



HAWAI'I STATE CUP RULES & REGULATIONS



1. ELIGIBILITY AND APPLICATION

- a. The Hawai'i State Cup ("Tournament") is a tournament – open only to teams in good standing with valid Hawai'i Youth Soccer Association ("HYSA") and US Club Soccer Hawai'i ("USCS") membership. Winners will have the opportunity to advance to the US Youth Soccer ("USYS") National Championships or the US Club Soccer National Cup Finals – held annually each July.
- b. Participants shall consist of Hawai'i registered 12-U through 18/19-U boys' and girls' teams.
- c. The application fee is non-refundable. A penalty may be imposed for any team that drops within a week of the State Cup.

2. TOURNAMENT AUTHORITY

- a. The Tournament Director shall have ultimate authority over all tournament competitions and discipline matters. The interpretation of the rules and all decisions of the Tournament Director are final. The Tournament Director may be assisted by the Tournament Committee and the Tournament Rules and Discipline Committee.
- b. The Tournament Director in consultation with the Tournament Committee and the Tournament Rules shall be responsible for notifying participants of any matters of discipline.
- c. The Tournament Director may overrule rules in this document, if it is determined to be for the good of the game.

3. COMPETITION FORMAT

Teams will play a minimum of three (3) games, unless the size of the division does not allow it. In most cases, the competition will consist of round-robin play and a single elimination playoff game. There are times where a consolation match may be required to meet the 3-game minimum.

The Tournament Director, in consultation with the Tournament Committee:

- a. Reserves the right to determine the size of each competitive group, and the right to alter



the groups and format to account for larger or uneven numbers of teams in a given competitive division.

- b. Shall determine the schedule and start times of all games, including adequate rest time between games.
- c. Champions in the 13-U through 18/19-U age groups at the Tournament will advance to the USYS National Championships or the USCS National Cup Finals, as previously declared.

4. ROSTER RULES

Any player, who is a member of the designated age group or younger, is eligible to be placed on the Tournament roster. No guest or loan players shall be allowed. No players may be added to a Tournament roster other than pursuant to these rules; unless an emergency situation arises and permission is obtained in writing from the Tournament Director.

- a. **Maximum Tournament Roster Size:** For U 13 & Up each team may have up to 22 players, on its roster however a maximum of 18 players may suit up for each game. For U12 a team may have a maximum of 18 players on the roster.
- b. **Playing on More Than One Team:** A player may play on only one (1) team in the Hawaii State Cup Tournament.
- c. **Roster Freeze for The Hawai'i State Cup:** 8:59 p.m. HST, fourteen days (14) days prior to the posted tournament start date. Thereafter, the team's Tournament roster shall be frozen.
- d. **Game Roster Size:** A roster may have up to 18 players selected from the Tournament roster of up to 22 players. A team may have up to 10 coaches/admins listed on their roster however a maximum of four (4) team staff (e.g., coaches and team managers) may reside in the team's technical area, as long as valid – printed and laminated – USYS or USCS passes are worn in plain view.
- e. **Substitutions:** Unlimited substitutions and unlimited re-entry. Substitutions may occur at any stoppage. However, the referee shall have discretion over all substitutions, and may refuse to allow any substitution if, in his/her opinion, the purpose is to disrupt the game.



5. REQUIRED DOCUMENTS

- a. An Official Tournament Game Card will be presented to the referee by tournament staff. Rosters will be verified and approved at the required team check-in.
- b. Each player must have a valid, printed & laminated (in hard plastic) player card.
- c. Valid staff passes will be required for all staff residing in the technical area. Staff passes must be printed, laminated, and worn in plain view for the duration of the match, and until the game has been officially recorded by the match official.

6. COMPETITION RULES

The following rules shall govern all Tournament competitions:

- a. All games shall be played pursuant to FIFA Laws of the Game, unless stated otherwise in these rules.
- b. Length of Games (halftimes shall be 5-10 minutes, at discretion of referee):
 - 12-U 30-minute halves
 - 13/14-U 35-minute halves
 - 15/16-U 40-minute halves
 - 17 & 18/19-U 45-minute halves
- c. In excessive heat conditions, water breaks can be allowed by the referee at his/her discretion, after prior consultation with the Tournament Director.
- d. All round-robin (pool) games ending in a tie will be recorded as a tie.
- e. Playoff games (quarterfinals, semifinals) ending in a tie shall proceed directly to penalty kicks from the mark. Only In championship finals shall a game proceed to overtime. Overtime shall consist of two (2) 10-minute periods, to be played in full. If still tied at the end of overtime, the match will, if necessary, proceed to penalty kicks from the mark.
- f. Ball size:
 - Size 4 for 12-U;



- Size 5 for 13-U to 18/19-U.
- g. All players must wear shin guards. All other equipment rules shall be pursuant to FIFA Laws of the Game.
- h. The home team shall be listed first.

Each team should have two uniforms – a light and a dark set. The home team is required to wear their light (white preferred) color jersey and light color socks. The away team is required to wear their dark colored jersey and dark color socks.

If, in the opinion of the Referee, there is a color conflict, the team causing the conflict must change.

Note: All players on the sideline are required to wear a pinye (vest) to differentiate them from field players, this includes active and inactive players. Inactive players should not be in uniform.

- i. Heading - Deliberate heading of the ball is not allowed in 12U Divisions & below. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the ball accidentally hits a player's head, the referee will assess the force of the impact and can either continue play or stop the play to check on the player. If play is stopped, then the ensuing restart is via a drop ball in accordance with Law 8.

7. STANDINGS AND TIEBREAKERS

- a. Points for standings will be awarded as follows:
- 45 points awarded for a win;
 - 15 points for a tie;
 - 0 points for a loss;
 - 1 point for each goal up to a maximum of 4;
 - 1 point for shutout (no point awarded in case of a 0-0 tie)

A forfeit shall be recorded as a 4 – 0 win, with three (4) goals being credited.

- b. Tiebreakers: For teams tied in points at the end of a round-robin competition, tiebreaker criteria shall be:
- Head-to-head competitions (but not in the case of a three-way tie);
 - Goal differential [max of four (4) per game];
 - Most goals scored;



- Penalty kicks from the mark.

In a case where three (3) teams are tied in points but one (1) team has defeated the other teams tied in points, the winner of the two (2) games will advance. In addition, once a tiebreaker is used to eliminate one (1) team – i.e. head-to-head, goal differential, etc. – the next tiebreaker in line will be used to determine the winner or team that advances.

Bracket of 2 Tiebreaker: If at the end of regulation time of the second match, the aggregate score is tied, the match shall proceed to overtime. If still tied, the match shall proceed to penalty kicks from the mark.

- c. Uneven number of games: If a tiebreaker calculation between two (2) or more teams would be based on a different number of games, total goals and fewest goals allowed will be converted into a percentage per game.

8. GAME AUTHORITY AND DISCIPLINE

- a. At the end of each game, the Official Game Card shall be submitted to the Tournament Director or their designee.
- b. The referee's decision in all matters related to the field and the game itself shall be final. There shall be no protests of any referee's decision or game result.
- c. A team official shall serve his/her suspension in a game involving the same team when the dismissal occurred, unless the team has no more such games remaining. In this case, the club official shall serve the suspension on the next available game. The Tournament Rules and Discipline Committee shall have the authority to take further disciplinary action should it be deemed necessary.
- d. There shall be no yellow card accumulations. Note that FIFA Circulars #866 and #821 require that a sendoff for a red card or a sendoff after two (2) yellow cards in a game be treated the same. Thus, in both cases, the person must sit out the remainder of that game and the next tournament game.
- e. At all times, all coaches shall have complete **responsibility and control** for the conduct of their players, bench area, and supporters (i.e., parents, family, and friends).
- f. If, in the opinion of the referee, it is necessary to terminate a game due to the misconduct of a team or others associated with that team (e.g., supporters), the game shall be forfeited to the opposing team. The matter shall be referred to the Tournament



Committee, which may, among other penalties, suspend the team for the remainder of the Tournament. If, in the opinion of the referee, the termination is the result of substantially equivalent misconduct by both teams or by persons associated with both teams, the matter will be resolved by the Tournament.

9. GAME START TIMES AND RESCHEDULING

- a. All games shall start at the designated time. A forfeit shall be declared if a team cannot field a minimum of seven (7) players at the start time of the game. A ten (10) minute grace period is allowed if a team is not able to field the minimum number of players to start the game. However, the Tournament Director shall have the authority to adjust the schedule in cases where a team's arrival has been delayed due to unforeseen travel or weather conditions.
- b. Every reasonable effort will be made to complete a game – as long as the safety of the participants and spectators is not jeopardized. Should a game not be able to be started or should a suspension of play be required due to safety concerns or unplayable conditions, the referee, coaches, Tournament Director and Competition Director shall consult, but the referee shall have the ultimate authority to either suspend or terminate the game.
- c. If it is not possible to complete a game for the reasons set forth in this section, if the first half is completed, the results shall stand. If the first half is not completed, or if the game is tied, the Tournament Director shall determine whether it shall be rescheduled, or another resolution of the matter shall be implemented. The schedule of remaining games shall be a factor in any determination. The teams involved shall be consulted, but the ultimate decision on such resolution shall rest with the Tournament Director and the Tournament Committee.
- d. In all cases, the Tournament Director has the ultimate authority to adjust the schedule of any or all remaining games, including shortening the length of games, to arrive at an equitable result and in consideration of the overall integrity of the competition.

10. DISCIPLINE

- g. **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.
- 2) Foul and Abusive Language
 - S6-Offensive, insulting or abusive language
- 3) Second Caution able Offense
 - S7-Second caution in same match

Penalty: Suspend for a minimum of one (1) game

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.

- 4) Violent Conduct
 - S2-Violent Conduct
 - S3-Spits at opponent or another person

Penalty: Suspend for a minimum of two (2) games.

11. CIRCUMSTANCES BEYOND OUR 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.

