

# 2019 MAUI CUP

## TOURNAMENT RULES AND REGULATIONS

### A. Registration:

1. This is an “open” Tournament, and teams registered through USYSA, US Club Soccer, AYSO, USSSA are welcome. Current, valid, laminated player passes issued by USYSA or another of the above registering entities will be required of all players as proof of age and eligibility and must be available for inspection at initial check-in and at the start of each game. Signed rosters will not be accepted as replacements for valid player passes. All player passes must be from the same registering entity~ no mixing of passcards from different entities.
2. Teams must bring seven (7) copies of their official roster and individual player passes for each coach or player on the roster. Check-in will be at least one hour prior to your first game. Rosters will be stamped as the team’s official roster and six (6) copies will be returned to the team for one copy to be handed to the referee prior to every game. Guest players may be hand written on your rosters.
3. USYSA teams from outside Hawaii must provide approved Travel Papers, which must include a roster listing all players authorized to travel by the team’s State Association. All Travel Papers must be submitted to the Tournament Director prior to check in. Any player not listed on the Travel Papers, including any amendments properly executed by the team’s State Association, will not be allowed to play in the Tournament.
4. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team’s State Association. All teams must provide the official Player I.D. cards issued by the registering entity listed on the team’s application.
5. Medical release forms will be required for all players at initial check-in. Teams will be required to keep medical releases on hand at all times.
6. Coaches must have valid coach pass and wear on a lanyard at each game. Coaches must check in their coach pass at registration desk at least one hour prior to the first game.

### B Rosters:

1. Teams in the U13 through U18 divisions may register a maximum of eighteen (18) players and may use up to seven (7) guest players.
2. Teams in the U11 and U12 divisions may register up to sixteen (16) players and may use up to six (6) guest players.
3. Teams in the U9 and U10 Divisions may register twelve (12) players and may use up to five (5) guest players.

4. U8 division may roster up to eight (8) players and may use up to three (3) guest players.

C. Age Group Divisions: No overage players are allowed on any team. A player may play on a maximum of two teams during the Tournament, but only if the teams are in different brackets and will not play each other.

Age Divisions are as follows:

(Maui Cup will be playing according to the age matrix for the 2019-2020 season)

U-8	Born in 2012
U-9	Born in 2011
U-10	Born in 2010
U-11	Born in 2009
U-12	Born in 2008
U-13	Born in 2007
U-14	Born in 2006
U-15	Born in 2005
U-16	Born in 2004
U-17	Born in 2003
U-18	Born in 2002

The Tournament reserves the right to combine age groups or create additional age groups if necessary due to the number of teams that register.

D. Rules of Play: All games will be played under FIFA rules with USYSA adjustments for youth competition with the following additions and clarifications:

1. Each team will play a minimum of three (3) games.
2. Preliminary games can end in a tie. Quarter/semi and final games ending in a tie after regulation will proceed immediately to FIFA penalty kicks to determine who advances or is awarded the trophy. Penalty Kicks will immediately follow the game.
3. Duration of games (by halves), and ball sizes are as follows:

<u>Age Division</u>	<u>Minutes per Half</u>	<u>Ball Size</u>	<u># of Players on Field</u>
U8	25	3	4v4
U9	25	4	7v7
U10	25	4	7v7
U11	30	4	9v9
U12	30	4	9v9
U13	35	5	11v11
U14	35	5	11v11
U15	35	5	11v11
U16	40	5	11v11
U17	40	5	11v11
U18	40	5	11v11

4. A game is “complete” upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.
5. Half-time: Half-times will be exactly five (5) minutes.
6. Point System: The Tournament will use a 10-point system. Teams will be awarded points on the following basis:
  - Six (6) points for each Win.
  - Three (3) points for each Tie
  - Zero (0) points for each Loss
  - One (1) point for each goal scored up to a maximum of three (3) per game
  - One (1) point for each shutout
  - Minus one (-1) for each player or coach ejected from a game
  - A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)
7. Injury: Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, it is intended that all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.
8. Tie Breakers: In the event of a tie in total points, the winner will be determined as follows:
  - a. The winner in head to head competition.
  - b. Goal differential.
  - c. Most goals for.
  - d. Most total wins.
  - e. Most shutouts.
  - f. If a tie still exists after steps a through e, F.I.F.A. penalty kicks will be taken.
9. Forfeits/Byes:
  - a. All teams who forfeit will have the game(s) scored as a 0-1 loss.
  - b. The winner will be awarded eight (8) points (6 for the win; 1 for a goal and 1 for a shutout). If, at the discretion of the Tournament Director, a forfeit provides an unfair advantage or was taken in bad faith, the Tournament Director may take an adjustment in the bracket or standings. For example, a team that has clinched its bracket with one game yet to play will be penalized at the discretion of the tournament director for intentionally forfeiting its last game.
  - c. Teams forfeiting their first game will be assumed to forfeit all of their games unless they contact the Tournament Director at least 3 hours prior to their subsequent game.

- d. Teams will forfeit for any of the following reasons:
  - i. Teams fail to check in at their designated field, ready to play five minutes before the scheduled kick off time.
  - ii. Home team fails to produce an alternate color jersey if referee determines there is a color conflict.
  - iii. Teams fail to produce laminated player passes and/or coach's pass.
  - iv. Teams fail to report to the field with the minimum number of players required to start the game (6 for U8, U9 and U10; 7 for U11-U19).
  - v. Coach is ejected and fails to leave the field when directed to do so.
  - vi. Coach is ejected and there is no other coach or administrator available.
  - vii. Game is suspended due to the misconduct of players, coaches, administrators, parents or spectator.
  - viii. There will be no refunds to teams who forfeit their own games.
10. Game Day: Teams will check in with the referee prior to the game. Each team manager or representative will be required to initial the game card for that game before the player cards will be returned. The Coach/Manager will report the score to the Field Marshal.
11. Safety of the game: The Tournament Director shall have the final say on all questions of field safety and the safety and suitability of each player's equipment, including the wearing of a hard brace, a hard cast, or other similar device. Shin guards are mandatory for all players. After the start of a match, it will be in the referee's sole discretion whether or not playing conditions are safe.
12. Players Equipment: The referee has the final determination as to the safety of each player's equipment, including the wearing of a hard brace, a hard cast, or other similar device. All players are required to use shin guards. No rings, chains, watches, or metal objects may be worn.
13. Home Team Responsibilities:
  - a. The Home Team will be the team which appears first on the game schedule.
  - b. Tournament balls will be provided. If one is not available for a game, the Home Team will provide a game ball. The game ball is subject to referee approval.
  - c. The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee.
  - d. If the Home Team cannot wear an alternate jersey, the Home Team will forfeit the game.
  - e. The Home Team will have the selection of the half of the field from which they wish to locate on the sideline.
  - f. In all cases spectator and team seating will allow the referee's assistants clear runs and view of all touch lines.

14. Substitutions: Substitutions are unlimited; however, teams may substitute only with the referee's permission and per USYSA rules.

15. Discipline - Cautions and Ejections:

- a. A player or coach receiving two cautions (yellow cards) in a single game shall also receive a red card and be ejected from that game.
- b. A player who has been ejected (sent off) may not be replaced.
- c. A player or coach who has been ejected may not return for that game and must leave the field of play and will not be allowed to participate in the next scheduled game.
- d. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two scheduled games.
- e. Any player or coach who assaults a referee will be expelled from the Tournament.
- f. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.
- g. All red cards shall be reported to Tournament Director and to the home State Association and the home club/league of that team.
- h. Cards for ejected players or coaches will be available from the Field Marshal after they have satisfied their penalty.
- i. The decision of the Tournament Director on any appeal or protest of disciplinary action for the Tournament shall be final.
- j. The home State Association and the home club/league of the team shall be solely responsible for any additional discipline beyond what is imposed during the Tournament.

16. Protests/Disputes:

- a. No protests regarding game results will be allowed and all games are final.
- b. The Tournament Director will resolve any situation not explicitly covered by the rules.
- c. Disputes relating to the interpretation of these rules will be resolved with the Tournament Director and Administrators/Coaches that are registered with the involved team(s), but the Tournament Director shall have the final say.
- d. Individuals may not represent a team if not registered as an Administrator/Coach with the involved team.

17. Field Safety/Inclement Weather:

- a. Teams are expected to show up for scheduled games times unless notified by a tournament official.
- b. The Referee or Tournament Director will determine if a field is safe for play.
- c. Rain or other weather conditions will not delay play unless the fields are declared to be unsafe.
- d. If necessary, games may be shortened, and in such case they will go directly to FIFA Penalty Kicks or be cancelled.
- e. If a game is terminated due to problems associated with the fields, including lighting for a night game, the team in the lead at the time of stoppage will be declared the winner.
- f. If a Quarter or Semi-Final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions.

18. Code of Conduct:

- a. All players, coaches and spectators will be expected to demonstrate good sportsmanlike conduct. Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team.
- b. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. The offending player, spectator or team may be banned from further participation in the tournament.
- c. Alcoholic beverages are not permitted at any time at tournament sites.
- d. Pets (not including service animals) are not allowed on any of the fields.
- e. This is a smoke-free environment; no smoking is allowed at any of the fields.
- f. After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.

Please help us keep the games on time by immediately collecting your things and clearing the sideline after your game. This will allow the next team to move into position and prepare for the start of their game.