

GENERAL INFORMATION

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.

ACCEPTED TEAMS

When teams are accepted they will be posted on the tournament information page on the [MSC website](#).

SCHEDULES

There will be a link on the home page when the schedules are posted.

REFUND POLICY

If your team is accepted to play in the MSC 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.

Example:

You registered and paid with a credit card:

\$1295 (registration and cancellation fee)

\$ 45.00 (3.5% credit card processing fee)

\$1,340 Your total payment when you registered

Your cancellation refund: \$1295- \$300 = \$995

FORMAT

In the opening round games, teams are placed into flights and brackets based on the number of accepted applicants. Each team is guaranteed three games. This competition is a showcase format without playoffs.

INCLEMENT WEATHER OR EXTRAORDINARY CIRCUMSTANCES

- In the event of extraordinary weather conditions or field circumstances, the Tournament Director shall have the authority to change the format as follows:
- Relocate and reschedule any game
- Reduce by up to 50% the scheduled duration of any game

- Consider a game complete that has been called by the official with 50% or less remaining un-played
- Cancel any preliminary game(s) having no bearing on flight winner selection

ELIGIBILITY, REQUIRED FORMS, AND REGISTRATION

All participating USYSA teams must be currently registered with their state association.

All participating US Club teams must be currently registered with US Club Soccer.

Players must have been born during, or subsequent to, the divisional year. For purposes of this tournament, the divisional year age groups are determined based on players born between January 1 and December 31. Players are allowed to “play up” or play in an older age group.

A "guest player"* is a player who is not on the official current roster of the USYSA or US Club team registering him/her for the MSC tournament, who has a player pass from a team other than the one that will compete in the tournament, and who has the proper release from the team with which s/he is currently rostered.

*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.

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 USYSA player pass cards.

All players must be registered and carded by their state association or with US Club Soccer.

At registration, all teams must present 1) an official roster (USYSA or US Club) listing each player and their jersey number, 2) a pass for each player, 3) a release for each guest player. Passes must be duly authorized by their respective organizations and must include a photo.

Additionally, USYSA teams may be required to present a Permission to Travel Form based on their State Association rules. USYSA Teams from Region 1 do not need to provide Permission to Travel Forms.

Rosters may not be changed during the tournament.

Players may play for only one (1) team during the tournament.

Authorized player passes will be checked and verified against the official team roster at online registration. All registration is done online and will not be done field side. However, ***PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME.***

Regardless of the number of players on a roster, for each game, a maximum of 18 players may dress and be rostered per game. All US Club teams and any USYSA team with a roster of more than 18 players must give a copy of their official roster to the referee for each game identifying which rostered players are eligible. Players not on the game roster are allowed to sit on the bench in the team’s opposite uniform or in street clothes.

Each team is limited to three (3) registered coaches on the bench.

The tournament reserves the right to check player cards and rosters during the tournament. A team found at any time to be in violation of or attempting to violate the guest player provisions will forfeit all matches played with the improper player, and sanctions may be placed against the team for participation in future tournaments.

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 the site headquarters.

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.

PROTESTS

No protests will be accepted. All referee decisions are final.

RULES OF PLAY

THE LAWS OF THE GAME

All games shall be played in accordance with the current FIFA Laws of The Game, except as specifically modified by the tournament rules. As stated in Law 5, “each match is controlled by a referee who has full authority to enforce the Laws Of The Game in connection with the match to which he has been appointed.”

HOME TEAM

Reading left to right, or top to bottom, the Home team appears first on the game schedule. The Home team will select the end to defend. The Home team should make that choice BEFORE the end of the prior game. The Visiting team (the team listed second) will kick-off.

UNIFORMS AND EQUIPMENT

Teams must carry alternate jerseys or pinnies to accommodate color conflicts. The Home team is expected to switch colors at the instruction of the referee if there is a conflict. In some cases, the Visiting team may be asked by the referee to switch.

All uniforms must be numbered and adhere to FIFA Laws of The Game, specifically Law 4. All players listed on the roster must have different numbers. In the event of cold weather, it is permissible for field players to wear gloves, soft, brimless headgear, and sweatshirts and/or sweatpants under their team uniform.

U19 to U15 age groups will use a size 5 ball.

PLAYERS

11 v 11

OPPOSITE SIDES

Both teams must position their equipment and players on the team sideline and on opposite sides of the midfield line so that there is no delay in beginning the game.

Each team is limited to three (3) registered coaches on the bench.

All spectators and persons not listed on the team roster for that game must occupy the side of the field opposite to the teams while the match is being played.

A team's coaches and players are restricted to their own half of the team sideline between the penalty box and midfield. No one (coach, player, or spectator) may sit or stand behind either goal line.

The Field Marshal shall manage the positioning of the teams and spectators if not done by the referee crew for the game.

DURATION OF THE MATCH

- U15-U19 divisions will consist of two 35-minute periods.
- Teams must be at the field at least 10 minutes before game time. Teams that arrive late and delay the start of the game by more than 5 minutes may be adjudged as having forfeited (at the discretion of the Tournament Director or his/her designee, including field marshals or the scoring team at Tournament HQ)
- At halftime, it 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.
- Playoff games – if tied – will go directly to penalty kicks.
- Referees are directed not to add any injury time to matches. The tournament director may relax this rule for playoffs occurring as the last match of the day on a field.

SUBSTITUTIONS

A) Unlimited substitutions may be made upon any stoppage of play, from the mid-field line on the team side, with the permission and at the discretion of the referee, including:

- For a yellow-carded or a red-carded player (see showcase substitution allowance for red cards under "Conduct" below)
- For an injured player (including one bleeding) who must leave the field for treatment. (The opposing team may also substitute a player.) The injured player may return only after being checked by the referee or assistant referee.
- During the last 5 minutes of a match, the referee may restrict substitutions if s/he considers the substitution to be time-wasting.

B. FIFA Limited Substitution (This is for teams from Canada or Mexico)

If a National Team (16 years and older) is participating in an age division, a limit of only six substitutions is permitted. In all other age divisions and when no National Teams are participating, "unlimited substitutions" may be used for all games.

C. All substitutes shall inform the assistant referee at the midfield line on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

CONDUCT

Players, coaches, and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the Laws of the Game, specifically Law 12. Coaches are responsible for their conduct and for the conduct of their players and spectators.

- If a player is ejected from a match (red card by the referee) that player must sit out the remainder of that match.
- 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 tournament's referee coordinator. Ejections for violent behavior, fighting, referee abuse are in no way appealable.
- As 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, the offending player can also be substituted.

COACHES

Coaches or any other authorized bench 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.

One bonus point will be deducted for each red card issued, including for any coach ejected from the game or the event. The Tournament Director may take further action against the individual(s) or the team(s) receiving red cards. The behavior of spectators, coaches, and players will be considered in regard to the participation of the team in future tournaments.

MISCELLANEOUS

Dogs are not permitted on any field nor within any tournament field area.
Alcoholic beverages and smoking are strictly forbidden at game sites.

RULES GOVERNING COMPETITION

BREAKING TIES

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.

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).

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)

1. The winner in the head-to-head competition. (If there is a 3-team tie, proceed to the next tie-breaker)
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.