

2018 LISFL RYDER VASS TOURNAMENT



DATES & RULES

Enrolling a Team

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

- a) Visiting the league website www.lisfl.org
 - b) Call or visit the LISFL office during office hours. The office is located at 95 Broadway, 2nd Floor, in Hicksville, NY, 11801. Telephone (516) 433-1880.
 - c) Call Gus Xikis at (516) 679-8672 days. e-mail www.newworld@aol.com
1. The early registration fee for entering a team affiliated with ENYYSA, ENYSSA, or U.S. Club Soccer is \$550 (see team and player registration section below for potential additional fees). The early registration fee for entering a non-affiliated team is \$600. Clubs registering multiple teams will receive a discounted price of \$450 per team.
 2. Early registration ends April 7, 2018. Registration will be \$650 for each team after April 7, 2018.
 3. All tournament teams must be fully insured by ENYYSA, ENYSSA, or US Club Soccer.
 4. The application must be completed with a check for the full amount made out to the LISFL and sent to: LISFL 95 Broadway Hicksville, NY 11801
 5. Tournament Meeting will be held at the LISFL office, Friday April 6, 2018 at 8:00 P.M. To receive your registration packet you must bring your check to the Tournament Meeting. Call the LISFL office or Gus Xikis if you require directions to the league office.
 6. 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 in the tournament is Saturday May 19, 2018 if any spots are available. Teams that are conditionally accepted after that date must pay \$700.

Team & Player Registration

- For the U23 tournaments, players must be born on or after 1/1/95. For the U20 tournaments, players must be born on or after 1/1/98.
- In the U23 tournaments only, a team may have up to three (3) players per team over the age limit on their roster.
- Each team is permitted to have 40 players on their roster but can only play 18 in a game.
- Players can be added or deleted from the team roster by the authorized club official only.
- Any additional player added to the roster over the 18 included with the team registration fee will require an additional registration fee of \$40 per player.
- The last day to delete a player and/or register a player to a team is Saturday July 7, 2018.
- Player registrations and deletions must be done on line by the club official designated.
- Passes must be picked up during operating hours of the LISFL, and only at the LISFL office located at 95 Broadway in Hicksville NY
- Players and rosters will be done on-line.
- A pictured ID is required to register a player in jpg.
- Proof of age such as a prior player pass, photocopy of a birth certificate, driver's license, passport, etc. must be submitted.
- A registered, current year junior player-pass from a junior league affiliated with the ENYYSA or U.S Club Soccer may be used.
- No further proof of age is required.

Rules Covering Games

- Games will be played on Tuesday, Thursday and Sunday.
- 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 scheduling secretary **MUST** approve 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 scheduling secretary must be called 2 hours prior to game time in the event there is inclement weather.
- All games will start at 6:15 P.M. A 15-minute grace period is allowed.
- Normally, the game will be played with two 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 approved line-up form will be used for each game printed on the Internet on the day of the game
- The referee fee of \$70 must be paid at the field. Each team will pay the referee \$35.
- Failure of a team to pay the referee fee will result in disqualification from the tournament. If the referee fails to appear, the game **MUST** be played. 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 scheduling secretary with the results of the game. The substitute referee must send a complete written report for any infractions to the LISFL office. 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 must provide a lined field with corner flags. They must put up and take down the nets. They must 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.
- The home team is responsible for calling in the score of the game to the scheduling secretary no later than two hours after the game. Failure to call in the score may result in a fine to the home team.

Protests & Red Cards

- All protests about games must be made in writing with a \$50 fee and sent to the Tournament Chairman within 48 hours after the incident.
- The person designated on the tournament registration form must make the protest.
- In all protests, the decision of the Tournament Chairman is final.

Standings & Playoffs

A win is worth 3 points. A tie is worth 1 point. A loss is worth no points. Ties in the standings for the playoffs are decided on the following basis:

- 1) Head to Head
- 2) Most wins
- 3) Fewest Goals Allowed
- 4) Most Goals Scored
- 5) Coin Toss

Playoff games in case of a tie straight to Penalty kicks as per FIFA rules

The U-23 winner will represent the LISFL in the ENYSSA state cup date TBD