



3rd ANNUAL MONTANA INDOOR SOCCER CHAMPIONSHIP
MARCH 20-22, 2020, KALISPELL, MT

Welcome to our third annual Montana Indoor Soccer Championship. The goal of the tournament is to promote futsal in an atmosphere that encourages friendly competition and results in a fun, positive experience. We look forward to all fans, players and coaches demonstrating this spirit.

TOURNAMENT FACILITY

All games will be played on artificial turf futsal fields in one location:

- The Trade Center at the Flathead County Fairgrounds located at 265 NORTH Meridian Road, Kalispell, MT, 59901.

TEAM ELIGIBILITY

Teams must have the appropriate tournament documents approved for participation. These may include: Team Roster, Guest Players, Player Identification, Medical Releases and Application to Travel (if outside the state of Region IV). Each team is required to have on-site, at all games, the ability to provide, upon demand, acceptable proof of player's age and a properly completed medical release form for each player. Foreign teams must present passports or proof of entry into the United States. Foreign teams must also provide completed Provincial or National Association paperwork approving the team's participation in the tournament.

REGISTRATION

All teams must check in at the Coach & Manager Reception, Friday, March 20, 2:00-6:00pm at the Red Lion Hotel OR at the tournament headquarters at the Fairgrounds 90 minutes prior to their first game. Time and location for the tournament can be found at www.Montana.Soccer. At check-in, each team must submit the following:

Official Roster

- If using US Youth Soccer, the club registrar must sign the roster (no write-ins).

- If using US Club Soccer, teams must provide an official US Club roster. (no write-ins without proper player loan form)

Medical Releases

- Teams must show copies of medical releases for their players. Teams can use whatever version of a medical release that their club uses. There is no tournament-specific medical release.

Player Cards will be Required

- All participants will be required to provide a passcard issued by a U.S. Soccer member organization. The passcards will be verified and checked against the team roster at check-in. Domestic teams must be registered to a U.S. Soccer member organization.

TEAMS

Teams will be assigned to divisions based on age, gender and playing experience. Two age groups may be combined with the consent of the respective teams.

AGE DIVISIONS

Boys/Girls	2009	2008	2007	2006	2005
	2004	2003	2002	2001	

Each team needs a minimum of 5 players. Up to two guest players per team are allowed. Players and teams may play up in an older age group but may not play down in a younger age group. No player may play on more than one team.

COACHES AND PLAYERS

Coaches must be responsible for checking schedule changes after each game. Coaches and players are responsible for understanding the tournament rules prior to participation. Teams must have jerseys with numbers and numbers must match those on the team roster. Home team (listed first in the schedule) wears dark; away team wears light jerseys. If the referee determines a conflict, the home team will be required to change.

SPECTATORS

Spectators must remain behind the protective nets and watch from the bleachers. Coaches are responsible for the behavior of their respective spectators. Only players, coaches and referees (and medical personnel if needed) are allowed on the fields.

FUTSAL COMPARED TO SOCCER

Here are a few futsal rules different from the regular game of soccer:

- Kick-ins not throw-ins
- Goalkeeper restarts start with ball-in-hand distribution (no punting or goal kicks)

- No slide tackles
- No offside
- No cleats allowed; only indoor or turf shoes

The rules that will be enforced for this tournament generally follow FIFA's FUTSAL Laws of the Game 2014/2015, as modified in this document. The modifications for this tournament serve to:

- Adapt the laws to a youth tournament
- Accommodate time constraints of this event
- Adapt to the limitations of the venue
- Enable a single referee system

The referees will enforce all rules that address the safety and wellbeing of the players and others. Enclosed you will find the Rules of Play and Conduct that will be enforced for the tournament. Please familiarize yourself and your players with these rules prior to the tournament. A few notable items:

- The match running time is 22 minutes per half.
- Players in age groups 2008 and 2009 will not be permitted to deliberately head the ball.
- Referees will rule as dangerous play: sliding tackles; and attempting to kick a ball held by the goalkeeper.
- Any player sent off (red card) is ineligible for her or his team's next match.
- Any player accumulating three yellow cards during the first round is ineligible for her or his team's next match.

RULES OF PLAY AND CONDUCT

Coaches and players should be familiar with FIFA's FUTSAL Laws of the Game 2014/2015 ("Laws"), which are used for this tournament as modified here. What follows are general rules for participation in this event, modifications to the Laws, and highlights of changes for this tournament.

TEAM ROSTERS/ PLAYER REGISTRATION FORMS

- The recommended maximum roster limit is 10 players per team. Exceptions may be requested.
- A player may only roster or play for one team within an age group.
- There will be no exceptions to this rule.
- A Team Roster must be completed and turned in to the tournament check-in table prior to tournament participation.
- A Player liability waiver and medical release form must be completed and turned in to the tournament registration table for every player participating in the tournament.

There will be no exceptions to this rule.

- International teams must submit a copy of their permission to travel.
- If the Team Roster and associated Player Registration forms are NOT submitted prior to the start of the competition, the team will forfeit their first match and each match thereafter until all required forms have been turned in.

THE BRACKETS

- The number of entries by age group and gender determine the bracket sizes and format. Teams are scheduled for a minimum of three matches in the first round.
- **FOUR** teams: Teams will play a round robin with the three other teams in their group. The two teams with the highest ranks at the end of the first round will advance to the final. The two remaining teams will play in a consolation final.
- **SIX** teams: Teams will divide into two groups of three teams. Each team plays the two other teams in its group plus one team from the other group. The two teams with the highest rank at the end of the first round advance to the championship round. The other four teams will play in consolation finals.
- **EIGHT** teams: Teams divide into two groups of four teams. Each team will play a round robin with the three teams in its group. The team from each group with the highest rank at the end of the first round advances to the final. The remaining teams will play in consolation finals.

THE PITCH

- The fields have regulation youth futsal dimensions and consist of professional grade artificial turf.
- The penalty area is a semi-circle and normal rules apply to this area.

THE BALL

The tournament will supply a match futsal ball for each game.

SUBSTITUTIONS

- Teams may use free (unlimited) substitutions.
- The player leaves the pitch via his own team's substitution zone (in front of the player bench, not at the halfway line).
- The substitute only enters the pitch after the player being replaced has left.
- Substitute (and substituted) players are not required to wear vests.
- The substituted player may take further part in the match (unlimited substitutions).
- The referee will not stop play for a goalkeeper substitution.

EQUIPMENT

- Shirts (must have numbers), shorts, socks, protective shin guards and footwear with

flat or turf soles. (NO cleats)

- No jewelry or watches may be worn except medical alert bracelets. No hard casts may be worn by players. This will be checked at game time.

REFEREES

- Each match is controlled by one referee (no second referee)
- The referee may stop the clock at her or his discretion
- The referee will keep the official time on the pitch

TEAM WARM-UP

Teams may use the scheduled 15-minute-break between games to warm up on the game fields prior to kickoff.

START OF THE GAME

The Home team will choose the side of the field they wish to defend. The Away team will get the kick-off to start the game.

DURATION OF THE MATCH

- The match lasts two equal periods of 22 minutes
- Players are entitled to a half-time interval of three minutes
- Periods are running time; the clock will not be stopped when the ball is out of play
- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).

TIMEKEEPER AND SCOREKEEPER

- There is no scoreboard or clock for each of the fields
- The referee is the official timekeeper and scorekeeper

FAILURE TO SHOW - FORFEITS

A minimum of four (4) players constitutes a legal team for 5v5 Futsal game. Any team not having enough players for a legal team at the start time for the match shall be granted a single 10-minute grace period. If a team is still unable to field at least three players at the expiration of the grace period, they shall be deemed to have forfeited the game. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive the appropriate points for that score. Any team that forfeits a match will not be eligible to advance to the knock out rounds of the tournament.

SCORING FORMAT, GROUP PLAY

A maximum of three (3) points may be awarded per each game. Three (3) points shall be awarded for a win, one (1) for a tie, and zero (0) points for a loss. GAME REPORT: the

referee will give the field marshal a completed match game report, including full names of both teams, score, and any misconduct reports, at the field at the completion of the match. Both coaches are required to sign the final scorecard before leaving the field of play.

TIE BREAKERS

Group Standings

If teams finish group play tied in total points, the following tiebreaker shall be implemented:

1. Head to head competition.
2. Highest goal differential, all games - Limit of 7 per game.
3. Most wins.
4. Most Goals For, all games - Limit of 4 per game.
5. Fewest Goals Against, all games - Limit of 4 per game.
6. For determination of advancement the tournament will use a penalty kick shoot-out- 5 players per team; if still tied, sudden victory penalty kick shoot-out.
7. For determination of seeding the tournament will do a coin toss at the tournament headquarters.

In the event of a 3-way tie, the tiebreakers will be followed (starting at #2) until 1 team advances or is eliminated, then the tiebreakers will be started again (at #1) for the remaining 2 teams.

Draws

Games that are tied at the end of regulation time will end as a draw in group stage. In the event of a draw in a final game, two 5-minute overtimes will be played (no golden goal). In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken to determine a winner at the assigned field or at a designated shootout area, as decided by the tournament officials.

Penalty Kicks

If penalty kicks must be used to determine a winner in the preliminary or final rounds, the format will be as follows:

1. Each team will select five (5) players to kick - only players on the field at the end of the game may be selected.
2. Teams will alternate kicks - first team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Goalies may be changed after any shot (from the initial players selected to participate

in the kicks).

INCLEMENT WEATHER/CANCELLATION

The Tournament Committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament, most notably in the case of heavy snow fall that impacts transportation to and from the facility. By default, if a game is shortened or canceled after match play has started the score will be considered final if the second half of play has started. Match delays due to unforeseen circumstances or occurring prior to the start of the second half will be addressed by the Tournament Director. The Tournament Director's decision will be final.

CANCELLATION POLICY

The tournament will not be responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions.

NOT PERMITTED AT THE TRADE CENTER

Dogs, pets, alcohol, illegal substances, and weapons are not permitted in the Trade Center at any time.

FINAL AUTHORITY

The Tournament Director has final authority in all matters not mentioned in the rules above. The Tournament Director also has final and only say on rule clarification.

GENERAL RULES AND REGULATIONS

- Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
- There is no injury time or stoppage time.
- Teams are comprised of four outfield players and one goalkeeper.
- The goalkeeper must wear a different color jersey than the outfield players.
- There is no offside in futsal.

Substitutions

- All substitutions are on the fly; this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench) -

not at the half-way line.

- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

The Goalkeeper

- Must wear a different color shirt. She may wear long pants and/or other padding as deemed safe by the match referee.
- May not pick the ball up directly from a teammate's intentional pass.
- May kick the ball directly over the halfway line.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball in hands for more than six seconds in her own half.
- May throw the ball directly across the halfway line.
- A ball thrown directly into the opposing goal or penalty box results in a goal clearance for the opposing team.
- May receive passes from teammates to their feet an unlimited number of times consecutively.
- Goal kicks start with ball in GK hands. The GK has option to throw the ball to his/her teammates or drop ball to his/her own feet. Once the ball is dropped, the play is live.

RESTARTS

Kickoffs: are indirect.

Kick-ins:

- Kick-ins are indirect.
- The kick must be taken within 4 seconds.
- The kicker's non-kicking foot must be out of bounds or on the line, but not inside the field of play.
- A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team.
- A kick-in that goes directly in the defensive goal is a corner kick of the opposing team.
- The goalkeeper cannot receive the ball to his hands from a kick-in.

Goal Clearances:

- Goal clearances are taken when the ball wholly crosses the goal line after being touched last by the attacking team.
- The goalkeeper must use his hands to get the ball in play within 4 seconds.
- Defenders cannot be inside the goalie's box when the goalkeeper has the ball in his/her hands during a clearance.
- The GK has the option to throw to his/her teammates or drop the ball to his/her own feet.

- Once the ball is dropped, the play is live.
- Goalkeepers cannot throw the ball into the opposing team's penalty area.

Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.

Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick is taken.

Penalty Kicks: are taken from the first penalty spot (6 yards away) and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 5 yards and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

Distance: For all of the above, except goal clearances, opponents may not be closer to the ball than 5 yards.

Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

FOULS AND MISCONDUCT

- The referee will rule a sliding tackle (attempt to dispossess an opponent who has the ball) or attempting to kick a ball held by the goalkeeper as dangerous play.
- All referee decisions are final.

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player. Players in the U12 age group may not deliberately head the ball, doing so results in an indirect free kick.

Direct Free Kicks: When a player kicks or attempts to kick an opponent, slide tackles an opponent or slides with an opponent near, jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a free kick and potential caution/ejection will be awarded.

Accumulated Fouls/ AFPK: All penal fouls are recorded on the score sheet and on the scoreboard. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent penal fouls in that half, blue is awarded an accumulated fouls penalty kick (AFPK). If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team

may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPKs must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 5 yards and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off her line but may not be nearer than 5 yards from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

Penalty Spot: 6 yards from the center of the goal

AFPK Penalty Spot: 10 yards from the center of the goal

Advantage: Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and thus does not count toward the total.

ISSUANCE OF YELLOW CARDS / RED CARDS / DISCIPLINARY ACTION

Yellow Card Caution/Accumulation: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card. A player or substitute who accumulates three cautioned offenses (yellow cards) during the first round of competition is ineligible to participate in her or his team's following match (if any).

Red Card: A player or substitute who has been sent off is ineligible to participate in her or his team's following match (if any). A substitute may replace an expelled player and enter the pitch after two minutes of playing time have elapsed since the sending-off; see Laws for exceptions.

Red Card Ejection:

Any coach or player receiving two yellow cards or one red card in one match will be sent off and suspended from play in the following match and must remain off the field. The referee shall file a misconduct report with the Tournament Director, who shall review the report, and may at their discretion, increase or decrease the suspension in accordance with US Club Soccer guidelines. The referees shall have total control of their fields during their assigned matches. Coaches are responsible for the conduct of their players, parents, guests and staff. Abusive behavior towards the referee, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament and/or facilities.

Report of Disciplinary Action

Disciplinary action taken against players and coaches will be communicated to the team's respective home state organization. For foreign teams, the tournament director will notify the US Soccer Federation and the Federation will transmit the report to the team's respective provincial or national association.

Protests

Only coaches may protest a misconduct report or the outcome of a match. The referee of the match must be notified immediately after the match concludes and the coach must follow-up within sixty (60) minutes after the match with a written request. All protests are submitted in writing to the Tournament Director at Tournament Headquarters for consideration. The Tournament Director will have final authority on all matters related to them.

Notes:

- Protests for receipt of a red card will only be considered in the event of a misapplication of the Laws of Play for suspensions greater than one game.
- Protest of game outcomes will be considered only in the case of overage or suspended players or the clear misapplication of the Laws of Play by a referee.
- Protests involving referee judgment will not be accepted.
- All protests not involving misconducts will be reviewed by the tournament committee

For additional information, inquiries or clarification on rules, please contact Chris Essman, Tournament Director at info@montana.soccer