



**1ST ANNUAL CHRISTMAS CLASSIC
INDOOR SOCCER TOURNAMENT
DECEMBER 17-19, 2021
THE DEN, HELENA MONTANA**



TOURNAMENT FACILITY

All games will be played at The Den on a shock absorbent multi-purpose sports floor. The Den is located at 1035 ½ Mill Road, Helena MT 59601. Only service animals are allowed in the facility. Alcohol, smoking, illegal substances, and weapons are not permitted.

REGISTRATION & TEAM ELIGIBILITY

Teams must have an approved team roster with medical waiver signed for all players. All teams must check-in at the Tournament Headquarters at least 60 minutes prior to their first game. If the Team Roster is 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.

TEAMS

Age divisions will consist of 10U, 12U, Middle School, High School and Adult. All teams must be coed, consisting of at least 2 males and 2 females with a minimum of 5 players with a maximum of 10 rostered players. Players and teams may play up in an older age group (except adult) but may not play down in a younger age group. No player may play on more than one team. Each team will pay a registration fee of \$300. Fees must be paid prior to team acceptance and made payable to Queen City FC.

BRACKETS

The number of entries by age group 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.

INDOOR SOCCER COMPARED TO OUTDOOR SOCCER

- Kick-ins vs. throw-ins
- Goalkeeper throwing only distribution (no punting or goal kicks)
- No slide tackles
- Off-side vs Three-line violation
- Play off the wall
- Time penalties (sit out)

The QCFC Indoor Soccer Rules will be enforced for this tournament. Any modifications for the tournament are listed in this document.

COACHES AND PLAYERS

Coaches are responsible for checking schedule changes after each game. Coaches and players are responsible for understanding the tournament rules prior to participation. Team players must have matching jerseys. When two teams have the same color, the home team will change into an alternate color or wear pinnies. The team area is on the far side of the court behind the court wall. Players must wear clean dry shoes on the court and are not allowed to have any liquids on the court. Shin guards and soccer socks are required.

SPECTATORS

Spectators must remain on the near side of the court and cannot enter the team area or watch from behind the goals. Coaches are responsible for the behavior of their respective spectators. Only players, coaches, referees and QCFC administrators (and medical personnel if needed) are allowed on the court.

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 option, increase or decrease the suspension. 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.

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 shall be 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.

FAILURE TO SHOW - FORFEITS

A minimum of four (4) players constitutes a legal team for 5v5 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 four 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 Score Keeper a completed match Game Report, including full names of both teams, score, and any Misconduct Reports 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 4 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 shootout.
7. For determination of seeding the tournament draw names 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.

TIE BREAKERS, GROUPS; FINALS

Games that are tied at the end of regulation time will end as a tie in group rounds. In the event of a tie 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 shoot out area, as decided by the tournament officials.

TIE BREAKERS - 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. The four field players on the field at the end of the game will be the kickers. The goal keeper may be a kicker or one player not on the field may replace the goal keeper as a kicker.
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.

TOURNAMENT ENTRANCE FEE

The Tournament Entrance Fee will not be refundable 14 days before the first day of the tournament. 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 unforeseen circumstances.

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.