

2016 LA Riot Squad Champions League

FINAL RULES

The 2016 LARS Champions League will be made up of 7 teams playing each once each. The top two teams at the end of the regular season will play each other in a final match for the title.

Tournament Rules

1. Riot Squad rule #1 must always be observed – Don't be a dick.
2. The tournament fee of \$350 is the day before rosters are due.
3. Each hosting team will be responsible for securing field.
4. Referees will be assigned by the commissioner, however, referee fees will be due at halftime for each team – payable to the referees (\$60 per referee per game - \$120 total). At the home team's discretion and cost a third referee may be appointed.
5. The games will be 80 minutes with a 10 minute half
6. Free substitution will be allowed at the referees discretion
7. Tie breakers: 1) goals for 2) boat race 3) bribes made to the commissioner's office.
8. No matches will be abandoned unless the referee determines conditions are too unsafe to continue.
9. Goal difference for final standings will be capped at +5 GD. No rewards for running up the score and rule #1 applies always.

Roster Guidelines

1. Teams roster are allowed a maximum of 25 players. No roster substitutions will be allowed, even due to injury.
2. Rosters are due two days before the first game of the tournament
3. If a player is not on the roster and on the field as a player, that team will forfeit all points for that game and will suffer an overall points deduction (amount TBD). Do you really need to cheat your friends?
4. All participants must be paid members of the 2016 LARS trust (138SC).
5. 50% of the roster must be paid up members of 138SC by the first match. 100% of the roster must be signed up by February 1.
6. All players must have filled out the LCL liability form.
7. All players must wear a uniform with a unique number.

Disciplinary Guidelines

1. **No playing the ball while player is on the ground.** An automatic yellow card will be issued for any infractions of this rule.
2. Any player receiving a red card will be suspended for a minimum of 1 game.
3. Red card infractions will be reviewed based on the referee's report and interviews with both team captains. The commissioner will determine if additional suspension time is necessary due to the nature of the ejection (e.g., violent conduct).
4. Any team that receives a red card is subject to a deduction of points. This will be determined during the review if it is necessary to punish the team (e.g., fighting).
5. If a player is issued a red card for fighting, they will be assigned a suspension of no fewer than 4 LCL games which can carry over into the final and following season.