



RUMBLE IN THE ROCKIES

Glacier Surf is excited to host the inaugural **RUMBLE in the ROCKIES** spring competitive tournament. This event is a multi-level competitive tournament that aims to attract, showcase and compete against the “Best of the Best” in northwest Montana, Idaho, Washington, and Canada. This tournament is for boys and girls teams U8 through U19 (2018-2007). All teams will be guaranteed a minimum of 3 games.

RUMBLE in the ROCKIES is sanctioned through US CLUB SOCCER. It is an UNRESTRICTED TOURNAMENT. Any team registered and in good standing with any U.S. Soccer Federation affiliate (USYS, USCS, etc.) is eligible to apply and compete. International teams are also eligible to register and compete. Click here to view a complete list of US Club Soccer Sanctioned Tournaments: [US Club Soccer Sanctioned Tournaments](#)

WHEN: April 24-26th

WHERE:

Smith Fields Soccer Complex - Whitefish, MT

AGE GROUPS

U8 – Players born in 2018 (5v5)

U9 – Players born in 2017 (7v7)

U10 – Players born in 2016 (7v7)

U11 – Players born in 2015 (9v9)

U12 – Players born in 2014 (9v9)

U13 – Players born in 2013 (11v11)

U14 – Players born in 2012 (11v11)

U15 – Players born in 2011 (11v11)

U16 - Players born in 2010 (11v11)

U17 - Players born in 2009 (11v11)

U18 - Players born in 2008 (11v11)

U19 - Players born in 2007 (11v11)

DIVISIONS: GOLD, SILVER, BRONZE

TEAM CHECK IN

Teams will check-in online for this event. Online check-in will be open one week prior to the tournament and must be completed by 8:00pm the night before their first game. ***You are not required to come to tournament headquarters prior to the first game.***

Team managers will be required to upload required items one week before games. Items to be uploaded electronically include:

- Official Roster
 - If using US Youth Soccer, the roster must be an official US Youth roster.
 - If using US Club Soccer, the roster must be an official US Club roster.
- Players cards & official team roster must be on hand throughout the tournament

TEAM ELIGIBILITY

All teams must have the appropriate tournament documents approved for participation. These may include: Team Roster, Guest Players, Medical Releases and Application to Travel (if outside of the country). 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.

ROSTERS

Teams may carry the following roster sizes:

- Playing 5v5, no more than 9 players
- Playing 7v7, no more than 13 players
- Playing 9v9, no more than 15 players
- Playing 11v11 age groups U13 to U14, no more than 20 players (teams may only have 18 players eligible to play in each game)
- Playing 11v11 age groups U15 and up, no more than 22 players (teams may only have 18 players eligible to play in each game)

No roster changes will be permitted after a team roster has been approved at the tournament registration. Any players requesting to play down an age group must be cleared and approved by tournament directors before permitted to play. Coaches are expected to always have player cards and team rosters on hand at all times.

RULES & REGULATIONS LAWS OF THE GAME

All matches shall be played in conformance with the most current rules and regulations of USYS, FIFA and CONCACAF, unless modified and stated herein, as approved by the governing bodies. The Glacier Surf Premier Cup will only use currently registered USSF Referees.

MODIFIED RULES FOR YOUNGER AGE GROUPS (U8-U11)

No Heading for players U11 and below. If a player deliberately heads the balls the opposing team will be given an indirect free-kick at the spot of the infraction. All goalkeepers are allowed to punt and dropkick. Build out line applies to all teams U10 and below during a goal-kick or when the ball is in the goalkeeper's hands. Example: If the goalkeeper makes a save and is in possession with their hands the opposition drops behind the build out line and if the goalkeeper places the ball on the ground the ball is in play. Offsides is enforced at the build out line.

DURATION OF GAMES & GAME GUARANTEE

All teams are guaranteed 3 games and play with the following times and ball sizes:

U8 – 2 x 20 minutes, size 4 (5v5)

U9 – 2 x 25 minutes, size 4 (7v7)

U10 – 2 x 25 minutes, size 4 (7v7)

U11 – 2 x 30 minutes, size 4 (9v9)

U12 – 2 x 30 minutes, size 4 (9v9)

U13 – 2 x 35 minutes, size 5 (11v11)

U14 – 2 x 35 minutes, size 5 (11v11)

U15 – 2 x 35 minutes, size 5 (11v11)

UNIFORMS AND EQUIPMENT

The Home Team will be the team who appears first on the game schedule. **HOME TEAM WEARS WHITE / LIGHT** colored jersey. **The Visiting Team** will be the team who appears second on the game schedule and will wear **DARK JERSEY**. All teams shall bring an alternate color jersey. The Visiting Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. The game balls (3) will be supplied by the home team. The game balls will be subject to Referee approval.

The shirt number of each player must be the same as the player's shirt number on the official roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same. Shin guards are mandatory. No jewelry shall be worn during matches. All player equipment shall conform to the requirements of Law 4 of the Laws of the Game. It is the duty of the referee to enforce the USSF Laws of the Game and the Rules of Competition concerning player equipment. Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a game if the referee determines that the device conforms to Law 4 of the Laws of the Game

TEAM SIDELINES

Both teams will be located on the same sideline with spectators on the opposite side of the field

TEAM WARM-UP

We ask that all teams complete their pre-game and dynamic warm ups (and any exercises that are repetitive in nature) OFF OF THE FIELDS. All possession / shooting & finishing activities may take place on the fields. The amount of warmup time each team will have on the field may vary from match to match depending on the schedule. This policy helps keep the fields in great playing condition for the games.

START OF THE GAME

In an effort to keep the weekend schedule on track, there will be no coin flip, calling of captains, or roster checks before group play matches (rosters for the event are submitted prior to the tournament). Referees will simply perform safety checks prior to the start of each 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, the home team will kick off second half. **Both teams are expected to be on the field ready to start at game time.** Referees will initiate the start of the games via whistle and all games will start on time. All semifinal and final matches will involve a full roster check-in with referees.

SUBSTITUTIONS

Unlimited substitutions are allowed for all teams.

PENALTY KICKS

All penalty kicks will be taken in accordance with Law 14 of the Laws of the game.

SCORING FORMAT, GROUP PLAY

Three (3) points shall be awarded for a win, one (1) for a tie, and zero (0) points for a loss. 1 additional point for each goal up to 4 goals. 1 point for a shutout.

Win - 3 points

Tie - 1 point

Loss - 0 points

Shut Out - 1 point

1 additional point per goal awarded for up to 4 goals scored

Maximum points total per match - 8 pts

TIE BREAKERS, GROUP PLAY, SEMI-FINALS & 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 semi-final or final game, 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, 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. Fewest Goals Against, all games.
5. Most Goals For, 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, then the tiebreakers will be started again (at #1) for the remaining 2 teams.

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. 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).

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. The referee shall file a misconduct report with the Tournament Committee, who shall review the report, and may at their option, increase or decrease the suspension.

The referee 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.

FAILURE TO SHOW – FORFEITS

A minimum of seven (7) players constitutes a legal team for either a 9v9 or 11v11 game. A minimum of five (5) players constitutes a legal team for a 7v7 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 seven 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 knockout rounds of the tournament.

GAME REPORT

The referee will give a completed match Game Report, including full names of both teams, score, and any Misconduct Reports, to the tournament headquarters at the completion of the match, or to a Field Marshall to bring to the Tournament Headquarters. Both coaches are required to sign the final scorecard before leaving the field of play. If there is a score discrepancy, please contact the tournament immediately.

PROTESTS

No protests will be considered.

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 lightning or loss of light. By default, if a game is shortened or canceled after match play has started the score will be considered final.

TOURNAMENT ENTRANCE FEE

Tournament Entrance Fee will not be refundable after April 10th or if an early acceptance has been given & acknowledged.

CANCELLATION POLICY

Glacier Surf Invitational will not be responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions.

NOT PERMITTED AT TOURNAMENT FIELDS

Dogs, pets, alcohol, drugs, illegal substances, and weapons are not permitted at any of the tournament field locations at any time