



# **HAWAII INTERNATIONAL CUP**

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## Tournament Rules

### **LAWS OF THE GAME**

All matches shall be played in accordance with FIFA Laws of the Game except where amended by USYSA, US Club Soccer, and/or these tournament rules.

*These rules may be modified before the beginning of tournament play.*

### **TEAM, PLAYERS AND COACHES ELIGIBILITY**

All U.S. teams and players must be affiliated with the USYSA, USCS, or a sanctioned affiliate. International teams must be affiliated with the relevant soccer organization in their home country.

All U.S. teams must be registered and in good standing with their US Youth Soccer/US Club Soccer affiliated state/provincial association. All players from each team must be registered by a single sanctioning organization and must present those credentials on registration. No combination USYS/USCS teams will be allowed.

Coaches are responsible for ensuring the eligibility of their players. Player and coach passes (US Club Soccer or USYS or appropriate international credentials) must be present and available at all matches. All players participating must carry valid player passes. If a player or coach does not have a pass, he/she will not be allowed to participate. A player can play for only one team. **No double rostering allowed.** Any ineligible player will cause the team on which that player played to forfeit any game.

**Teams may have up to 5 guest players;** guest player forms will be required.

All U.S. (non-Hawaii) teams must comply with either US Youth Soccer or US Club Soccer travel procedures. All teams must follow the applicable procedures of their governing body. Out of state teams must have USYS or US Club Soccer Permission to Travel papers on file with their home state association office (if applicable).

All teams are required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Foreign teams: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of legal entry into the United States. Teams are also required to have player picture identification cards. Players must also have the required completed form from their Provincial or National association approving the team's participation in the tournament.

### **CHECK-IN PROCEDURES**

Check-in procedures will be completed online prior to the tournament weekend. There will NOT be team check-ins at the event.



# HAWAII INTERNATIONAL CUP

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A roster certified by the team's state association must be submitted before the tournament begins to complete online check-in. After check-in, teams may not alter their rosters or make additions/subtractions at any time.

Managers/Coaches need to provide a copy of an approved stamped roster to the referee prior to each game. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site.

Referee is not to collect player passes but they may be checked prior to each match. Referee will keep the approved stamped roster and turn it in with a game card.

## **EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY**

The home team should wear a light color jersey, and the away team dark color. If there is a conflict, the home team will be responsible for wearing an alternate color jersey as determined by the referee. The team listed first in all rounds shall be the home team.

Each player on a team shall wear the same uniform, to consist of a jersey with different number, shorts, socks and shin guards. Goalkeeper must have a different color. The jersey may not be exchanged with another player for the duration of the game. Long sleeve shirts may be worn under the jersey. No long pants may be worn, except by the goalkeeper (unless extreme weather permits). Goalkeeper must have a different color, preferably not black. If the goalkeeper jersey color conflicts with the opposing team uniforms, the referee may require a different jersey to avoid confusion.

The assigned referee will conduct a pre-game inspection of players and their equipment. All player equipment is subject to referee approval. The referee has the right to request players to put on shin guards that are sized properly.

## **COACHES**

There must be at least one registered coach of the same affiliation as the team present at each game. Coaches may not enter the field of play once the game begins unless summoned by the referee. All other spectators must remain at least two (2) yards from the touchlines and ten (10) yards away from the area behind goal lines. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

Coaches shall conduct themselves in a manner becoming of their respective organizations. **Negative comments and complaints about the referees will not be tolerated. This will be strictly enforced. Coaches who violate this rule will be carded.** Coaches shall be responsible for the words and actions of their players, parents, and spectators. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Coaches shall encourage clean competition and good sportsmanship and participate in positive coaching. Coaches shall abide by and uphold the Rules and Regulations of their respective organizations and FIFA's Laws of the Game.

## **FIELD MARSHALS**



# HAWAII INTERNATIONAL CUP

Field Marshals will be available near every field for the duration of the game. Their primary responsibility is to communicate via walkie talkie to the Tournament Headquarters and/or to the medical staff in the event of disturbances or injuries during games. The field marshal will be wearing appropriate identification.

## TOURNAMENT AGE GROUPS

The tournament will be by age groups, i.e. 9U, 10U, 11U etc. boys and girls using the following format:

Age Group	Game Format	Maximum # players on field	Minimum # players to start game	Maximum # players on Roster	# of Referees
7U	4 aside	4	3	8	1
8U	4 aside	4	3	8	1
9U	7 aside	7	5	14	1
10U	7 aside	7	5	14	1
11U	9 aside	9	6	16	3
12U	9 aside	9	6	16	3
13U	11 aside	11	8	22	3
14U	11 aside	11	8	22	3
15U	11 aside	11	8	22	3
16U	11 aside	11	8	22	3
17U	11 aside	11	8	22	3
18U	11 aside	11	8	22	3
19U	11 aside	11	8	22	3

If the minimum number of players is not met, the offending team will forfeit the game by a score of 4-0.

## GAME BALL

7U, & 8U: Size 4

9U, 10U, 11U & 12U: Size 4

13U +: Size 5

The ball shall be provided by the tournament. The referee will pick up the ball when he checks in for the game and return the ball after completion of the game. The referee's acceptance of the game ball is final and may not be questioned. If a tournament ball is not available, the game ball shall be provided by the home team.

## GAME LENGTH

(Five minute break between periods)

7U to 8U	Two 20 minute halves	4v4; Modified offsides (defensive build up line); no heading
9U to 10U	Two 25 minute halves	7v7; Modified offsides (defensive build up line); no heading
11U to 12U	Two 30 minute halves	9v9



# HAWAII INTERNATIONAL CUP

13U to 19U	Two 35 minute halves	11v11
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The Tournament Director may shorten the time of any game. Games shall be played as scheduled (there is no excuse for late or non-appearance). Only the referee in charge of the game, with concurrence of the Tournament Director, has the authority to cancel any game. The game referee will allow a grace period of fifteen (15) minutes maximum from the scheduled kick-off time before canceling any game. When games previously in progress are running later than the fifteen (15) minutes from the scheduled kickoff time, no grace period will be allowed. Failure of a team to be ready at kickoff time shall constitute forfeiture and that team shall lose the game by a score of 4-0.

In the event a team refuses to continue a game (walks off the field) after the start of the game, that team shall forfeit the game by a score of 4-0 or the score at the time the game was terminated, whichever is more disadvantageous to the forfeiting team.

## **SUBSTITUTIONS**

Teams may substitute only with the referee's permission at any stoppage in play, unless otherwise specified. Departing players shall leave the field promptly at the closest point, and entering players shall come onto the field from the midline on their side of the field. Unlimited substitutions are allowed at the discretion of the referee.

## **DIVISION STRUCTURE**

- 3-teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the SemiFinals. The winner of the Semi-Final will play #1 in the Final.
- 4-teams – Each team will play the other three teams in the group. #1 will play #2 in the Final.
- 5-teams – On Saturday, each team will play two group games (opponents determined at random). On Sunday, #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.
- 6-teams – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Bracket A #1 will play Bracket B#1 in the Final
- 7-teams – Division of 7: 1 group of 3 and 1 group of 4. Group with 4 plays round robin with two games Saturday and one game Sunday. Group of 3 will play two group games Saturday. On Sunday, 1st place teams in each group play for the final. 2nd place teams in each group will play in a consolation game. 3rd place teams in each group will play in a consolation game.
- 8-teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the Final.
- 12-teams – Four groups of three. Each team will play the other two teams in their group. On Sunday, the group winners will advance to the semi-finals. Bracket A#1 will play Bracket B#1 and Bracket C#1 will play Bracket D#1. The second and third place teams in each group will play a consolation game. Bracket A#2 will play Bracket B#2, Bracket C#2 will play Bracket D#2, Bracket A#3 will play Bracket B#3, Bracket C#3 will play Bracket D#3.

## **POINT SYSTEM**



# **HAWAII INTERNATIONAL CUP**

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The Tournament Committee will determine the competition format subject to the number of teams entered. Teams may be seeded in pool play. **There will be no overtime in pool play.** Ties will be recorded as such. The greatest number of points determines pool standings.

Points are awarded as follows:

- Win = 3 points
- Tie = 1 points
- Loss = 0 points

A team that forfeits a game will give up 4 (four) points to the declared winner of the game. The match will be scored as a 4-0 win for the declared winner.

All scores will be verified and game cards will be signed by coaches from both teams. Scoring issues should be reported immediately to the Tournament Director for re-verification.

## **POOL PLAY STANDINGS - TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied, proceed to step 2.

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal Differential (maximum four (4) per game)
3. Goals For (maximum four (4) per game)
4. Goals Against (maximum four (4) per game)
5. Most Wins
6. Most Shutouts
7. Penalty Shootout

In single pool competitions that end in a tie after all tie breakers have been considered, there will be a shootout. In the event three or more teams are tied, the above tie breakers will be applied simultaneously to all teams and are to be used only once.

## **SEMI-FINAL AND FINAL MATCHES - KICKS FROM THE MARK**

**In case of a tie at the end of regulation time, teams will go directly to kicks from the mark.**

Kicks from the mark are used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.



# **HAWAII INTERNATIONAL CUP**

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Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension, they may NOT participate in the kicks.

## **AWARDS**

In the 9U to 19U divisions, awards will be distributed to 1<sup>st</sup> and 2<sup>nd</sup> Place teams. Additional awards may be made at the discretion of the Tournament Committee.

## **INJURIES**

Trainers will be on site during all games to administer first aid and determine if further medical support is required, including transport to a hospital. Any injury to a participant, or property damage caused by a participant, must be reported to the Tournament Director. Waivers signed by parents/guardians of all players are required to participate, and the costs of all injury treatments are the sole responsibility of the injured player, coach, sanctioning national association, or their health plan insurer.

## **WEATHER POLICY**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause.

It is possible that weather conditions may lead to stoppages in play. Games will not be stopped due to rain unless it is a severe downpour and/or there is standing water on the fields. In the event of lightning in the area, we will notify teams and spectators to vacate the fields. Games will be stopped for 30 minutes from the last lightning strike.

The following procedures for weather delays may be used:

- If a delay occurs while the game is in progress and the game cannot be restarted before the start of the next scheduled game, then the score of that game will be considered final. This is regardless of the length of time that the game has been played.
- Games shall be considered complete if one half has been completed and play is stopped by the Referee, Commissioner of Referees, or the Tournament Director(s).
- When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks, or coin tosses. In the event that conditions prevent a game from being played at all, the game will be listed as a 1-1 tie.

In the event of inclement weather, tournament staff will update coaches and team managers via email, text, and the tournament homepage.

## **REFUND POLICY**

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. 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



# **HAWAII INTERNATIONAL CUP**

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man outside of the control of the tournament requires the cancellation of the tournament or prevents its continuation, tournament fees will be refunded in the following increments:

- a. No games played = 75% credit or 50% refund
- b. One game played = 50% credit or 25% refund
- c. Two games played = 25% credit

If there are not enough teams to form an age group, the entered teams will be given one of two options:

Option (1) – Tournament Committee will recommend an alternative placement with an older age group.

Option (2) – Team may withdraw from the tournament and the entry fee will be refunded.

## **REFEREE ABUSE**

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their home state association. The player, coach, or fan will be removed from the field.

## **DISQUALIFICATIONS, CAUTIONS, AND EJECTIONS**

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 the team refuses to abide by the Rules and Regulations of the tournament.

All players and coaches sent from the field (red card) or cautioned (yellow card) must be reported to the Tournament Director immediately after the end of the game by the game referee.

The player(s) receiving the red card and the coach or team manager must report to Tournament Headquarters following the game. Players will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a red card is received in a Final Match, the player will have to serve suspension in the following year's event.

## **PROTESTS**

No protests are allowed. The game official shall consist of a center referee who shall be responsible for making all decisions as related to the game. All decisions made by the tournament director are final.

## **COMPLEX RULES**

In addition to rules posted on the tournament website, city regulations require that there will be

1. No alcohol permitted
2. No noise makers allowed
3. No smoking
4. No animals (with the exception of service animals)



## ***HAWAII INTERNATIONAL CUP***

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**The Tournament Director and/or designee will decide upon any situation or subject not covered by the aforementioned rules and regulations. All decisions by the Tournament Director are final and are not subject to appeal. To contact the Tournament Director, please visit Tournament Headquarters and they will locate the Director or designee.**