



The Hawaii Cup Invitational

Tournament Rules and Regulations

3. TEAMS

- * The maximum number of players on a team roster shall be 18, except for Under 10 teams which shall be limited to 14 players. (Under 10 teams shall play eight-a-side games on appropriately sized fields.) **A player can only be listed on one (1) team roster.**
- * A minimum of 7 players must be on the field at all times during a game, except for the Under 10 division.
- * The first team listed on the schedule shall change jerseys when there is a color conflict in uniforms. Teams are encouraged to bring a spare set of uniforms, or practice "pennies" to contrast the jersey color. All uniforms must have an appropriate jersey number that correctly identifies the player listed on the official roster.
- * Teams shall be seated in the designated team areas and remain on same side of the field of play for the duration of the game. Parents and spectators shall remain on the opposite side of the field from the players.
- * A maximum of three (3) coaches are allowed in the team area. Coaches must wear their coach/member pass in plain view of the referee for the duration of the game and until the game has officially been recorded by the match official. They shall remain on their own side of the field and within the team area. Should the team area lines become obscured, they are restricted to an area ten (10) yards from either side of the halfway line and two (2) yards away from the touchline. At no time shall a coach impede the line of sight of the assistant referee by standing on the touchline.
- * Only players and coaches are allowed on the field. Coaches may only enter the field of play during a stoppage in play and after having been allowed onto the field by the match official. All others must sit in the bleachers, where available, and away from the field of play. At other fields, spectator shall remain at least three (3) yards away from the touchlines and ten (10) yard away from the area behind the goal lines.
- * Properly and legibly completed line-up cards together with player/member passes shall be presented to the match official prior to the start of each game. The line-up cards shall include the first and last names of present and absent players with an explanation for those players not in attendance at the game. Players shall be listed in ascending numerical jersey order, beginning with the smallest ending with the largest number at the bottom of the game card. Game cards will be provided to all teams at tournament check-in time.
- * Each player on the team shall wear a jersey/shirt with a different number and may not exchange it with another player for the duration of the game.
- * All current USYSA rules will apply. Girls are allowed to play on boys teams.

4. COACHES

- * Coaches shall at all times encourage clean competition and good sportsmanship. Coaches shall participate in positive coaching that instructs and encourages players during games. Negative comments and complaints about players, opposing coaches, team supporters or referees will not be permitted.
- * Coaches are encouraged to have a small first-aid kit with them at all times. The kit should contain small bandages, cold packs and disposable gloves
- * Coaches shall have an adequate supply of water or other liquid refreshments with them at all times.



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5.GAMES

* All games will be played on fields designated by the Tournament director.

* Size of balls:

- U-19 (Div.1), U-16 (DIV.2), & U-14 (Div.3) – Size 5
- U-12 (Div. 4) & U-10 (Div.5) – Size 4
- The referee's acceptance of the game ball is final and may not be questioned.

* Duration of games:

1. U-19(Div.1) - two (2) forty- five (45) minute halves
 2. U-16(Div.2) - two (2) forty (40) minute halves
 3. U-14(Div.3) - two (2) thirty- five (35) minute halves
 4. U-12(Div.4) - two (2) thirty (30) minute halves
 5. U-10(Div.5) - two (2) twenty- five (25) minute halves
- * The Tournament Director may shorten the time of any game.

* Games shall be played as scheduled (there is **NO** valid excuse for late or non-appearance). Only the referee in charge of the game, with the concurrence of the Chief Referee and Tournament Director, has the authority to cancel any game. A grace period of five (5) minutes maximum form the scheduled kick-off time will be allowed by the game referee before canceling any game. When games previously in progress are running later than 5 minutes from scheduled kick-off time, no grace period will be allowed.

* In the event games are postponed because of weather conditions or other unforeseen circumstances, the Tournament Director with the concurrence of the tournament staff, shall reschedule the games at the earliest possible date and time.

* Failure of a team to be ready at kick-off time shall constitute forfeiture and that team shall lose by a shore of 1-0.

6.SPORTSMANSHIP PROGRAM

* In order to promote good sportsmanship, The Hawaii Cup Invitational Soccer Tournament has adopted a Sportsmanship Rating Standard. Individual awards will be given for the teams in each age division achieving the highest sportsmanship rating and the rating will also be used as one of the criteria to determine tie breakers.

* The sportsmanship rating will be made by the referee at the conclusion of each game. The sportsmanship Rating Standards are attached as APPENDIX 1.

* All games count for the Sportsmanship Rating. In the event of forfeiture, the winning team shall receive the maximum number of sportsmanship points and the losing team shall receive no points.

* Teams are encouraged to provide refreshments to the referee and assistant referees at half-time and at the conclusion of the game.

* Teams are encouraged to bring pins, patches, and other souvenirs to trade with and/or to give as gifts to other teams and the referees.

7.TOURNAMENT FORMAT

* The format may differ depending upon the number of teams in each age division. A "pool play" format where the winners of each of the pools advance to a single-elimination play-off to determine the tournament champion for each age division or a preliminary round with the top four teams in the division advancing to championship play are most likely to be used.



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* If in the opinion of the Tournament Director there are an insufficient number of teams registered in either Division 1 or 2, then games may be scheduled between teams in those age divisions. Standings will be kept by age division.

* Points are awarded for all games as follows:

3 POINTS FOR A WIN
1 POINT FOR A TIE
0 POINTS FOR A LOSS

* All games, whether pool or non-pool, including inter-divisional games will count fully towards determining the age division winners.

* Ties will be recorded as such except in the championship round.

* If there is a tie in points at the end of pool play or among the teams qualifying for the championship round in non-pool play, then the tie will be decided by using the following tie-breakers in the order in which they are listed:

1ST TIE-BREAKER:- HEAD-TO-HEAD-PLAY-the team that won when the two teams met will advance. If still tied or if the teams did not meet;

2ND TIE-BREAKER:- GOAL DIFFERENTIAL-total goals scored less total goals allowed with a maximum differential of three (3) per game. If still tied;

3RD TIE-BREAKER:- SPORTSMANSHIP RATING-the team that achieved the highest average sportsmanship rating. If still tied;

4TH TIE- BREAKER:- COIN FLIP

8. GAMES ENDING IN A TIE AFTER REGULATION TIME (CHAMPIONSHIP ROUNDS ONLY)

* In case of a tie at the end of regulation time, two (2) SUDDEN VICTORY OVERTIME periods shall be played. The first team to score a goal shall be declared the winner. If a team is playing short due to send-off offenses, that team will continue to play short during the overtime periods. The teams shall change ends of the field after the end of the first overtime period.

* During sudden-victory overtimes, free substitution is allowing during any normal stoppage in play by the team having possession of the ball. Players must be recognized by the referee before entering the playing field.

* Length of overtime periods:

U-19(Div. 1) - two (2) fifteen (15) minute periods

U-16(Div. 2) - two (2) fifteen (15) minute periods

U-14(Div. 3) - two (2) ten (10) minute periods

U-12(Div. 4) - two (2) ten (10) minute periods

U-10(Div. 5) - two (2) eight (8) minute periods

* In case of a tie following the two SUDDEN VICTORY OVERTIME periods, the winner shall be determined by the taking of kicks from the penalty mark in accordance with FIFA Laws of the Game.

9. CAUTIONS, EJECTIONS AND MISCONDUCT

* All cautions and send-off offenses shall be reported to the Chief Referee immediately after the termination of the game by the game referee.

* The minimum penalty for a player or a coach who is ejected from a game shall be a one (1) game suspension for the next following game. The Tournament Disciplinary Committee shall review each such offense and may impose other penalties in its absolute discretion, including suspension and removal from the tournament.

* Any player or coach receiving **two (2)** cautions in the course of the tournament shall receive a **one (1)** game suspension from the game immediately following that in which the coach or player received the second caution. This includes the championship round.



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10. PROTEST

* Protests shall be forwarded to the Hawaii Cup Invitational Soccer Tournament Protest Committee. All protests must be made within four (4) hours of the incident/ ruling being protested or appealed. The fee for a protest shall be **\$150.00**, due at the time of protest registration.

* The Protest Committee shall be composed of representatives selected by the tournament staff. The Tournament Director, the Chief Referee, or their designated representatives shall be permanent members of the Protest Committee.

11. DISQUALIFICATIONS

* If a team uses a player deemed to be ineligible, that team shall forfeit all games in which that player participated.

* The Tournament Director may disqualify any team at any point in the tournament if that team refuses to abide by the Tournament Rules and Regulations.

12. INJURIES

* Any injury to a participant, or damage caused by a participant, must be reported to the Tournament Director. All injuries are treated at local medical facilities at the sole cost of the injured player or coach or their health plan insurer.

13. ACTS OF GOD AND MAN

* The tournament cannot be responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of the tournament or prevent its continuation. War or acts of terrorism may make the conduct of the tournament and/or travel to and from the tournament dangerous. Other unforeseen events may interfere with the orderly conduct of the tournament or with the enjoyment of the participants in the tournament. In the event any such act of nature or man outside the control of the tournament requires cancellation of the tournament or prevents its continuation or requires the cancellation of its activities, no tournament registration fees or any activity fees shall be refunded.

14. OTHER SITUATIONS

* Any situation or subject not covered by the aforementioned Rule will be decided upon by the Tournament Director.