



HYSA PRESIDENTS' DAY CUP RULES

1. TEAM REGISTRATION AND PLAYER ROSTERS:

A. The HYSA President's Day Cup is a tournament for teams that participate in HYSA leagues on Kauai, Maui, Big Island and Oahu. Teams entering the tournament must enter in the age bracket corresponding to their league age designation (corresponds to league team number). Playing up in age will not be allowed unless the age group has less than the required 4 teams for that age group (see rule 2B). Late Entries may be allowed by the tournament committee and/or director with the understanding that a late entry fee will be imposed.

B. Team rosters will be frozen with their respective league registrar on **2/4/2012 @ 4:00 pm**. No player will be allowed to play unless their player pass is current and they are listed on the official League Roster.

COACHES MUST CHECK WITH THE LEAGUE REGISTRAR TO MAKE SURE THAT THE ROSTER IS CURRENT. NO PLAYER WILL BE ALLOWED TO PLAY UNLESS THEY ARE SHOWN ON THE ROSTER OBTAINED FROM THE LEAGUE OFFICE. COACHES COPIES OF TEAM ROSTERS WILL NOT BE ACCEPTED. THERE ARE NO EXCEPTIONS TO THIS RULE.

The official roster will be obtained by the HYSA Tournament Officials from the League Registrars.

C. A team representative, with all player/coach's passes and the team roster must check in during the Tournament Check-in at a date and time to be established by the Tournament Committee (see HYSA website for specifics). Neighbor Island teams do not have to attend check-in, but must check in at the main tent 1.5 hours prior to their first game. Any team that does not satisfy all Check-in Requirements may have all of its games automatically forfeited. Game cards will be prepared based upon only those players eligible to participate in the competition. All teams must provide Field Marshals at the requested time if their team is selected to do so.

No guest players are allowed. **Players may play with their primary team or their secondary team, but not both.**

D. Teams may roster up to 10 coaches/managers on their roster. This must be done by having the appropriate club or league registrar add coaches to the roster in the Affinity registration system. ONLY the coaches listed on the official printed roster from the league registration records will be eligible to coach. Pre-Printed game cards will be prepared with up to 10 coaches on the frozen roster. AT GAME TIME, the team must declare which 4 coaches will remain on the sideline in the technical area for the duration of that game. All other coaches will be lined off the official game sheet by the referee. DOCs and Technical Directors should be included with each team and are counted as part of the 10 coaches listed and will count as part of the 4 coaches allowed in the technical area.

All coaches must be Risk Management cleared and have a VALID HYSA Membership card properly displayed during each match.

E. If a team uses a player deemed to be ineligible, that team shall forfeit all games in the tournament. The Tournament Director may disqualify any team, at any point in the tournament, if the team refuses to abide by the tournament rules.

F. A team representative, with all player/coach's passes and the team roster must check in during the Tournament Check-in at a date and time to be established by the Tournament Committee. Neighbor Island teams may pick up their packets at the tournament main tent and do not have to attend check-in. Any team that does not satisfy all Check-in Requirements will have all of its games automatically forfeited. Game cards will be prepared based upon only those players eligible to participate in the competition.

2. TOURNAMENT FORMAT:

A. Tournaments will be by age group, U8, U9, U10, U11, U12. The tournament will be played in accordance with the format deemed appropriate by the tournament committee. The tournament format for each age/gender group will be determined by the HYSA Tournament Committee based on the number of entries. References to Tournament Director shall mean "Tournament Director or his designee."

For 2011: Will be determined upon finalization of all brackets. see schedule posted at main tent.

B. Teams will be placed into pools by means of a double blind draw. Where possible, the tournament committee will place same age group teams from the same Club or Island League into different pools through this process. This draw will be conducted at a HYSA Board of Directors meeting or at another meeting so designated by HYSA. There must be at least four teams entered to have a tournament in each age/gender group. Teams will be given an option to play up if less than four teams enter their age group tournament. If there are less than four teams entered, age groups will be U8, U10, and U12 or as deemed appropriate by the HYSA Tournament Committee.

a) 4 teams, 1 pool, round robin play, winner determined by most points, see point scoring system below.

- b) 5 teams, 1 pool, round robin play, winner determined by most points, see point scoring system below.
- c) 6 teams, 1 pool, round robin play, winner determined by most points, see point scoring system below.
- d) 7 teams, 2 pools, 4 teams pool A, 3 teams pool B. Top 2 teams (by points) in each pool advance to semi-final, winner of semi finals advance to final.
- e) 8 teams, 2 pools, 4 teams each. Top 2 teams (by points) in each pool advance to semi-final, winner of semi finals advance to final.
- f) 9 teams, 2 pools, 5 teams pools A, 4 teams pool B. Top 2 teams (by points) in each pool advance to semi-final, winner of semi finals advance to final.
- g) 10 teams, 2 pools, 5 teams each. Top 2 teams (by points) in each pool advance to semi-final, winner of semi-finals advance to final.
- h) 11 teams, 3 pools, 4 teams each pool A & B, 3 teams pool C. Top 2 teams (by points) in each pool advance to quarter finals, pairings-A1vC2, B1vA2, C1vB2. Winner of quarter finals advance to semi finals. 4th team to advance to semi-final will be determined by lowest total goal differential (all games). If tied, then will go through tiebreaker Ec, then Ed if needed. Semi-final pairings, Winner QF1 v Winner QF2, Winner QF3 v Loser LGD. If winner QF3 and Loser LGD are from the same quarterfinal, the pairings will be changed to Winner QF1 v Loser LGD and Winner QF2 V Winner QF3.
- i) 12 teams, 4 pools, 3 teams each. Top 2 teams (by points) in each pool advance to quarter finals, pairings-A1vB2, B1vC2, C1vD2, D1vA2. Winner of quarter finals advance to semi-finals. Winner of semi finals advance to final.
- j) 13 teams, 4 pools, 4 teams pool A, 3 teams each pool B, C, & D. Top 2 teams (by points) in each pool advance to quarter finals, pairings-A1vB2, B1vC2, C1vD2, D1vA2. Winner of quarter finals advance to semi finals. Winner of semi-finals advance to final.
- k) 14 teams, 4 pools, 4 teams pool A & C, 3 teams pool B & D. Top 2 teams (by points) in each pool advance to quarter finals, pairings-A1vB2, B1vC2, C1vD2, D1vA2. Winner of quarter finals advance to semi finals. Winner of semi-finals advance to final.
- l) 15 teams, 3 pools, 5 teams each, winner of each pool + best 2nd place (by points) advance to semi-finals. Winner of semi finals advance to final.
- m) 16 teams, 4 pools, 4 teams each, winner of each pool plays in semi-final, winners of semi-finals advance to final.
- n) 17-20 teams, 4 pools, 4-5 teams in each pool, winner of each pool plays in semi-final, winners of semi-final advance to final.

C. Teams winning by forfeit shall receive a score of 4-0. Teams forfeiting shall receive a score of 0-4. Teams who forfeit one game forfeit all games on their schedule, including all games already played. Scores of previous games will all be changed to 4-0 wins for all teams playing a team which forfeits any game. Teams forfeiting any games are subject to fines and disciplinary action.

D. The pool winner will be determined by the number of points awarded. Ties stand during pool play. Pool winners advance to the semi-finals or finals. Points will be awarded as follows:

Win = 45 points

Tie = 15 point

Loss = 0 points

Shutout = 1 point (no shutout points awarded for 0-0 ties)

Goals = 1 point per goal (4 maximum)

E. Tie breakers:

1) The pool winner will be determined based on the following Tie Breakers.

Tie Breakers apply only to pool play.

a) Head to head results (used only if two teams are tied in total points)

b) Cumulative goal differential between goals scored and goals allowed.

Maximum differential allowed is four (4) goals per game.

c) Least goals allowed.

d) Kicks from the penalty spot per FIFA rules.

If a shootout is necessary it will be within one hour of the last preliminary round game. After scores are reported the tournament staff will post the scores and determine if a shootout is necessary.

For seven team pools: if the team requiring a shootout is the team with slot #2, the shootout will be Monday morning. For pool tiebreaker shootouts, coaches can select any players to shoot (for championship round shootouts players on field at the end of game will shootout. FIFA rules)

2) Tie Breakers are used in order from a) to d) until the tie is broken. Once a Tie Breaker is considered and the tie is not broken it will not be used again.

3) If more than two teams have the same number of points at the conclusion of pool play, Tie Breaker a) is eliminated and Tie Breakers b) , c), and d) will be used in that order to determine which team or teams advance. Whenever one or more teams are eliminated, the advancing teams will go through the Tie Breaker procedure starting again at Tie Breaker b). However, if only two teams advance, the Tie Breaker procedure will start at Tie Breaker a). This process will continue until only one team advances.

4) The Best 2nd place team advancing to the Semi-Finals will be determined by Tie Breakers b), c), and d), listed in paragraph 1.E. above, in the order listed.

F. Semi-finals and finals will be played to conclusion using two overtime periods and a shoot-out if necessary. Overtime periods shall be played to their conclusion. Game length and overtime period duration will be: 2) ten minute overtimes for u9s, u10s, u11s

& u12s, 2) five minute overtimes for u8s. If no winner is determined at the conclusion of the two overtime periods, the game will be proceed to a penalty kick shoot-out in accordance with FIFA procedures. Only the players on the field at the end of the game will be eligible to participate in the semi final and final game shootouts.

G. Game balls will be provided by the Tournament. However, if a game ball is not provided by tournament officials due to unforeseen circumstances, the home team will provide the game ball. The home team is the first team listed on the schedule.

H. Both teams will occupy the same side of the field. A maximum of four coaches or managers per team will be permitted on the team side during the game. Coaches and managers must have passes. Spectators will sit on the opposite side of the field. No alcoholic beverages will be consumed or allowed near the playing area. No smoking will be allowed near the playing area.

I. Teams should be prepared with two uniform jerseys. If the referee determines that the colors conflict, the home team will be required to change colors. Registered club colors are for league games only and will not be considered in State Level Tournaments.

3. RULES OF PLAY:

A. The rules of play shall be the "Laws of the Game" as published by FIFA, US Youth Soccer Rules, HYSA Rules, and the tournament rules stated herein.

B. Size of ball is No. 3 for U8 and No. 4 for U9, U10, U11 & U12.

C. U8, U9, and U10 will follow US Youth Soccer 8x8 Playing Rules. Maximum Roster is 14 players. Note: For U8s, there is no offsides.

D. U11 & U12 will follow US Youth Soccer 11x11 Playing Rules. Maximum Roster is 18 players.

E. U8 40 min games (20 min halves), U9/U10 50 min games (25 min halves) U11/U12 60 min games (30 min halves)

4. DISCIPLINARY AUTHORITY

A. All disciplinary rulings will be made by the Tournament Director. Rulings will be based on the written report of the game official. The Tournament Director may obtain oral information if needed from the game official. Sanctions will be imposed using the guidelines of HYSA Rule 3.5 – 3.8.

B. The Tournament Director will make a ruling immediately upon receiving the report of the game official. The team representative of the team involved should contact the Tournament Director immediately after the game to obtain the ruling.

C. The ruling will stand unless taken to the Protest and Appeals Committee within 30 minutes of receiving the ruling.

5. PROTEST & APPEALS PROCEDURES

A. The Protest & Appeals Committee shall be the Tournament Director, and one representative from each age/gender group entered in the tournament. The Tournament Director will not be a voting member. The representative of the age/gender group involved in the protest/appeal will be allowed to establish quorum and participate, but will not be allowed to vote. A decision may be reached if a simple majority is available to hear the protest either in person or by phone.

B. Teams will provide the name and telephone number of the team representative upon checking in. Team representatives should be available in person at the field or available by phone during the tournament.

C. Teams involved in the Protest or Appeal will not be allowed a vote in the proceedings but may be allowed to present a short oral summary of the protest if requested.

D. All protests must be in writing and submitted to the Tournament Director within one hour after the game, accompanied by a \$200.00 non-refundable fee made payable to HYSA. Judgment calls of officials are non-protest able.

E. All decisions by the Protest & Appeals Committee will be final.

6. AWARDS:

A. A HYSA/Tournament Pin will be awarded to all participants.

B. Medals will be presented to 1st & 2nd Place teams. A team trophy will also be awarded to 1st & 2nd place teams.

7. UNFORSEEABLE CIRCUMSTANCES:

The Tournament cannot be held responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of the tournament or portions of the tournament and 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 that any such acts of nature or man outside the control of the tournament requires the cancellation of the tournament or prevents its continuation, no tournament fees shall be refunded.

8. OTHER SITUATIONS OR SUBJECTS:

Any situation or subject not covered by the rules and regulations of the tournament will be decided on by the Tournament Director/Committee.

HYSA Website www.hawaiisoccer.com

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