



2016 Hawaii State Championships

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2016 Hawaii State Championships U8s thru U19s

1. INTRODUCTION & TOURNAMENT GUIDELINES:

A. **Tournament Eligibility.**

The tournament is open to 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. The age groups for this tournament are U8 to U19. *Should there be insufficient teams in a division, the Tournament Committee may use discretion to combine age groups.*

B. **Official Start Date and End Date**

The official start date of the tournament is May 28, 2016. Should there be any teams that withdraw prior to the official start date; the tournament committee has the authority to make needed age-group division changes to maintain the integrity of the tournament and notify respective teams. Entry fees are non-refundable (*Wait-List Teams will only be utilized to replace teams that withdraw prior to the official start date*).

The official end date of the tournament is May 30, 2016. Official results will be reviewed and posted on the HYSA website. Should there be any discrepancies that are discovered following the official end date; the tournament committee has the authority to make needed changes to maintain the integrity of the tournament and notify respective teams. Teams that withdraw prior to the end of the tournament will forfeit all matches played and may receive other sanctions as determined by the HYSA Tournament Committee.

C. **Awards.**

Medals and Trophies will be awarded to teams winning their division. Additional awards may be made at the discretion of the Tournament Committee.

D. **Tournament Team Support and Duties.**

Teams may be selected to provide tournament support such as Field Marshal duties and support staff assistance during the tournament. This volunteer support allows the tournament to be organized and operate efficiently. Team coaches and staff will be contacted by the Tournament Committee Assignments prior to the start of the tournament.

Note: The entry fee does not cover all the areas needed to operate the tournament, therefore, manpower is required to assist in the operations.

E. The Tournament Director shall have ultimate authority over the competition and all discipline matters. The interpretation of the rules and all decisions of the Tournament Director are final. The



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Tournament Director may be assisted by, or designate their authority in any matter, to a member of the Tournament Committee.

2. TEAM REGISTRATION AND PLAYER ROSTERS

A. Player Registration Ruling.

- No guest players are allowed. If a player is multi-rostered, and both teams are entered in the tournament, then the player must play with one team only. This is inclusive for both girls and boys divisions.
- No players may be added to the roster after the frozen roster date. Each island is considered a separate district for U8s thru U18s. Each team is allowed to have a maximum of 6 out of district players (Hawaii districts or mainland).
- For U19's all islands are considered the same district. Maximum number of out of district players for U19's is 6.
- If you are unsure about roster procedures, Club Pass System, transfers, or out of district players contact the State Registrar. (hysareg@yahoo.com)

B. Frozen roster date and roster limits.

Team rosters will be frozen with their respective league registrar on the date posted on the HYSA website. The maximum roster limit is 22 players, however, only 18 players will be allowed to play at each tournament match. No players will be allowed to play unless their player passes are current and they are listed on the Official Roster.

- **TEAM/CLUB OFFICIALS MUST VERIFY TOURNAMENT ROSTERS ARE CURRENT PRIOR TO THE ROSTER FREEZE. NO PLAYER WILL BE ALLOWED TO PLAY UNLESS THEY ARE SHOWN ON THE TOURNAMENT ROSTER OBTAINED FROM THE HYSA ON-LINE REGISTRATION SYSTEM. A COPY OF THE TEAM ROSTER WILL NOT BE ACCEPTED. NO EXCEPTIONS TO THIS RULE.**
- The official roster will be obtained by the HYSA Tournament Officials from the registration system. If a team uses a player deemed to be ineligible, that team shall be disqualified and forfeit all games in the tournament.

C. Tournament Check-In.

A team representative, with all player and coach passes must check in during the Pre-Tournament Check-in at a date and time to be established by the Tournament Committee. IF a coach is on the Hawaii State Championship Rules 5/20/2016



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roster of more than one team, notify the check-in staff. Please check the HYSA website for the appropriate time and place to check in your team.

Neighbor Island teams do not have to attend the pre-tournament check-in. They must report to the Tournament Main Tent at least 1 hour prior to their team's first game.

Any team that does not satisfy all Check-in Requirements will be disqualified and have all of its games automatically forfeited. Game cards will be prepared based upon only those players eligible to participate in the competition. Tampering or altering game cards, player or coach passes after check-in may result in a team disqualification.

D. Coaches on Roster Limits.

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. NO write-in's are allowed in tournament play.

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.

Directors of Coaching (DOC) and Technical Directors should be added to 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 cleared through Risk Management and have a VALID HYSA Membership card properly displayed during each match.

E. Technical Area

People allowed in the Technical Area include: coaches with a valid pass, State Presidents and State Reps with credentials, players and substitutes on active roster in uniform (maximum 18), Inactive players appearing on the roster (maximum 4) not in uniform, and Trainers.

All personnel within the Technical Area must act in a responsible manner.

Any person dismissed from the match must leave the technical area:

- 1) Players must go to the other side of the field. If they continue disruptive behavior, it should be noted in the game report and the coach should be asked to remove the player to a safe location away from the playing venue.
- 2) Coaches must leave the vicinity of the playing venue to discourage coaching from a remote location.



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3) All dismissals must be reported on the Game report and a Supplemental Report submitted.

3. TOURNAMENT FORMAT:

A. Divisions by Age Group and Gender.

Tournament Divisions will be organized by age group and gender, if at all possible single year age and gender divisions. HYSA Tournament committee reserves the right to combine age groups if necessary.

B. Format Determination.

The tournament will be played in accordance with the respective format below; each determined by the HYSA Board of Directors in conjunction with the Tournament Committee based on the number of entries to maintain the integrity of the tournament. References to Tournament Director shall mean "Tournament Director or their designee."

C. Tournament Brackets.

- 4 teams- 1 pool, round robin play. 1st & 2nd advance to final, 3rd & 4th play consolation match
- 5 teams- 1 pool, round robin play. Final standings determined by points.

D. Blind Draw.

Teams will be placed into pools by means of a blind draw. This draw will be conducted at a HYSA Board of Directors meeting or at another meeting so designated by the HYSA Tournament Committee.

E. Forfeit Rule.

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 that forfeits any game. Teams forfeiting any games are subject to fines and disciplinary action. Forfeiture fines assessed will be \$175.00 per team. Disciplinary action may include coach suspension and team placed in bad standing.

F. Ties During Pool Play.

Ties will stand during pool play and round-robin matches.

G. Ties During Semi-finals and Finals.

Semi-finals and finals, tied at the end of regulation will proceed to two overtime periods and FIFA "Kicks from the Mark" if necessary. Overtime periods will be played in their entirety. Only the players on the field at the end of the game will be eligible to participate in the penalty kick shoot-out.



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H. Point System.

Points will be awarded as follows:

**Win = 45 points Tie = 15 points Loss = 0 points,
Goals = 1 point per goal (4 maximum)
Shutout = 1 point
(no shutout points awarded for 0-0 ties)**

- For age-groups with one pool; the team with the most points advances/wins.
- For age-groups with more than one pool:
The pool winner will be determined by the total number of points awarded.
Pool winners advance to the semi-finals or finals.

I. TIE BREAKER RULES (applies to pool play only):

- 1) Scores & standings will be posted daily within a reasonable time after games have been played. Coaches are responsible for monitoring the possibility of a shootout (rule 2.d. below) if total points and tiebreakers a, b, & c do not break a pool play tie.

Coaches should have their team prepared for a shootout if they are in this situation after the last pool play game in their bracket; within 60 minutes of the end of the determining match.

- 2) The pool winner will be determined based on the following Tie Breakers Rules.

Tie Breakers will apply in the following order.

- 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 mark per FIFA rules.

If a shoot out is necessary it will follow the last pool play game and/or within 60 minutes of the determining match. After scores are reported to the tournament staff they will post the scores and determine if a shootout is necessary. If so they will request the referees to conduct the shootout. The shootout will be as soon as it is possible based on field availability.

For pool tiebreaker shootouts, coaches can select any legally rostered players to participate in the shoot out (for championship round shootouts players on field at the end of game will shootout using FIFA shootout rules)

- 3) 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.



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- 4) 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.
- 5) For 3-team pools; if at the conclusion of pool play all teams are tied in points, and remain tied after above tie breaker rules are followed; there will be a FIFA Kicks from the Penalty Mark (shootout). For 3-team pool tiebreaker shootouts, coaches can select any legally rostered players to participate in the shoot out. There will be a drawing before the shootout. The team pulling the "one" position will shootout with the team pulling the "two" position. The winner of this shootout will then have a shootout with the team pulling the "three" position. The winner of this shootout will be declared the champion and the loser will be deemed 2nd place.

J. Substitution Rule

- 1) For all age groups, unlimited substitutions shall be allowed, at any stoppage of play as deemed appropriate by the referee.

4. RULES OF PLAY:

A. Game length, Overtime, Ball Size.

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.

<u>Age Group</u>	<u>Game Length</u>	<u>Overtime Periods</u>	<u>Size</u>
Under 19	Two 45' halves	Two 15' halves	#5
Under 18	Two 45' halves	Two 15' halves	#5
Under 17	Two 45' halves	Two 15' halves	#5
Under 16	Two 40' halves	Two 15' halves	#5
Under 15	Two 40' halves	Two 15' halves	#5
Under 14	Two 35' halves	Two 10' halves	#5
Under 13	Two 35' halves	Two 10' halves	#5
Under 12	Two 30' halves	Two 10' halves	#4
Under 11	Two 30' halves	Two 10' halves	#4
Under 10	Two 25' halves	Two 10' halves	#4
Under 9	Two 25' halves	Two 10' halves	#4
Under 8	Two 20' halves	Two 5' halves	#3

B. Game ball.

The game ball will be provided by the Tournament. However, if a game ball is not provided by tournament officials the home team will provide the game ball. The home team is the first team listed on the schedule.



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C. Sideline Management and coach responsibility.

Both teams will occupy the same side of the field. A maximum of four coaches, managers, or trainers per team will be permitted on the team side during the game. Each Coach, manager, or trainer must be listed on the team roster and must have their pass prominently displayed (on a lanyard around the neck) during the entire game. 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.

D. Uniform requirement.

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. Permanent numbers will be required for all uniforms.

E. Team disqualification.

The Tournament Director may disqualify any team, at any point in the tournament, if the team refuses to abide by the tournament rules. Any situation or subject not covered by the rules and regulations of the tournament will be decided on by the Tournament Director.

The disqualification of a team may result in a forfeit, depending on the variables involved as decided by the Tournament Committee in order to maintain the integrity of the tournament. Disqualification of a team may also result in disciplinary actions of the team and/or Club, it's directors, coaches, or any team officials. This includes fines and suspensions.

5. DISCIPLINARY PROCEDURES/AUTHORITY:

- A. All disciplinary rulings will be made by the Tournament Director (or their designee). The Tournament Director (or their designee) shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel, players, and spectators.

Game suspensions listed below are the suggested minimum for the charged offenses.

Depending on the findings of the Tournament Committee, penalties may vary in accordance to the gravity of the infringements.

Referee send-off reports are reviewed by members of the Tournament Committee.



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- 1) Tournament Committee assesses appropriate penalties based on published guidelines.
- 2) Tournament Committee findings are recorded at the main tent.
- 3) **No appeals are allowed if suspensions are within the published guidelines.**
- 4) Coaches/Players must be notified as soon as possible of extended penalties.
- 5) Tournament Committee will notify the Club/Team representative, whose responsibility it is to notify the player or coach.
- 6) Tournament Protest & Appeals Committee will hear appeals. The P&A Committee will be chaired by the Tournament Director. (See Protest & Appeals section)

B. Infringement and Laws of the Game. When sent off the field of play and shown the red card for infringement of the “laws of the game”, players and substitutes shall be disciplined by further game suspensions as follows:

- 1) Serious Foul Play
 - S1-Serious Foul Play,
 - S4-Denies opportunity by handball,
 - S5-Denies opportunity by FK/PK offense.

Examples include, but are not necessarily limited to, intentionally impeding an opponent, denying an obvious goal-scoring opportunity, denying an obvious goal-scoring opportunity by handling the ball.

Result for all age groups: Suspend for a minimum of one (1) game.

Examples include, but are not necessarily limited to, tripping, holding, unlawfully charging or pushing an opponent denying an obvious goal-scoring opportunity; intentionally tripping, holding, pushing, unlawfully charging or tackling an opponent from behind or charging in a dangerous and violent manner.

Result for all age groups: Suspend for a minimum of one (1) game.

- 2) Foul and Abusive Language
 - S6-Offensive, insulting or abusive language

Examples include, but are not limited to, words uttered in frustration and, in the referee’s opinion, loud enough to be heard outside the field of play.

Result for all age groups: Suspend for a minimum of one (1) game.

Examples include, but are not limited to, words or actions directed towards any person.

Result for all age groups: Suspend for a minimum of one (1) game.

- 3) Second Cautionable Offense
 - S7-Second caution in same match

Defined as: Second yellow card after a previous yellow card in same game.

Result for all age groups: Suspend for a minimum of one (1) game.



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4) Violent Conduct

- S2-Violent Conduct
- S3-Spits at opponent or other person

Examples include, but are not necessarily limited to, spitting, or other unseemly act, on or at another person; striking or attempting to strike another player, team official or spectator, unlawfully entering the field of play during an altercation.

Result for all age groups: Suspend for a minimum of two (2) games.

Pushing in an act of aggression, striking or attempting to strike a referee, linesperson, fourth official, field marshal or tournament personnel.

Result for all age groups: Suspend for a minimum of one (1) year and review by the HYSA Board of Directors regarding further disciplinary action.

5) Dissent.

Any player, substitute or team official who refuses the referee's request for their name, or gives a false name, while the referee is gathering data to report on an infringement of the "laws of the game" involving them, shall have one (1) game added to the suspension that would normally be levied by the Tournament Committee.

In specific situations, the Tournament Committee may place an individual on probation, in addition to the suspension, for a period of time not to exceed the length of the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual's degree of reformation. Should an individual on probation be sent off the field of play and shown the red card during the probationary period, the original suspension and probation shall be re-applied and no appeal will be heard.

Head Coaches, Assistant Coaches, or Team Officials sent off the field of play for infringement of the "laws of the game" shall have one (1) game added to the suspension that would normally be levied against a player for a similar infringement.

6) Carry-Over Coach/Team Official suspension description

A coach or team official who coach multiple teams shall serve their suspension with the team they received their suspension with. The coach/team official will serve the suspension in the next match of the tournament as applicable. If the coach/team official received the suspension in their last match of the tournament; the suspension will be applied in the next match during league play. Suspensions received during the tournament will not be applied to the State Cup or Regional Tournament. However, this disciplinary ruling is to remain continuous until the suspension is served at league level play with the respective team.

C. **Spectator behavior.**



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Any individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of HYSA. Spectators must refrain from speaking or communicating directly to any player, coach or team official, and referee during the game. Spectators must not approach any member of the referee team before, during, or after a game. Any coach or team official shall be responsible for the actions of any individual at any game who, in the opinion of the referee, is a supporter of that team.

D. Spectator Misconduct.

Team coaches, team assistant coaches, and team managers whose teams are on the field, as well as league officials present at the game, must do their utmost to help maintain an orderly and gentlemanlike behavior by the field of play. They may, if necessary, obtain the attention of the referee who has the sole authority to stop the game if in his/her judgment he/she finds it necessary. Coaches will be held responsible for the behavior of their spectators. Any instance of spectator misconduct may be reported to the league. The appropriate league authority may take action including, but not limited to, placing the team in bad standing.

E. Ruling Procedures.

The Tournament Committee will make a disciplinary ruling immediately upon receiving the report of the game official. Disciplinary rulings will be based on the written report of the game officials. The Tournament Committee may also obtain oral information, as needed, from the game officials. The Tournament Director may also obtain additional oral and /or written information from other participants, including players, coaches, and spectators.

- 1) The team representative of the team involved should contact the Tournament Committee immediately after the game (*within 30 minutes*) to obtain the disciplinary ruling.
- 2) The disciplinary ruling will stand unless the team involved files a written appeal to the Protest and Appeals Committee within 60 minutes of receiving the ruling. The appeal must follow the tournament Protest and Appeals Procedures. Minimum penalties cannot be appealed.
- 3) The Tournament Committee will have the disciplinary authority to address and follow-up on incidents after the conclusion of the tournament; as evidenced by information that occurred during the tournament with players, team officials, team personnel and spectators as necessary.

6. PROTEST & APPEALS PROCEDURES:

A. A plea of ignorance to the Rules and Regulations of the tournament, HYSA, and/or US Youth Soccer is not sufficient grounds for a protest or appeal.

B. Judgment calls of officials cannot be protested.



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- C. Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee, the opposing coach, and the Tournament Director prior to the start of the game.
- D. To be valid and eligible for consideration, each protest must be orally lodged with the Referee Team and with the opposing coach at the game site fifteen (15) minutes after the end of the game. Additionally, the protest regarding a game must also be filed in writing with the Tournament P&A Committee within two (2) hours after the completion of the game in question.
- E. All protests must be in writing and submitted to the Tournament Director within 2 hours after the game or within 2 hours after receiving a sanction; accompanied by a \$300.00 non-refundable fee in cash or a certified check made payable to HYSA. No personal checks.
 - 1. The protest or appeal must be filed in writing (5 copies) and shall include the full particulars on the grounds for which the protest or appeal was filed, including reference to the appropriate rule or regulation the protest or appeal. The protest or appeal must also include in writing any information to be presented by witnesses.
 - 2. Upon receipt of the protest or appeal, the Tournament Director will notify the team against which the protest or appeal was made and shall send a copy of the protest or appeal and all particulars to that team. That team shall then have the right to defend their case, with or without witnesses, and shall be ready to present its case within 2 hours of being notified of the protest or appeal.
 - 3. If the teams involved in the protest or appeal were selected to be part of the Protest and Appeals Committee, the team representative will be allowed to form a quorum, but not be allowed to vote in the proceedings.
 - 4. The Tournament Director may also obtain additional oral and/or written information from other participants, including but not limited to referees, players, coaches, and spectators.
- F. 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.
 - 1. This committee will hear appeals of tournament sanctions and protests of other tournament issues that qualify as violations per Rule 3.5-3.10 of the HYSA Rules and Regulations.
 - 2. The members of the Protest and Appeals Committee will be selected by blind draw at the same time and location as the draw for the tournament pools. One team within each division, by age/gender groups, will be the team that supplies the representative. There will be only one representative from each age/gender group in the tournament. Names and phone contacts will be received by the tournament staff prior to the start of the tournament.



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3. The representative of the age/gender group involved in the protest/appeal will be allowed to establish a quorum and participate, but will not be allowed to vote.
4. Teams will provide the name and phone contact of the team representative prior to the start of the tournament. Team representatives should be available in person at the field or available by phone during the tournament.
5. The method of voting shall be as directed by the Tournament Director, i.e. show of hands, secret ballot, etc.
6. If the voting committee members forming the quorum are an even number, the Tournament Director may vote as long as the protest or appeal does not involve or arise from the Tournament Director's decision. If the Tournament Director cannot vote due to a conflict, an appointed neutral designee will be made to participate and vote.
7. A decision may be reached if a simple majority is available to hear the protest either in person or by phone. The Tournament Director will provide a written ruling within 24 hours of the decision.

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

7. CIRCUMSTANCES BEYOND CONTROL:

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 circumstances or 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 beyond control of the tournament requires the cancellation of the tournament or prevents its continuation, no tournament fees shall be refunded. Efforts will be made by the Tournament Committee to communicate these decisions based on the integrity of the tournament.

The 30-30 Rule will be in effect If the tournament officials detect or see lightning the games will be stopped for a minimum period of 30 minutes. Should there be lightning during the 30 minute stoppage then the 30 minute count will start again. (This is USSF Policy)

If the stoppage goes beyond 45 minutes then the game is considered over and will not be restarted and the result will be determined as follows

- o If the game had at least reached half time then the score stands as is.
- o If the game had not reached half but one team was 3 or more goals ahead then the score stands as is
- o If the game had not reached half and there was less than a 3 goal difference then a Penalty Shootout will determine the winner and a 1-0 score will be recorded. Should either time,



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light or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round then dual winners will be awarded.

- o If severe weather results in some games not being able to even start due to time constraints then the tournament committee will have full discretion over determining a result

8. TOURNAMENT CONTACT INFORMATION

HYSA Website www.hawaiisoccer.com

<i>Position</i>	<i>Name</i>	<i>Contact Email</i>
HYSA President	Scott Keopuhiwa	srk@hawaii.rr.com
Tournament Director	Fred Nakahara	Fredn415@gmail.com
State Registrar	Cheryl Bailey	hysareg@yahoo.com
League Registrars		
• Big Island	Connie Cotton	cottonbcc@aol.com
• Kauai	Kevin Gusman	gusmank001@hawaii.rr.com
• Maui	Diane Fujii	fujiid006@hawaii.rr.com
• Oahu	Doreen Tanaka	tanakad012@hawaii.rr.com

Precedence of Rules:

• Hawaii State Championship Tournament Rules
• HYSA Rules & Regulations
• USYSA Rules
• FIFA Rules