

MASSAPEQUA WINTER COLLEGE SHOWCASE

RULES

1. GENERAL RULES

-Each team prior to the tournament must submit a roster. These rosters will then be used at registration as part of the player checklist. It is expected that each team will participate in the customary handshake following the game. First and second place awards or trophies will be awarded to winners and runners-up in each division.

- Teams must register at **REGISTRATION**. Teams will be notified of the time and location of Registration. Failure to register will result in automatic disqualification from the tournament without a refund of the fee.

2. LAWS OF THE GAME

All games shall be played in accordance with FIFA laws, as modified by USSF and USYSA, and as specifically modified by the rules of this tournament. Please note that the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards.

3. ELIGIBILITY

All participating teams must provide the required credentials at Registration. All teams must provide Player I.D. Cards with Photographs and signed Medical Release Forms. If traveling from outside the New York area you must also provide approved Travel Authorization (when required) or Permission to Travel. Each team must also provide a Roster. If your team is using any guest players, Guest Player Forms will be asked for as required by the team's State Association. Teams registered through US Club Soccer, USYS, Super Y League, SAY or AYSO must provide the appropriate documentation as required. International Teams must provide a certified Team Roster, League identification Cards (or photo of each player), Medical Release Forms, Travel Papers, and Passports.

4. ROSTERS:

All teams shall be allowed to have up to five (5) Guest Players with a maximum roster of (18), except that U-17 – U-18 age groups may register a maximum of twenty-two (22) players. Players not eligible for play, as designated by their coach, may not dress in uniform and may not sit on the team bench. Any team using guest players is still limited to the stated maximum roster size.- Players may not play for more than one team in the tournament.

- Each teams roster must include their players jersey numbers. Any jersey changes must be reported to the referee prior to the start of any match so as to be the same on the daily match report.

5. INCLEMENT WEATHER

In the event of extraordinary weather conditions (i.e. heavy rain, poor playing conditions, etc.), the Tournament Committee shall have the authority to change the above 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 25% or less remaining un played. -Cancel any preliminary game(s) having no bearing on the selection of division winners.

6. SUBSTITUTIONS

Substitutions may be made, with the permission of the referee as follows: - After a goal is scored - On a goal kick - On any throw-in by either team
- At the beginning of the half - On any free kick or corner kick by either team - For a yellow carded player - An injured player who is bleeding must leave the match for treatment and may return after treatment only after being checked by the referee or an assistant referee - There will be no substitutions for a player who has received a red card and has been ordered from the field by the referee.

7. PROTESTS

There will be no protests allowed.

8. GAMES AND EQUIPMENT

All uniforms must be numbered. In the event of conflicting color jerseys, home teams will change jerseys. The Tournament Committee will not be liable for injury during travel or while participating in the tournament.

Players are **REQUIRED** to wear shin guards in accordance with FIFA laws of the game.

9. CONDUCT

Players, coaches and spectators are expected to conduct themselves within the spirit of the game as well as the letter of the law. Coaches are not only responsible for their conduct but also the conduct of their players and spectators. Players, coaches or spectators ejected from a game by the referee must leave the field area. Anyone receiving a red card will be ineligible for the next scheduled game. The committee, in the event of fighting may take further action. No one will be allowed behind either end line. **ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES.** Disciplinary decisions may not be appealed.

10. YELLOW CARDS AND RED CARDS

A player or coach receiving two (2) yellow cards in a single game is considered to have been given a red card and an ejection for the purposes of awarding points. A player who has been ejected, will not be replaced. A player or coach who has been red carded will not return for that game and will not be able to participate in the next schedule game. A player or coach who is ejected for violent conduct or a serious foul will not be allowed to participate in the next TWO scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament

RULES OF PLAY

FIFA Laws of the game will apply as modified by USYSA and USSF and as specifically modified by the rules of this tournament as described herein.

Duration of games by Halves and ball size, by age group are as follows (all half times are five (5) minutes):

Division	Half Length	Quarter Final	Semi Final	Final	Overtime	Ball
U18	35 Minutes	35 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U17	35 Minutes	35 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U16	30 Minutes	30 Minutes	30 Minutes	30 Minutes	10 Minutes	5
U15	30 Minutes	30 Minutes	30 Minutes	30 Minutes	10 Minutes	5
U14	30 Minutes	30 Minutes	30 Minutes	30 Minutes	10 Minutes	5

Quarter-Final games tied after regulation play will go right to FIFA penalty kicks. Semi-Final and Final games tied after regulation will play two (2) equal halves as stated above, with no break in between halves. **Golden Goal applies, meaning that during the overtime periods, the team that scores the first goal is declared the winner. If a tie still exists after the overtime halves, the FIFA penalty kick format will be used to determine the winner. Penalty kicks will immediately follow the 2nd overtime half.

HOME TEAM

The Home team appears first on the game schedule. The Visitor Team (the team listed second on the game schedule) will kick off at the end beginning of the first half and the home team will have choice of field. The Home team will be required to switch to alternate jerseys to accommodate color conflicts as declared by the referee. If the Home team cannot supply alternate jerseys, the Visitor Team will change.

HALF TIME

Half Time will be exactly five (5) minutes in duration.

PRELIMINARY ROUNDS

In the preliminary rounds (games within your bracket), teams will play in a round robin format. Ties will stand during preliminary rounds. At the end of preliminary rounds, division winners will be those teams with the most win/tie points in their division. For Divisions consisting of 8 teams, 1st and 2nd place teams will advance to the semifinals. For Divisions with 12 teams, there will also be one Wildcard team that will advance to a semi-final game. Divisions consisting of 16 teams will have the 1st place team advance to the **semi-finals** or the 1st and 2nd place teams advancing to the **quarterfinals** at the Tournament Directors discretion. Other size brackets and playoffs will be up to the discretion of the Tournament Director. The Wild Card team will be the team with the next highest point total, after the three division winners are determined. The following point system will be used to determine who advances. Forfeiture of a game makes a team ineligible to be a division winner or wild card.

DETERMINING WINNERS

Teams will be awarded points on the following basis: - Three (3) points for a win (or a game forfeited to them) - One (1) Point for a tie - Zero (0) points for a loss - A forfeit shall be scored as 2-0 At the end of the preliminary rounds, the flight winners will be the team with the most points in their flight. In the event of a tie within a flight, the following criteria will be used to determine the winner. 1. Head to head competition (in the event of a tie among three (3) or more teams, this criterion will not be considered), then 2. Bonus Points awarded*** (See below), then 3. Most Total Wins, then 4. Least Goals Allowed, then 5. Most Shutouts, then 6. least amount of penalty points (yellow card = 1 point, red card = 2 points), then 6. FIFA penalty kicks (at least 30 minutes prior to scheduled play-off round game). **If there are three or more teams still tied after all the above tie-breaking criteria issued, and PK's are needed to determine which team(s) advance to the playoff round, the following rules will apply: The three (or more) teams will compete in a FIFA style PK round- robin competition (ex. AvB, AvC, BvC) to determine a winner (and runner-up if needed). Each team must take the minimum of 5 kicks during the round robin competition in case the additional tie- breaker scenario below is required. If two or more teams are still tied after the round-robin PK competition (win=3 pts; loss=0 pts), the following PK tie breakers will be used to determine the team(s) that advance:

1. most PK goals scored for each team during the 5 rounds of each round- robin contest;
2. least PK goals allowed during the first 5 rounds of each PK round-robin contest.

*****Bonus Points:** In the event of a tie after head to head competition, bonus points will be awarded for the following: Goal differential to a maximum of **four (4)** Bonus Points per game One (1) Bonus Point for each shutout

Example 1: A 5-2 win would result in three (3) bonus points based on goal differential.

Example 2: A 4-0 win would result in five (5) bonus points based on goal differential (4) and shutout (1). Five bonus points would be the maximum amount awarded per game. **Losing teams receive 0 bonus points, there are no negative points. Ties result in 1 bonus point for each team. In the event of a tie among three (3) or more tams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from the top (i.e. head to head competition) of the tie-breaking procedure. In the event that a Wild Card team must be selected for a semi-final game, the above procedure will be used across the entire flight.

WILD CARD

If a Wild Card team must be selected, the Wild Card team will not be assigned to play against the winner of its own flight in the semi-final. Adjustments will be made accordingly.

REFEREE DECISIONS:

Referee decisions are final. The referee may only change a decision on realization that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

REFUNDS

In the event that the tournament is cancelled, a refund of the entry fee (if any) or a portion of the entry fee (if any) will be determined by the Board of Directors after all expenses have been calculated.