicks, no spectators will be allowed to stand on the sideline inside the penalty box.
- e) Refs will inspect the players and make sure they are safe to play.
- f) Players on U11 teams and lower are not allowed to head the ball.
- g) An indirect free kick will be awarded to the opposing team if a player, age U11 or younger, deliberately touches the ball with his/her head during a game. The indirect free kick is to be taken from where the player touched the ball with his/her head.
- h) Reds Cards: An adult must escort a sent-off player to the fan side, to be supervised by parents or some other adult. Therefore, if only one coach or administrator exists, another adult should be brought to the team side, so there will be no delay in restarting the game while the sent-off player is escorted around the field.

6. LAWS OF THE GAME

- a) All matches will be played in accordance with the FIFA Laws of the Game.
- b) All players are required to wear shin guards.
- c) No player will be allowed to play with anything deemed unsafe by referees.
- d) Match Length: All matches will be two (2) thirty (30) minute halves with a five (5) minute halftime.
- e) Substitutions: May be made during any stoppage of play at the referee’s discretion.

Free substitutions will be allowed for all age groups. Delaying the match via repetitive substitutions may be waived off at the referee's discretion.

f) Minimum Number of Players: 7 players for 11v11 matches, 6 players for 9v9 matches and 5 players for 7v7 matches.

7. TOURNAMENT PROCEDURES AND POLICIES

- a) Teams shall play a minimum of three (3) games.
- b) Teams shall play no more than two (2) games per day.
- c) Division Breakdown: Divisions will be broken down by several factors, including age and ability. We aim to group brackets with like-ability teams so that everyone gets competitive games.
- d) No overtime periods shall be played to break a tie after regulation.
- e) The Executive Director shall use their discretion in the event of a delay due to weather or other unforeseen event regarding cancellation or rescheduling.
- f) NO REFUNDS shall be issued for delay or cancellation once registration has closed.
- g) Tournament reserves the right to accept or reject a team at our discretion. Any team not accepted will receive a full refund of entry fees.

8. FORFEITS

- a) A team not showing up within 10 minutes after scheduled game time will be subject to forfeiting the match by a score of 2-0.
- b) The referee must declare a forfeit before the start of a match. If a match is played, the result of the match will be reported in the standings unless the match is not completed as described below.
- c) A team forfeiting a match will report to the Executive Director, where a decision will be made regarding their continuation in the tournament.
- d) Matches will start on time if minimums are present.
- e) Any team that fails to complete a match or leaves a match without having been directed to do so by the referee or Executive Director shall forfeit the match.

9. STANDINGS AND TIEBREAKERS

- a) Teams will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss.
- b) Procedure for breaking ties in standings:
 - Head-to-Head Competition
 - Most Wins
 - Goals Against
 - Goal Differential (max of 3)
 - Most Shutouts
 - Penalty Shots
- c) Semi-final and Championship Matches:

In case of a semi-final or final match tie, overtime periods will not be played. The game goes directly to kicks from the penalty spot in accordance with FIFA, using only those players who were on the pitch at the end of regulation time.

10. MATCH AND SCORE REPORTING

- a) Referees shall report the score on an official match scorecard provided and returned directly to the referee headquarters, where results will be posted.
- b) Cautions and ejections shall be noted on the official match scorecard and reported directly to the tournament headquarters.

11. PROTESTS AND DISPUTES

- a) Decisions made by the referee may not be appealed.
- b) Protests of match results will not be entertained or discussed.
- c) Issues of eligibility shall be noted before the match and will be determined before the game is started. Issues pertaining to eligibility will first be evaluated by the match officials and then forwarded to the Executive Director for further evaluation if the dispute is not resolved. Any team found guilty of roster/card tampering or playing ineligible players will be expelled from the event and their club will be denied entry into any future FVU events for a period of 24 months.
- d) The Executive Director's decisions are final and not subject to protest.

12. CONDUCT AND DISCIPLINE

- a) Teams and spectators are expected to conduct themselves within the spirit of Fair Play.
- b) Misconduct contributed to a team or spectator will result in the Executive Director being notified and possibly expelling the offending individual and/or team.
- c) Examples of misconduct include:
 - Animals at the fields, alcohol, or tobacco shall be permitted on the fields and shall remain outside of the fence surrounding the fields.
 - Verbal abuse of a player, coach, spectator, or official will not be tolerated.

13. MATCH CONDUCT

- a) A player accumulating three (3) cautions during group play may be required to sit out the next match.
- b) A player or coach ejected from a match must sit out the next match.
- c) A player or coach ejected due to violent conduct or fighting shall not participate in further tournament play.
- d) A player or coach exhibiting hostile public behavior may be subject to discipline or removal from further tournament participation.

e) Any disciplinary action will be reported to your State/Provincial Association or governing body.

14. INJURIES

- a) All injuries must be reported to and evaluated by the Tournament Medical Staff.
- b) If a player is deemed unfit to play due to injury, they may not participate in any further games unless seen, evaluated, and cleared to play by a Doctor of Medicine (MD). This clearance must be by written note with phone contact information for confirmation by tournament officials.

15. LIGHTNING AND THUNDER POLICY

- a) In case of lightning or thunder during tournament play, FVU will suspend games and continue checking every 30 minutes. Games will be pushed back or rescheduled whenever possible. Strikes within 15 miles will be used at the threshold for clearing of fields.
- b) Teams will forfeit the game if they are not on the field within 10 minutes after games have resumed. No team or player should only assume games are canceled without official notification from the Executive Director.
- c) No Lightning/Thunder Safety Policy can give 100% Guaranteed Total Safety, but these steps will help try to avoid casualties by taking preemptive action.