



## 2018 Rise Friendship Cup 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 (4v4, 7v7, 9v9, and 11v11).
- II. Format of Play:
  - A. U6-8 – 4v4, roster limit of 8
  - B. U9-U10 – 7v7, roster limit of 14 (U8 teams wishing to play 7v7 will have a special U9 bracket in which to play)
  - C. U11-U12 – 9v9, roster limit of 16
- III. Bracketing and Flights  
Brackets will be created with the goal of placing teams in equal levels. There will be no tiering of brackets.
- IV. Tournament Schedule
  - A. The schedule is final as published. No changes will be allowed.
  - B. 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.
- 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 U6-8 games will be 32 minutes; 8 minute quarters with a 2 minute rest between each quarter.
    2. All U9-U12 games will be 50 minutes: 25 minute halves with a 5 minute halftime.
    3. All U13-U14 games will be 60 minutes: 30 minute halves with a 5 minute halftime.
    4. We reserve the right to shorten games as necessary.
    5. 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. A maximum total points per qualifying game is ten (9).
  - f. Qualifying games may end in a tie score; no game tie breakers will be used
  - g. If a semi-final or final results in a tie, the teams will go directly to FIFA Kicks from the Penalty Mark.
6. Playing time  
All players on a team must play a minimum of 50% of the game, injuries permitting.
7. 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.
8. 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”.
9. 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. This is a Rec tournament, intended for teams from in-house recreational teams, as well as teams in external leagues that play Division 3 or equivalent.
- B. All players must be registered on the team making the application.
- C. A player may only be rostered to one team for the duration of the tournament. No dual rosters during the event.
- D. Team officials with USYSA teams will be required to display an Adult Participation Pass 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. Protests

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 not 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 will 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. It will be the individual responsibility of the coach or team manager to check at Tournament headquarters to learn of schedule changes.
- 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. 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

There is no check-in. During the registration process, the manager or coach agreed that all players had signed medical releases, and that they have player proof of ages. A team official must carry (digitally or on paper) a copy of these documents with them throughout the tournament. If you cannot verify a player's age upon demand you will forfeit any games the player has participated in.

XX. 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.

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