

Ryder Vass 23 & Under Tournament

This tournament is open to Men's 23 & under players. The games are played in the months of June and July and are late afternoon games. Entry cost is decided annually.

NOTE: THE FOLLOWING RULES INCLUDED HEREIN FOR RYDER VASS TOURNAMENT SHALL BE BINDING UNLESS THE TOURNAMENT COMMITTEE HAS ISSUED SUPPLEMENTARY GUIDELINES NULLIFYING THESE RULES.

Enrolling a Team

An application to enter a team in the Ryder Vass Tournament can be obtained by:

a) Call or visit the LISFL office during office hours. The office is located at 684 Broadway, Massapequa, NY 11758. Telephone (516) 433-1880 or download from the LISFL website (www.LISFL.org) under Forms.

All tournament teams must be fully insured by ENYSSA (Adult Teams). The application must be completed with a check for the full amount made out to the LISFL and sent to:

LISFL
684 Broadway
Massapequa, NY 11758

The payment also may be made with a credit card by calling the LISFL office. After the enrollment form has been received, registration materials will be e-mailed or can be obtained from LISFL during normal office hours. The enrollment form and registration materials may also be picked up at the Tournament Meeting which will be held at the LISFL office.

A home field is required to enter the tournament. Teams may be accepted into the tournament without a home field on a case-by-case basis, with the approval of the tournament chairman. The last day to register a team or a player will be determined by the Tournament Committee. Teams that are conditionally accepted after that date must pay a \$50 late charge in addition to an entry fee.

Team & Player Registration

For the 2019 Ryder Vass Tournament, players must be born after 1/1/1996. However, a team may have up to three (3) players over the age limit. Each team is permitted to have 40 players on their roster but only 18 players may dress for a game. Tournament entry fee covers registration of 18 players. Registration of any additional player will require additional registration fee. Players can be added to the team roster by the authorized club official only. Player approval and removal from the roster can only be done by LISFL office. Player pass pick-up must be at the LISFL office during office hours. **A player may play for only one team in the tournament. Players may be added to the roster only during qualifying games. No roster changes will be allowed after the team's first playoff game.** All player passes are the property of the LISFL. All player passes must be returned to the LISFL office following team's last game. Clubs with lost passes or who fail to return the previous season's passes will be fined \$5 for each lost pass.

Rules Covering Games

Men's U-23 Games will be played on Tuesday or Thursday and Sunday unless otherwise agreed by both teams. Make-up games will be played on any day possible. If a game is rained out, teams must immediately re-schedule the game. If the teams cannot mutually agree on a date, the tournament chairman will decide on the date. Teams should make every effort to play all their games. **An entire team not appearing for any game will forfeit that match and not be eligible to participate in the playoffs.** The tournament chairman must be called a minimum of two hours prior to game time in the event there is inclement weather. All games will start at 6:15 PM, unless field has lights in which case games may start at a later time but not later than 9:00 PM. A 15-minute grace period is allowed. Normally, the game will be played with two equal halves of 45 minutes. Equal halves of shorter duration may be played at the referee's discretion due to darkness, etc. A maximum of 18 players may be dress for a game. A minimum of 7 players is needed to start a game. Unlimited player substitution in and out is permitted. An LISFL roster will be used for each game. **The game will not be played without the LISFL roster and LISFL player passes. Rosters for each game must be printed within 2 days of that game. Handwritten players or coaches are not allowed on the roster.** Referees must be paid at the field. Each team will pay the referees ½ of the referee fee. The cost for the referee crew this year is \$160 per game (\$70 for CR and \$45 for each AR) - \$80 per team. If only 1 AR shows up to the game, the home team is responsible for paying the AR. Only assigned referees are entitled to be paid. Any substitute officials (either CR or AR), even if they are certified referees, are not entitled to compensation. **Failure of a team to pay the referee or AR fee will result in disqualification from the tournament.**

If the referee and/or ARs fail to appear, the game **MUST** be played. If the entire referee crew fails to appear, both teams must agree on a referee. Failure by the teams to agree on a substitute referee will mean a forfeit for both teams. The substitute referee must call the tournament chairman with the results of the game. The substitute referee must send a complete written report for any infractions to the tournament chairman. Each team must supply a referee assistant to assist the referee under FIFA rules. The away team must call the home team three days prior to the game for confirmation of the game site and directions to the field. The home team is responsible to furnish the game ball. The away team should also have a ball for use. If there is a conflict with jersey colors, the home team must change jerseys. Both teams are responsible for e-mailing the score of the game to the tournament chairman no later than two hours after the game – **please do not call-in or text scores**. Failure to report the score may result in a fine to the team. **If a team uses an ineligible player during a game, that team will be thrown out of the tournament.**

Protests & Red Cards

All protests must be made in writing and e-mailed to the Tournament Chairman within 48 hours after the incident. The person designated on the tournament registration form must make the protest. Protest fee is \$100. **In all protests, the decision of the Tournament Chairman regarding the outcome of a game is final.** The decision of the Tournament Chairman regarding player suspension and/or team fines maybe appealed to the LISFL Board following the appeal procedure outlined in the LISFL Constitution.

Standings & Playoffs

Three (3) points are awarded for a win, one (1) point for a tie and zero (0) point for a loss.

Standings: The standings of teams within a group for playoff competition will be determined according to the following criteria, in this order:

1. Most Points
2. Best goal average (Goals For divided by Goals Against)
3. Best goal difference
4. Head to head competition
5. Flip of a coin

Forfeits: In the case of a forfeit, a 3-0 score will be awarded to the opponent. Teams forfeiting games will be fined \$100 **and not be eligible to participate in the playoffs.** The forfeiting team will also be responsible for its share of the referee fee.

Play-offs:

In a division with four groups, the top four teams from each group advance to the play-off round. Teams finishing at the top of each group will be seeded 1-4, teams finishing second in each group will be seeded 5-8, teams finishing 3rd will be seeded 9-12 and teams finishing fourth will be seeded 13-16. In a division with three groups, the top five teams from each group will advance plus one wild card entry from the remaining teams. The teams will be seeded 1 through 16 with the winners of each division seeded 1 through 3, the 2nd place finishers seeded 4 through 6, etc. and the wild cards seeded 16. The wild card selections as well as seeding will be based upon the rules as defined in the **Standings** section, except if the groups do not have the same number of teams the Most Points will be replace with the Most Points per Game.

Please remember that only the Final will be played on a neutral field. All other games will be hosted by a higher seeded team.

Play-off games tied at the end of regulation time will be resolved by penalty kicks according to FIFA rules (no overtime).