2026 BTT FALL CLASSIC

INFORMATION & RULES

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GENERAL INFORMATION

1. This Class I tournament is open to affiliated competitive teams from US Club Soccer, other USSF affiliated members and foreign countries. Premier and Classic divisions of play are offered, for boys and girls ages U9 – U15 (7/31/2018 - 8/1/2012).

2. Each team is guaranteed a minimum of three (3)games with semifinal and championship games when applicable. However, at the Tournament Director's discretion, should the number of games be reduced due to outside circumstances, the tournament is not liable for any expenses and no refunds for the tournament application fees will be given.

3. Under no circumstances whatsoever will US Club Soccer, IYSA, USYSA, the BOISE TIMBERS THORNS Soccer Club, the Tournament Director, Tournament Committee or any of their official representatives be responsible for any expenses (including the tournament entry fee)incurred by any team. This includes a situation whereby the tournament or any game(s)is canceled in whole or part.

4. The Tournament Committee's, or their official representative's, interpretation of the rules shall be final pertaining to this tournament.

5. No items, including flyers, posting, and advertising, may be sold or distributed at tournament headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Tournament Committee.

6. **RV and Trailer parking will NOT be available/allowed at any site. No pets are allowed at any site. No alcohol or smoking is allowed at any site.**

7. Parking outside the designated tournament parking areas is prohibited. **Parking will be restricted on Lake Hazel Road between Eagle Road at the BTT Complex.** Overnight camping is not allowed per our usage permits.

8. **This is a STAY and PLAY event. All traveling teams must meet the minimum requirement of 5 rooms booked through HOUSING@BOISETIMBERSTHORNS.ORG. Teams failing to meet that requirement will be charged a $500 fee to the card used to register/pay for the tournament.**

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IMPORTANT DATES & DEADLINES

- Tournament Dates: **November 6th-8th, 2026**
- Registration Deadline: **October 12th, 2026**
- Preliminary Schedule: **October 25th, 2026**
- Final Schedule: **October 28th, 2026**

LODGING

The Boise Timbers Thorns Soccer Club is proud to partner with local hotels each year for the Fall Classic. These hotels agree to provide reasonable prices for the teams who participate in the tournament.

Teams from outside of the Boise area must stay at these properties and provide a Hotel Confirmation letter to the Tournament Housing Director by the specified deadline. This is a STAY and PLAY event. All traveling teams must meet the minimum requirement of 5 **rooms** booked for the duration of the event. All rooms must be booked through the Housing link here, or by contacting housing@boisetimbersthorns.org.

Teams failing to meet that requirement will be charged a fee of $500.00 to the card used to register/pay for the tournament.

TEAM CHECK-IN

ALL TEAMS MUST COMPLETE MANDATORY ONLINE CHECK-IN BY **October 16, 2026.**

Team check-in includes **complete team roster** entered in Got Sport and **player cards** uploaded.

STEP 1: Complete your team roster.

Log into your account by going to system.gotsport.com

For Instructions on how to complete your roster, please go to:
https://support.gotsport.com/how-do-i-build-an-event-roster-coach/manager

Don't forget to **add the coaches and jersey numbers** to your roster.

IMPORTANT! If there is even a remote chance a player will be playing in the tournament, add them to the roster. You do not want a player to show up to play and not be eligible because they were not put on the roster.

DO NOT EMAIL ROSTERS. OFFICIAL ROSTERS ARE CREATED IN GOTSPORT.

TEAM CHECK-IN (Cont.)

ROSTER UPDATES (If applicable): After confirmation of your initial check-in, your roster is locked. If there are changes to your roster after the deadline, teams MUST notify the tournament registrar via email at registrar@boisetimbersthorns.org.

STEP 2: Upload an Image of your player passes

Lay out your player passes in the order they appear on your roster in rows of 3. Take a picture of the passes or save a PDF file of your passes and upload them into your GotSport application. Instructions to do so are found at https://support.gotsport.com/how-do-i-build-an-event-roster-coach/manager

The image/upload of a player passes does not make the player eligible. Only players listed on the 2026 Fall Classic tournament ROSTER are eligible.

All player passes must match your roster. If a player is not on the roster, do not include their pass. All passes must be from the same association. We accept passes from USYS and US Club Soccer.

Step 3: If you will be using guest players, upload an image of your guest player passes with their guest player permission form. Guest player forms come from the player's home association and require the signature of their current coach. Guest player passes must be uploaded and have them bring the pass with them.

IMPORTANT: GUEST PLAYERS MUST BE REGISTERED TO THE SAME ASSOCIATION AS THE TEAM. YOU MAY NOT MIX US CLUB AND USYS REGISTERED PLAYERS. ALL PLAYERS MUST BE REGISTERED TO THE SAME ASSOCIATION.

TOURNAMENT LOCATION

BTT Club House & Complex – 3924 East Lake Hazel Road, Meridian, ID 83642
Heroes Park – 3064 W Malta Dr, Meridian, ID 83646
Settlers Park – 3245 N Meridian Rd, Meridian, ID 83646
Molenaar Park – 2815 S Maple Grove Dr, Boise, ID 83709
Mountain View High School – 2000 S Millenium Way, Meridian, ID 83642

PARKING at BTT Complex

There will be a parking lot available at the BTT Complex as well as paid overflow parking across Lake Hazel Rd. at the Calvary Chapel Church. That is the church's private property and is not associated with BTT or the Fall Classic. Additional overflow parking is located west of BTT on S. Graphite Way, and some sections east of BTT on Lake Hazel Rd. **Please, do not park in non-designated areas or your car will be towed or ticketed**. Traffic and parking control will be onsite to assist traffic flow, parking and crossing Lake Hazel Rd. They are there to keep things as smooth and safe as possible for all and to help ensure the safety of all participants. Please be respectful.

Handicapped parking spots are located at the front of the parking areas. Handicapped decals will be required to park in these designated spaces. Please notify tournament officials at the entrance to the parking lot if you need assistance getting to the fields from the parking lots.

PARKING at Heroes Park

There is a large lot on the south side of Heroes Park. The lot is one direction. Please follow the arrows. If overflow parking is needed, the neighborhood association requests…

- No parking in front of mailboxes
- No blocking driveways
- No parking within 25 feet of the corners of streets
- No parking on the east side of the street in front of houses on N Black Sand Ave

TOURNAMENT RULES

1. AGE AND ELIGIBILITY

- This tournament is sanctioned by USYSA and US Club Soccer under the Open Cup format. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event.
- Participation in the tournament is open to accepted boys and girl's teams for U9 through U15 meeting the age limit of the specified division. Players must have been born during or subsequent to the divisional year, as defined by US Soccer guidelines.

Age groups	Format	Max Roster Size	Guest Players Allowed
Under 14	11 v 11	18	6
Under 13	11 v 11	18	6
Under 12	9 v 9	16	5
Under 11	9 v 9	16	5
Under 10	7 v 7	16	5
Under 9	7 v 7	16	5

- Each team accepted must be registered with either US Club Soccer or with a national state association with USSF, and must present either a valid roster at check-in.
- Guest players must be identified at team check-in to be eligible for tournament play. Adding guest players after the check-in deadline or on the day of the event will not be allowed. Guest players must have a current and valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards.
- No player may compete in the tournament in two age groups or on two separate teams/game rosters in the same weekend.

2. LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules:

A. U9 – U11 age groups will follow the USSF guidelines. **No Heading** will be allowed. Should a header occur the following rule will be applied: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within (cont…)

(cont…) the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

B. U9 – 10 age groups will be using the build out lines. During a **Goal Kick** or when the **goalkeeper has the ball in his or her hands** during play, the opposing team must retreat behind the build out line until the ball is put into play. The goalkeeper can pass, throw or roll the ball into play (**punts and drop kicks are not allowed**). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The ball is in play when it is touched outside of the penalty area. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

3. DIVISIONS

The tournament will make efforts to provide multiple divisions at most age groups

- Gold Division
- Silver Division
- Bronze Division

Although teams may request to be placed in a specific division, final placement is at the discretion of the Tournament Committee. Divisions may be deleted, combined or added at the Tournament Committee's discretion.

4. DURATIONS OF GAMES

The duration of all tournament games shall be in accordance with the following:
U-9: two 25-minute halves, 5-minute half time, no overtime period
U-10: two 25-minute halves, 5-minute half time, no overtime period
U-11: two 25-minute halves, 5-minute half time, no overtime period
U-12: two 25-minute halves, 5-minute half time, no overtime period
U-13: two 30-minute halves, 5-minute half time, no overtime period
U-14: two 30-minute halves, 5-minute half time, no overtime period

Preliminary games:
All preliminary games will be the length listed above with a 5-minute half time. Preliminary games may end in a tie.

Semi-final games:

All semi-final games will be the length listed above with a 5-minute half time. Semi-final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner.

Championship games:

All championship games will be the length listed above with a 5-minute half time. (cont…)

(cont…) Final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner.

- There will be NO STOPPAGE OF TIME in preliminary, semi-final and consolation games.
- The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.
- Games will start/end at the listed times on the released schedule.

5. FIELD AND GAME EQUIPMENT

- THE OFFICIAL TOURNAMENT ROSTER, APPROVED BY THE TOURNAMENT STAFF, MUST BE PRESENT AT THE FIELD AT CHECK-IN 30 MINUTES PRIOR TO A GAME AND FOR THE DURATION OF THE GAME.
- Check-in time is 30 minutes prior to the scheduled kick-off.
- Players' numbers MUST be listed on the Official Tournament Roster approved by the tournament staff. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Official Tournament Roster. (U9 and U10 teams that do not have player numbers on their uniforms must be listed by name on the Official Roster)
- Players shall wear shin guards in accordance with FIFA laws.
- No jewelry will be allowed.
- The home team will wear dark color uniforms and the visiting team will wear light color uniforms. Where the opposing team's uniform colors conflict, the team wearing the incorrect color is responsible to change. The designated home team is listed first on the schedule.
- U9 and U10 games will have referee assistants whenever possible. In the event they are not assigned, if requested by the referee, each team must provide a referee assistant.
- The designated **home team must provide the game ball**. A size 4 ball is used for U9 through U12 play, and a size 5 ball is used for U13 through U14 play.
- Players and coaches of both teams will take the same side of the field. All other supporters will take the opposite side. Only three team officials are permitted on the sidelines with their players.
- The use of US Soccer and FIFA approved soft headbands is allowed. These will have the US Soccer and/or FIFA logos on them.
- Casts and braces must be padded and approved by the referee prior to each match; braces must be worn as intended by the manufacturer. Using the cast or brace in any intentional manner is grounds for removal from the tournament.
- Field Size When available

  U9 - U10 = 7 v 7: 65’ x 45’ (will have build out lines/3rd lines)
  U11 - U12 = 9 v 9: 80’ x 50’
  U13 - U14 = 11 v 11: 70’ x 110’

6. PROTESTS

THERE WILL BE NO PROTESTS ALLOWED.

7. SUBSTITUTIONS

In all age divisions, unlimited substitutions may be made with the referee's permission:

A. After a goal has been made.

B. At the beginning of the second half of play or prior to the beginning of an overtime period.

C. At a goal kick by either team.

D. At a throw-in by either team.

E. On Corner Kicks.

Limited substitutions may be made, with the referee's permission:

A. In case of stoppage of play for an injury; or

B. To replace a cautioned player.

C. Before a restart of play.

8. GAME AND SCORE REPORTING

- The referee will ensure that the game report forms are properly completed, signatures obtained, and the scores recorded at the end of each game.
- It is the responsibility of the referee to deliver the completed and signed scorecard to the appropriate tournament official promptly at the conclusion of each game. In case of a discrepancy, the game report form, signed by the referee, prevails.

9. CONDUCT

- Players, coaches, and spectators are expected to conduct themselves within the spirit of the Laws of The Game as well as the letter of the Laws of The Game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
- Players, coaches, and team officials ejected from a game by the referees shall be ineligible for the next scheduled game.
- Coaches and team officials ejected from a game by the referee shall leave the facility and not return until they are eligible. Coaching remotely (via cell phones, etc.) is not permitted.
- It is the responsibility of the teams' coach or the person acting on the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting on the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting on the coach's behalf, from the game.
- In accordance with the US Club Soccer and USYSA Tournament Hosting Agreements, all red and yellow cards, and other matters involving team conduct, will be reported to the home club and State/Provincial Association of the team involved as well as the US Club Soccer and USYSA national offices.
- Artificial noise making devices are prohibited.
- Smoking and alcoholic beverages are not permitted at any of the field sites.
- Pets are not permitted at any of the field sites.

10. POINTS AND WILD CARD TEAMS

Scoring will be based on a 10-point system. Teams shall be awarded points for match results as follows:

WIN: 6 (six) points

TIE: 3 (three) points

LOSS: 0 (zero) points

WIN BY SHUTOUT: 1 (one) point

NOTE: A 0-0 (zero-zero) tie is NOT a win by shutout and no additional shutout point will be awarded. You must have a shutout VICTORY to obtain this additional shutout point.

GOALS: 1 (one) point will be awarded for each goal scored to a maximum of 3 (three) goals per game, regardless of whether the scoring team wins, loses or ties.

TIE BREAKING CRITERIA:

Tie Breaker A: Head to Head Competition.

Tie Breaker B: Goal Differential (max of 5 per game).

Tie Breaker C: Goals Against (max of 5 per game).

Tie Breaker D: Goals For (max of 5 per game).

Tie Breaker E: Most Total Shutouts

Tie Breaker F: FIFA Penalty Kicks or Coin Toss if a field is not available.

- In flights of 6 teams with two brackets of 3, teams play each team in the opposite bracket during preliminary play, and the two teams with the most points, regardless of bracket will play in the championship game.
- In flights with no semi-final or championship games (4 and 5-team round robin), the winner (champion) will be the team with the highest points and 2nd place will be the team with the second highest points. In the event of a tie for 1st or 2nd place, the tie breaking criteria A through E above will be applied sequentially to determine the winners.
- If three or more teams are tied, the tie breaking criteria A through D above will be applied sequentially until a winner can be determined. If two or more teams remain tied after a winner is determined, the tie breaking criteria A through D above will be reapplied sequentially until all ties are broken.

11. SEMI-FINAL AND CHAMPIONSHIP GAMES

- In divisions with two groups of four (4) teams, **team placement** of each group advance into either the semi-final or championship game depending on the number of flights in a division.
- In divisions with two groups of three (3) teams, **team points** advance into either the semi-final or championship.
- In divisions of 3 flights, the winners of Flights A and C will play each other for semi-final match #1. The winner of Flight B will play the "wild card" team with the most points, excluding the flight winners. If the wild card team is also from flight "B", then the wild card team will play the winner of Flight A; and Flight Winners B and C will play the second semi-final game.
- Medals are awarded only to the division winner (champion) and runner-up team (finalist). These are the two teams that play in the division's championship game.

12. FAILURE TO SHOW AND FORFEITS

- **If a team is the cause for termination of a game, a $500 per game fine will be issued. Forfeit fines can be appealed to the tournament director.**
- A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players constitutes a team and if (7) players are present; the game will not be delayed.
- In no case shall a team that forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team that has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game.
- If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.
- If a team forfeits one of its preliminary games, the opposing team shall be awarded seven (7) points for a win, and the forfeiting team zero (0) points for the loss. If goal differential becomes a factor in future tie-breaking procedures, the goals counted for the forfeited game shall be determined by using the average of the goals scored and allowed by the team in their remaining preliminary games.
- Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- Failure to produce either duly authorized player registration cards or an Official Tournament Roster to the appropriate field marshal or tournament official thirty (30) minutes prior to scheduled game time is grounds for a forfeit.
- Playing a "red-carded player" (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.

13. INCLEMENT WEATHER

- In the event of inclement weather or field conditions, the Tournament Director or official representative(s) will have authority to:

  A. Relocate or reschedule any game(s).

  B. Change the duration of any game(s).

  C. Cancel any preliminary game(s).

  D. Consider any game terminated by game or tournament officials after one half of play as complete as of the time of termination.

  E. Determine the format for advancement.

- If the Tournament Director rules that during a preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:

  A. Each team will take a maximum of five (5) penalty kicks.

  B. At the end of five (5) penalty kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.

  C. In the overall standings, three (3) points will be given for the win, one (1) point for a tie, and zero (0) points for a loss.

  D. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games' score will revert to a 1-0 win or 0-0 tie.

- There will be no refunds or reimbursements of tournament application fees, hotels, rentals or any other expenses for cancellation or forfeiture of games.

14. CONCUSSION POLICY:

- BTT will have concussion certified independent evaluators that will be called to any game where a suspected concussion has occurred. The player will not be evaluated by the coach but rather by the BTT appointed medical evaluator. If the player is deemed to have had a concussion then the player will not return to play until they receive a formal medical release.

15. MEDICAL HELP:

- Contact a Field Marshal or Tournament Administrator for assistance. Medical personnel will be available at the Tournament Headquarters area.

16. LIGHTNING POLICY

The 30-30 Rule will be in effect

- If the tournament officials detect or see lightning the games will be automatically stopped for a minimum period of 30 minutes. Should there be lightning during the 30 minute stoppage then the 30 minute count will start again. (This portion is USSF Policy)
- If the stoppage goes beyond 45 minutes then the game is considered over and will not be restarted and the result will be determined as follows
    - If the game had at least reached half time then the score stands as is.
    - If the game had not reached half but one team was 3 or more goals ahead then the score stands as is. If the game had not reached half and there was less than a 3 goal difference then a Penalty Shootout will determine the winner. Should either time, lightning or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round then dual winners will be awarded.
    - If severe weather results in some games not being able to start due to time constraints then the tournament committee will have full discretion over determining a result.

Seeking proper shelter :

- No place outside is safe near thunderstorms
- The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
- If there is no proper shelter, avoid the most dangerous locations: Higher elevations; wide open areas, including fields; tall isolated objects such as trees, poles, or light posts; unprotected open buildings; rain shelters; bus stops; metal fences and metal bleachers.

REMEMBER THAT YOUR SAFETY AND THAT OF YOUR CHILD IS MORE IMPORTANT THAN A GAME OF SOCCER

CANCELATION POLICY AND REFUND

REFUND AGREEMENT -- Once a team is accepted and the registration deadline has passed, no refunds of entry fees are made to teams who decide for any reason to withdraw following such acceptance. Should a team not be scheduled to play in a tournament, showcase or other event, a full refund of any payments processed will be made within 30 days following the originally scheduled event date. Examples of reasons for not being placed on a schedule include, but are not limited to, an age group bracket not being formed due to insufficient registrations, or a team being placed on a waiting list and not being admitted.

Should an event be canceled, fully or partially, due to factors outside BTT control, BTT shall not be considered in default in the performance of its obligations under this agreement to the extent that performance of its obligations is prevented or delayed by any cause beyond its reasonable control, including, without limitation, acts of God, acts or omissions of governmental authorities, strikes, lockouts, or other industrial disturbances, acts of public enemy, wars, acts or threatened acts of terrorism, blockades, riots, civil disturbances, epidemics or pandemics, floods, hurricanes, tornadoes, earthquakes, plague, pandemic, outbreaks of infectious disease or any other public health crisis, including quarantine or other restrictions and any other similar events, acts, or omissions beyond the control of the parties. Event refunds, in whole or in part, if any, shall be made at the sole discretion of BTT and within a reasonable amount of time following the originally-scheduled event date. Decisions made by BTT are final. Notice of such decisions will be provided to teams in a timely manner.