

## Check In

**Check in is mandatory.** Rise Tournaments will be allowing online check-in.

### **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 Tournament Series 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).

## Divisions

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

- **2016-2017** (8U) - 7v7
- **2015** (9U) - 7v7
- **2014** (10U) - 7v7
- **2013** (11U) - 9v9
- **2012** (12U) - 9v9
- **2011** (13U) - 11v11
- **2010** (14U) - 11v11
- **2009** (15U) - 11v11
- **2008** (16U) - 11v11
- **2007** (17U) - 11v11
- **2006-2005** (18U) - 11v11

## 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**

## Guest/Loan Players

Unlimited guest/loan players will be allowed.

## Roster Size

Maximum roster size for registering:

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

*\*Teams 2008-2005 may register a maximum of 26 players but with maximum of 18 eligible per game.*

## 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.

## 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.

## Duration of the Game

**2009-2006** - 30 minutes halves pool play (35- minute half finals)

**2011-2010** – 25 Minutes halves (30-minute half finals)

**2013-2012** - 25 Minute halves (30-minute half finals)

**2017-2014** - 20 Minute halves (25-min half finals)

- 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.

## 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.

## 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.

## Home Team

The Home Team will be the team who appears first on the game schedule. HOME TEAM WEARS WHITE/or LIGHT colored jersey.

## Visiting Team

The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEY. The Visiting Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee.

## Spectators

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team "mirroring" their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

## Coaching

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

## Cautions and Ejections

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for violent conduct will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. During game suspension(s) for coaches: there will be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

## Suspended and Terminated Games

If in the opinion of the referee a game must be suspended (for 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 the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit 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.

## Injury

Additional time will not be added to the game for injuries unless determined by event official. All games will be played on a running clock.

## Referee Decisions

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

## Forfeits

An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team fails to check in at Mandatory Registration.
4. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.

With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited.

## Protests

No protest or appeal process exists for disputes on or off the field.

## Disputes

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

## 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

## 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.

*The tournament is not responsible for Hotel contracts signed by teams for Group Blocks or Individual rooms.*

---

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