

## Ryder Vass 23 & Under Tournament

This tournament is open to 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 downloading the entry form from the LISFL website ([www.LISFL.org](http://www.LISFL.org)) under Forms.

**All tournament teams must be fully insured by ENYSSA (Adult Teams).** The application must be completed and e-mailed to the Tournament Co-Chairs David Harris ([davidtharris@outlook.com](mailto:davidtharris@outlook.com)) and Yuri Fishman ([yuri.fishman@pseg.com](mailto:yuri.fishman@pseg.com)). After the enrollment form has been received, registration procedure and the invoice will be e-mailed.

**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 Chair. 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 2025 Ryder Vass Tournament, players must be born after 1/1/2002. **If there is a designated 20 and under division(s), players in those divisions must be born after 1/1/2005.** However, a team may have up to three (3) players over the age limit. **Any team that has a player under the age of 18 MUST have every player and team representatives complete the SafeSport Training and provide to the LISFL a copy of the Certificate of Completion prior to the first game.** 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 (\$50 per player). 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 the authorized LISFL personnel. **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.**

### Rules Covering Games

**Team account balance must be \$0 before every game. Teams with account balances will not be allowed to play and the game will be scored as a forfeit.**

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 Chair will decide on the date. Teams should make every effort to play all their games. **An entire team not appearing for any game without notifying the Tournament Chair will forfeit that match and not be eligible to participate in the playoffs.** The Tournament Chair 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 player ID. 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 \$220 per game (\$100 for CR and \$60 for each AR) - \$110 per team. 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 Chair with the results of the game. The substitute referee must send a complete written

report for any infractions to the Tournament Chair. 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 Co-Chairs no later than two hours after the game – PLEASE DO NOT CALL-IN SCORES – E-MAIL OR TEXT ONLY.** Please report the scores to:

David Harris davidtharris@outlook.com (631) 875-4615  
Yuri Fishman yuri.fishman@pseg.com (516) 965-8248

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 Chair 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 Chair regarding the outcome of a game is final.** The decision of the Tournament Chair 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. The forfeiting team will also be responsible for the referee fees if they notify the Tournament Chair less than 24 hours prior to the scheduled game.

### Play-offs:

If there are four groups, the top two 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. If there are three groups, the top two teams from each group will advance plus two wild card entries from the remaining teams. The teams will be seeded 1 through 8 with the winners of each division seeded 1 through 3, the 2<sup>nd</sup> place finishers seeded 4 through 6, and the wild cards seeded 7 and 8. 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).**