

Manhattan SC Kickoff Classic Tournament Rules

Tournament Headquarters

Tournament Headquarters will be located at Randall's Island; 70 Ward's Meadow Loop., New York, NY 10035; Tournament Director: Eddie Sutton; 917-459-9418 eddiesutton@manhattansc.org

Oversight

The Tournament Director's interpretation of all rules shall be final and binding. The Tournament Director reserves the right to decide on all matters relating to the tournament, including issues not covered explicitly by the rules

Important Notice

The following items are prohibited during the tournament

- Drones and aerial video and photography devices (Hi Pods are permitted with prior consent of tournament director)
- Alcohol and smoking
- Dogs and pets (Properly marked and leashed service dogs allowed)

Failure to abide by these rules will result in the individual or offending team being removed from the park and the tournament.

Refund Policy

If your team is accepted to play in the MSC KOC tournament and later withdraws, the registration fee is non-refundable, and sanctions may be placed against your team for participation in future competitions. If the tournament is canceled after games have been played, no refunds will be given. Manhattan Soccer Club will not be responsible for any losses, expenses or other liabilities of any type incurred by any team, club or individual if the tournament is canceled in the whole or part for any reason whatsoever. A portion of your registration fee includes the cost of cancellation insurance. In the event the tournament is canceled, you will be entitled to be refunded for the cost of the registration fee less \$300.00, the insurance cost. The refund amount will not include any processing fees billed by the credit card/e-check processor incurred during the registration of your team.

Registration

Team Check-in for the 2021 MSC Kick-Off Classic will be via online check-in only.

Registration Requirements

- 2020/2021 Player passes: either USYS State Association or US Club Soccer passes

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- 2020/2021 Official Roster: either USYS State Association or US Club Soccer
- Guest Players identified: Written on front or back Rosters
- Player Passes for Guest Player(s)
- Permission to Travel Forms: Not Required for US Club Soccer Teams. USYS State Association teams from Region I **do not need** Permission to Travel. USYS State Association teams from all other Regions need Permission to Travel.
- Teams must verify possession of appropriate medical releases/waivers as required by their club or sanctioning body for each player.

Roster Sizes

- Teams can have as many as 26 players (US Club) with USYS teams limited to the maximum permitted by their State Association. However, teams must identify 18 players before each game with the referees. Only 18 players are permitted to dress for each game. Players not on the game roster may remain on sideline provided that they are not in uniform.
- Five guest* players per team will be permitted for all age groups. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.
- *Players playing with a different team within the same club in which the player is registered (i.e., playing up an age group), will not count towards the guest player maximums.
- Players can only play for 1 team throughout the tournament.

Home Team

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

Forfeits

Teams not at the field ready to play with a minimum of 7 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited games will be scored as 1– 0.

Player's Equipment

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints, or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster, or fiberglass must be covered on all exterior surfaces with no less than 1/2 inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. **A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.**

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Ball Size

Size 5

Game Balls: All game balls will be provided by tournament.

Match Duration

- 70 minutes – Two 35-minute halves with 5-minute halftime
- At halftime, there shall be no more than five (5) minutes from whistle to whistle. For all games, there will be 5 minutes from the end of one game to the start of the next. Teams must be ready to take the field immediately after the end of the previous game
- All games have a running clock. Referees are directed not to add stoppage time to matches, however, delays of the game due to injury may result in appropriate time being added to the full game time, based on the judgment of the referee, but all games must be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Substitutions

- Unlimited substitution will be allowed in all age groups. Teams may substitute at any stoppage in play, but only with the referee's permission.
- As this is a college showcase event, players ejected can be substituted, thus allowing teams to play at full strength. Two yellow cards constitute a red card and ejection, however offending player can be substituted also.
- All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to entry. The assistant referee will signal the referee that substitutes wish to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

Send-offs

- If a player is ejected from a match (red card by the referee) that player must sit out the remainder of that match.

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- In addition, the player must sit-out his/her team's next tournament match. However as this is a showcase event, appeals for sitting out the next match are allowed at the discretion of the tournament director in coordination with the tournaments referee coordinator. Ejections for violent behavior, fighting, referee abuse cannot be appealed.
- Two yellow cards constitute a red card and ejection; however offending player can also be substituted.

Sideline Behavior

COACHING: All Coaches always have total responsibility for the conduct of their players and spectators.

- Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal area.
- No coach, player, or spectator should make derogatory remarks or gestures to the referees, other coaches, players, or spectators.
- No coach, player, or spectator should use profanity or incite, in any manner, disruptive behavior.
- Any coach or other authorized sideline personnel sent off during a match must leave the field immediately upon being sent off and must remain away from the field during the team's next match.
- **Harassment of the officials from coaches, spectators or players will not be tolerated. A player or coach who is ejected for violent conduct or serious foul play may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament and the home league as well as the State Association or other sanctioning body will be notified.**

Suspended and Terminated Games

If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

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Inclement Weather

Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled, unless notified otherwise by the tournament. Failure to appear will result in forfeiture of the match. Only the Tournament Director(s) may cancel or postpone a match. Referees may suspend a match only in case of severe weather, at his/her discretion. The Tournament Director reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match.
- Change a division structure.
- Reduce scheduled duration of a match.
- Cancel a match.

In the event of inclement weather, with play halted and the game unable to complete in scheduled time, the score shall stand if at least one-half of the match has been completed.

Game Reports

The center referee is responsible for confirming the game result. Officials from each team must also sign the game card confirming the game result. Results must be promptly reported by the referee to the field marshal who will report to scoring HQ.

Scoring, Point System and Tiebreakers

Teams will be awarded points on the following basis:

Six (6) points for each win

Three (3) points for each tie

Zero (0) points for each loss

One (1) point for each goal scored up to a maximum of three (3) per game. Losing teams also score points on goals.

One (1) point for each shutout

MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

A 0-0 tie will be scored as 4 points for each team (3 for a tie, 1 for shutout)

A 4-2 game will be scored as 9 points for the winning team (6 for a win, 3 for goals) and 2 points to the losing team (2 for goals).

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A forfeit will be scored as a 1-0 win (8 points) for the forfeiting team's opponent (6 points for the win, 1 point for a goal and 1 point for a shutout)

In the event of a tie in points at the end of bracket play, the following tiebreakers will be used

1. The winner in the head-to-head competition. (If there is a 3-team tie, proceed to the next tiebreaker)
2. Fewest goals against.
3. Goal differential, maximum of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
4. Most total wins.
5. Most shutouts.
6. Goals for (maximum of 5 per game)

Protest

There will be no protests. All officiating decisions are final.

***The tournament will be played in accordance with FIFA Laws of the Game except as modified by these rules above.**

LIABILITY

All teams are responsible for their own insurance. The Manhattan Soccer Club and its Tournament Director(s) will not be liable for an injury incurred at any time during the tournament, including during games or warm-up, nor in travel to or from the tournament