

MUNAY HALLOWEEN CLASSIC TOURNAMENT

SATURDAY NOVEMBER 3, 2012

OSSINING, NEW YORK

A. General

Liability: Teams participate in the tournament at their own risk. The Ossining Munay Soccer Academy (MSA), the TAS tournament committee, Village of Ossining and the Ossining Board of Education cannot and does not accept liability for any injuries that may occur as a consequence of playing in the tournament. The act of participation by a team, player, parent and/or spectator is a release by them of any claims against the MSA; it's members, the Village of Ossining and the Ossining Board of Education.

Weather: Games will be played rain or shine. Games are considered complete after 14 minutes. If a game is halted before 14 minutes, the tournament committee will decide the course of action. The tournament timekeeper is the sole authority of time played.

If a game is halted prior to that time, the tournament committee will decide the course of action.

The registration fee is \$400 per team U12 and up \$375 for U9 through U11; in case of severe weather conditions where a day's session must be cancelled a \$275 For U12 & Up and a \$250 refund will be given to all teams U9 through U11.

Refunds: 100% refund within the first two weeks of opening registration date; 50% refund within one month of tournament date- withdrawing team must replace their reservation; No refund within 28 days of tournament.

Registration: Coaches must register their teams at least 30 minutes prior to their first game. Valid passes must be presented at this time for every player and coach at the tournament. Teams are allowed up to three guest players. Permission to Travel and Guest Player Forms must also be presented at this time. AYSO teams must present a roster signed by either their Regional or Assistant Regional Commissioner

Teams: The Munay Halloween Classic is open to teams of all divisions. Premier and Division 1 teams may be asked to play up an age group.

Protests: There are no protests or appeals. The decision of the referee and the tournament committee will be final and binding.

Forfeits: If an accepted team fails to appear at the tournament, there will be no refund and all its matches will be forfeited. The opposing team receives credit for a 2-0 victory. No points are awarded if both teams fail to appear at the tournament. Teams should be ready to play at the sound of the air horn; there will be a 10 minute "grace period" before a game if forfeited. All forfeits result in a 2-0 victory.

B. Laws of the Game

FIFA rules are used with the following exceptions:

- U9-U12 teams will use a #4 soccer ball U13 & up will use a #5.
- Unlimited substitutions are permitted with the permission of the referee, at goal kicks, kickoffs after goals and by either team at the time of a throw-in. The substitute player must enter the field at the half line after the player she/he replaces has left the field.
- All teams must have alternate jerseys or pinnies. In case of conflicts, the home team (listed first on the game schedule) will change jerseys.
- The tournament timekeeper will be responsible for time and will use an air horn to start and stop all games. There will be no time allowances for injuries.
- Only the certified referee will call offside, out of bounds and fouls.
- The home team (listed first) will kick off to start the match. The visiting team will get choice of goal.
- Games are 28 minutes long. At approximately 14 minutes into the match, the tournament timekeeper will use an air horn to indicate half-time; the referee will stop play and have the teams switch sides. There is no rest period or coaching opportunity at this time. Teams remain on the field and play is resumed immediately after the teams have switched sides. Play will be restarted with the visiting team (listed second on the game schedule) kicking off from mid-field.

- A player who receives a red card may be ruled ineligible for the next game or the remainder of the tournament at the discretion of the tournament committee.
- Any coach receiving a red card will be barred from further participation at the tournament.
- Coaches will be responsible not only for their actions on and off the field, but also the actions of their players and supporters. This is a zero tolerance policy tournament.

C. The Games

Standings: All groups will play a round robin format. Standings are determined on a point system. Teams will receive 3 points for a win, 1 point for a tie and 0 for a loss.

Game format: Teams U9 and U10 will play 8v8. Teams U11 will play 9v9. Teams U12 and older will play 11v11.

Awards: 1st and 2nd place teams in each group will receive individual trophies. In addition, all U9 players not receiving a first or second place trophy will receive a participation medal.

Tiebreakers: If two or more teams have an equal number of points after the round robin games are played; the tie will be broken in the following order:

- 1. Head to Head Competition
- 2. Most Wins
- 3. Fewest Goals Allowed
- 4. Most Goals

If a tie still exists after the three tiebreakers have been used, the tie will be broken in the following order:

1. A penalty kick shootout. Each team will designate 1 goalkeeper and 5 shooters.

If the tie remains after the penalty kick shootout, the tie will be broken by way of:

1. A sudden death penalty kick shootout. Each team will retain the designated goalkeeper and designate a new shooter. Each player on the team must attempt a penalty kick before a team member kicks twice.

D. Ouestions:

In case of inclement weather, please call Philip Ishmael @ 1-914-497-7780

If games are delayed or postponed that information will be noted on the Munay website: www.munaysocceracademy.com.

For all other questions or if you need any further information contact Total Athletic Services at admin@totalathleticservices.com

During the tournament, officials will be stationed at the registration tent.

E. Zero Tolerance Policy

This is a Zero Tolerance Policy Tournament. This policy will be fully and evenly applied to <u>all</u> persons at the tournament venue.

The officials will <u>immediately</u> stop the game when any player, parent or spectator displays inappropriate or disruptive behavior. Violators will be identified to the coach for the purpose of removing said violator from the games area. Once removed, play will be resumed. Lost time <u>will not</u> be made up. Failure to remove the violator will result in the <u>forfeiture of the game</u> with maximum amount of points awarded to the opposing team.

Unacceptable behavior includes:

- Aggressive, derogatory or vulgar language
- Taunting, baiting or ridiculing payers or refs
- Threatened or actual physical violence

Every coach is responsible for informing their players, parents and team supporters of this policy as well as enforcing it.

Total Athletic Services
MSA Halloween Classic
Tournament facilitator
admin@totalathleticservices.com



ZERO TOLERANCE POLICY

This is a Zero Tolerance Policy. This policy will be fully and evenly applied to <u>all</u> persons at the Munay Soccer Academy (MSA).

The Referee's will <u>immediately</u> stop the game when any player, coach or parent displays inappropriate or disruptive behavior.

Unacceptable behavior includes:

- Aggressive, derogatory or vulgar language.
- Taunting, baiting or ridiculing trainers and players.
- Threatened or actual physical violence

By order of the Ossining Board of Education, the following are NOT allowed on the playing fields:

- **<u>NO</u>** dogs
- **NO** gum
- NO juice
- **NO** food
- Only water allowed on all fields juice, or color drinks of any kind are not permitted.

Referees will contact a tournament site Director if any player, coach or parent continues to show disruptive behavior; that person will be suspended from the Tournament and asked to leave.

Every Referee will enforce this policy.

<u>Every</u> referee is responsible for informing the tournament site director to take action against the player, coach, or parent.

The Munay Soccer Academy supports this policy as well as enforcing it. Failure to remove the violator will result in termination from all future events with MSA.



