

# Check In

**Check in is mandatory.** Rise Tournaments will be allowing online check-in. With online check-in you will be printing your game card.

## **Please bring the following:**

- Valid, laminated US Club, USYSA, US Soccer, AYSO, or any valid sanctioning association is required. Player cards with a picture and birthdate listed will be required for all players and coaches.
- The Rise Showcase will accept either 2022-2023, 2023-2024 cards or 2023 summer/temporary tournament cards.
- Medical release forms for all players must have a wet signature.
- Loan papers will not be required for players within US Club and CYSA-SOUTH rules. All other States must have the appropriate loan papers. International teams must provide League Identification Cards, Medical release forms, Travel Papers and Passports. (Unlimited loan players allowed).

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## Divisions

Boys & Girls born on or after January 1st, of the year specified:

- **2017** (8UB) - 7v7
- **2016** (8U) - 7v7
- **2015** (9U) - 7v7
- **2014** (10U) - 9v9
- **2013** (11U) - 9v9
- **2012** (12U) - 11v11
- **2011** (13U) - 11v11
- **2010** (14U) - 11v11 -
- **2009** (15U) - 11v11 -
- **2008** (16U) - 11v11 -
- **2007** (17U) - 11v11 -
- **2006** (18U) - 11v11 -

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## Format & Ball Size

Age groups will play within the appropriate format and ball size.

- **2017-2014** Division will play 7v7 - **Size 4**
  - **2013-2012** Divisions will play 9v9 - **Size 4**
  - **2011-2006** Divisions will play 11v11 - **Size 5**
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## Guest/Loan Players

Unlimited guest/loan players will be allowed.

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## Roster Size

Maximum roster size for registering:

- **2009-2005** (26 players)\*
- **2011-2010** (18 players)
- **2013-2012** (16 players)
- **2017-2014** (14 players)

*\*Teams 2008-2004 may register a maximum of 22 players but with maximum of 18 eligible per game.*

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## Laws of the Game

All games shall be played in accordance with FIFA laws and modified by USYSA. Teams from outside the country will get the modified rules at registration. There will be **NO HEADING** from 2013-2017 age groups. (7v7 and first year 9v9).

Build out line will be utilized in 7v7 along with no punting allowed.

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## Fields & Game Equipment

- Players (excluding the goalkeeper) must wear numbers on the back of their uniforms and these numbers will coincide with those listed on the team's Official State/Provincial roster.
  - **PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS IN ACCORDANCE WITH FIFA LAWS OF THE GAME. NO JEWELRY MAY BE WORN.**
  - When uniform colors are similar, the home team will change colors. Home team has a choice of sideline. (unless venue designated) Home team is listed first on the schedule.
  - It will be at the referee's discretion to determine the safety and suitability of player equipment including the wearing of a brace. Casts are allowed in if padded and the referee considers them to be safe.
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## Duration of the Game

**2009-2006** - 35 minutes halves

**2011-2010** - 30 Minutes Halves

**2013-2012** - 25 Minute Halves

**2017-2014** - 20 Minute Halves

- All games will be played with a running clock and a 5 minute half time.
- A preliminary game can end in a tie.
- Semi-Final and Final games will go straight to penalties, with no overtime.
- NO GOLDEN GOAL.
- Penalty Kicks shall be taken in accordance with FIFA LAW 16 (*kicks from the penalty mark*).
- The referee may stop the clock for serious injuries.
- If it is an extended delay (*more than half of the game*), the game may be finished at a later time or a different field per the Tournament Director's decision.

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## Game Check In

- Teams must check-in with the referees prior to the start of first game. Failure to do so can result in forfeit. Field marshal and or referee will check player rosters and players equipment prior to each game. Team official needs to pick up player cards at the end of each game (excluding ejected players/administrators' cards). The game card and any ejected player card(s) will be given to the field marshal.
- Failure to have seven (7 (11v11)) players (5 players in 7v7 or 9v9 games) within 5 minutes of the scheduled game time constitutes a forfeit.
- Each team is responsible for cleaning up trash on field areas after each game.

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## Substitutions

Substitutions shall be unlimited. Players must enter from the center of the field. Substitutions may be made by either team with the consent of the referee at any dead ball situation.

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## Competition Format

### **We will utilize the 10 Point System:**

- 6-Points for a Win
- 3-Points for a Tie
- 0-points for a Loss
- 1-Point per Goal (Max 3 Per Game) - Win, Loss or Tie
- 1-Point for Shutout (*even a 0-0 Tie*)
- Forfeit equals 8 points.
- 1-Point Deduction for Each Red Card or Every 4 Team Cumulative Yellow Cards

### **Ties in Standings from Pool Play will be resolved as follows:**

1. Winner of Head-to-Head competition
2. Goal Differential (Goals Scored minus Goals Against, to a maximum differential of 4 per game)
3. Goals Against
4. Goals Scored (To a maximum of 4 per game)
5. FIFA penalty kicks, time and location determined by Tournament Director

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## Refund Policy

A refund minus \$275 administration fee will be given if the tournament is cancelled. Teams playing less than 3 games will be issued a prorated refund. Teams accepted and paid are not guaranteed entrance to the tournament until after bracketing is completed, which may occur less than 30 days prior to the tournament. If there are not a sufficient number of teams to create a Gold, Silver or Bronze bracket, your team will be refunded in full.

*The tournament is not responsible for Hotel contracts signed by teams for Group Blocks or Individual rooms as per the Hotel Policy stated on the Hotel Tournament webpage.*

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**Questions?** Please contact [tournaments@eastcountysurf.com](mailto:tournaments@eastcountysurf.com)