



## 2017 Rise Volt Classic Tournament Rules & Guidelines

- I. FIFA Rules will apply except as noted.  
**Small-Sided Games.** The tournament will adhere to the modified rules for small-sided games as described in [US Soccer's Player Development Initiatives of September 2016](#). For more information please read our Rules for Play for each format (7v7, 9v9, and 11v11).
- II. Format of Play:
  - A. U9-U10 – 7v7, roster limit of 14 (U8 teams wishing to play 7v7 will have a special U9 bracket in which to play)
  - B. U11-U12 – 9v9, roster limit of 16
  - C. U13-U14 – 11v11, roster limit of 18
- III. Bracketing and Flights  
Tiered brackets will be created where numbers allow. The brackets, from most to least competitive, will be Navy, Volt, Magenta, Anthracite.
- IV. Tournament Schedule
  - A. The schedule is final as published. No changes will be allowed.
  - B. We make every effort to account for coach conflicts in the schedules, but cannot always achieve that. You must properly identify your coach in GotSoccer for this to work.
  - C. Teams will play 3-4 round robin games within brackets by flight on Saturday and Sunday morning. Championship games will be played on Sunday afternoon. Five team brackets will not have a championship game.
- V. Match Play
  - A. Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field. Only properly identified team officials (up to 4) may be on the team sideline.
  - B. Playing Time:
    1. All U9-U12 games will be 50 minutes: 25 minute halves with a 5 minute halftime.
    2. All U13-U14 games will be 60 minutes: 30 minute halves with a 5 minute halftime.
    3. We reserve the right to shorten games as necessary.
    4. Scoring:
      - a. Six (6) points for a win
      - b. Three (3) points for a tie

- c. Zero (0) points for a loss
  - d. One (1) bonus point per goal scored by each team, with a maximum of three (3) goal points per game
  - e. One (1) bonus point for a shutout, except for a 0-0 tie.
  - f. A maximum total points per qualifying game is ten (10).
  - g. Qualifying games may end in a tie score; no game tie breakers will be used
  - h. If a semi-final or final results in a tie, the teams will go directly to FIFA Kicks from the Penalty Mark.
5. Forfeits
- In qualifying games, a forfeit will be scored as a three to zero (3–0) game or ten (9) points. A team abandoning a game in progress will automatically forfeit that game. A team abandoning a semi-final or championship game will automatically forfeit that game.
6. Advancement
- a. The team(s) with the highest point total in each pool advances to the finals.
  - b. In brackets with only one (1) pool, the teams with the two highest point totals advance to the final round.
  - c. Some pools will advance wild card teams. The team with the highest number of points after the pool winners are determined will be the wild card team.
  - d. Pools with 5 teams will not have a final. The team with the highest point total at the end of group play will be the champion, and the team with the next-highest point total the finalist.
  - e. Finals that end tied after regulation will not have an overtime period. The winner will be determined by FIFA “Kicks from the Penalty Mark”.
7. Tie Breakers
- In case of a tie, the pool winners and/or wild card teams will be determined in the following order:
- a. Head-to-head competition.
  - b. Goal Difference: team with highest goal difference - goals for minus goals against (maximum three (3) goals per game for or against).
  - c. Most goals scored (maximum three (3) goals per game).
  - d. Fewest goals allowed (maximum three (3) goals per game) .
  - e. FIFA “Kicks from the Penalty Mark.”

## VI. Eligibility

- A. All players must be registered on the team making the application and have the proper USSF Player Pass (i.e. ID card) for 2017-2018. A proper ID card has the player’s picture attached and is laminated.
- B. A player roster is required. Teams registered through USYSA must provide a roster signed by the Club Registrar. Teams registered through US Club or SAY Soccer must provide proper rosters from their associations. A maximum of 3 guest players are allowed per team for U9-U12 and 4 for U13-U14. Guest players must be entered into GotSoccer and must be listed on the roster.
  - 1. A player may only be rostered to one team for the duration of the tournament. No dual rosters during the event.

2. All teams should have Player Passes (ID Cards) in their possession at all times during the tournament for inspection.
3. Team officials will be required to display an Adult Participation Pass or equivalent while on the team sideline during a game.

VII. Registration

- A. To register, submit the tournament application form full payment prior to the entry deadline.
- B. No team will be considered registered until full payment is received.

VIII. Officiating

- A. 7v7 and 9v9 games will be officiated by a single referee. 11v11 games will be officiated by a 3-referee crew.
- B. All referee decisions are final. No protests are permitted.

IX. Illegal Players

- A. A team playing an illegal player will be disqualified and not permitted to continue tournament play. All prior and future tournament games involving the team will be scored as forfeits.
- B. An illegal player is defined as one not listed on the final roster provided at check-in prior to tournament play, one who is of an age group older than the age group the team is playing in, or one who has otherwise been represented in a manner that differs from facts.

X. Discipline

- A. The tournament will follow the STYSA progressive penalty point system with the exceptions listed below.
- B. Any ejected player or team official (coach, assistant coach, manager or trainer) may not participate in the next scheduled game, even if said game is a Championship Game.
- C. Any player or team official (coach, assistant coach, manager or trainer) receiving two (2) Red Cards/Send-Offs will be suspended from further participation in the tournament.
- D. Any person sent off must leave the field area within two (2) minutes of receiving the Red Card/Send-Off or the game will be abandoned by the Referee and will be scored as a forfeit.

XI. Game Time

Game time is the scheduled start time. If a team is not ready to play at the scheduled time, the team will forfeit that game. If both teams are not ready, then both teams will forfeit the game and receive (0) zero team points.

XII. Substitutions

- A. Prior to a throw in by either team.
- B. Prior to a goal kick by either team.
- C. After a goal by either team.
- D. After an injury by either team when the Referee stops play.
- E. At half-time.
- F. When the Referee stops play to caution a player, only the cautioned player may be substituted.

XIII. Uniforms

- A. In the event of a uniform color conflict, the team designated as the home team should change jerseys. Home team should wear their darker colored jerseys, and the visiting team should wear their white or lighter jerseys.
- B. No hard cast, padded or otherwise. NO EXCEPTIONS.
- C. No jewelry of any kind (i.e. earrings, rings, watches, bracelets, necklaces, hair accessories.)

#### XIV. Score Cards

- A. The winning coach (or team representative) is responsible for calling in the score (instructions on Game Card) and turning in the game score card to the site headquarters (or site field marshal if there is no site headquarters).
- B. In the event of a tie, the home team coach is responsible for calling in the score and turning in the score card.
- C. The score card must be turned in within thirty (30) minutes of completion of the game. If a score card has not been received for a game after two (2) hours, the game may be scored as a forfeit for the team which failed to turn in the score card.

#### XV. Awards

The first and second place teams in each age group will receive awards.

#### XVI. Referees

- A. USSF certified referees will be scheduled for each game.
- B. The scheduled game time, if possible, should not be delayed for any reasons.
- C. A one (1) referee system will be used for 4v4, 7v7, and 9v9 games. A three (3) referee system will be used for all 11v11 games.

#### XVII. Rain-Out Procedures

- A. The Tournament Director will have jurisdiction over field playability, cancellations and rescheduling. Every effort will be made to play as many games as possible.
- B. In the event of a total rain-out, a make-up date will be considered. A partial refund will be given in the event of a total rain-out.
- C. In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director.
- D. If at least half of a game has been completed and conditions prohibit continuation, that game will be considered complete and the score at the time of the stoppage will be the final score.
- E. The tournament will use RainedOut to notify all participants of any schedule changes, cancellations, or weather alerts. It is the responsibility of each team to subscribe to the RainedOut service to receive updates. You can find the link at <https://risesc.org/programs/tournaments/volt-classic/>.
- F. No refunds will be given once the tournament games begin.

#### XVIII. Withdrawals

- A. There will be no refunds for teams withdrawing from the tournament after the entry deadline.
- B. A nonrefundable fee of 25% will apply for teams withdrawing prior to the entry deadline.
- C. Should a team fail to be bracketed a full refund will be issued.

## XIX. Tournament Check-in

- A. Coaches or a team representative are required to check-in their teams by electronic check-in: All required documentation must be scanned in and emailed to [checkin@risesc.org](mailto:checkin@risesc.org) by Monday November 20, 2017. You are not officially checked in until you receive a reply from the tournament officials stating that all appropriate documentation has been received. Please be patient as this process can take up to 48 hours.
- B. Required team documentation includes: (Note that this list is not complete, please refer to the Check-in Document available on the website at [risesc.org/programs/tournaments/volt-classic/](http://risesc.org/programs/tournaments/volt-classic/).)
  - 1. All participating players should be on the team's roster in GotSoccer along with their jersey numbers.
  - 2. Final Player Roster with numbers (signed by club registrar for USYSA teams). Players not participating in the tournament should be crossed off the roster. Guest players must be noted as such and may be hand written on the roster.
  - 3. Player Cards (laminated, signed, with picture).
  - 4. Adult Participation Passes for all adults that will be on the player sidelines (STYSA teams).
  - 5. Travel Permit (for USYSA teams outside of South Texas).
  - 6. Note: during the registration process, the manager or coach agreed that all players had signed medical releases. As such, they do not need to be provided at check-in but they are expected to be with the manager or coach on the field.

## XX. Travel Teams

- A. Any team traveling from a distance of greater than 90 miles is considered a travel team.
- B. Travel teams must book lodging through our hotel partner, RoomRoster. More information on the booking process can be found on the tournament web page.

## XXI. Non-Affiliated Teams

Teams that are not affiliated with US Soccer through an officially recognized youth partner (USYSA, US Club, SAY Soccer, AYSO) must provide a certificate of insurance. Please contact the tournament director for details.

Game times and rules are subject to change and should be verified by the coaches at check-in.

Colin Chesters  
Executive Director, Rise SC  
[colin@risesc.org](mailto:colin@risesc.org)

Jason Wintz  
Tournament Director, Rise SC  
[tournament@risesc.org](mailto:tournament@risesc.org)