

Aloha International Cup
P.O. Box 10647 Honolulu, Hawaii 96816
2019 Tournament Rules

REGISTRATION AND CREDENTIALS

REGISTRATION: Teams must register at the Mandatory Registration. Mandatory Registration is the evening preceding the first day of play. Teams will be notified of the time and place of the Mandatory Registration. Failure to register may result in disqualification of the team from the tournament (without a refund of the entry fee). At the discretion of the tournament, a team may be allowed to compete as a “guest team”. (See Guest Team Rule) Games not played will be classified as “Forfeits and Byes.”

CREDENTIALS: At the mandatory Registration, teams must present the required credentials. All U.S. teams must provide valid laminated Player I.D. cards (passes) with photographs and the tournament roster form. Out of state teams must comply with the travel rules of their league/organization of registration. HYSA teams must provide laminated Player Passes and the completed tournament roster form. Loan forms are required for all guest players not registered to the club. USYS teams from outside of Hawaii must provide a copy of their approved Application to Travel, Approved Roster, Medical Release Forms and laminated player passes. Teams registered through other US Soccer Affiliates, must provide the appropriate Travel Documentation from their affiliated organization. International teams should provide a Team Roster, League Identification Cards (player passes), Approval to Travel from their National Federation/Association, Medical Release Forms and/or proof of medical insurance, and Passports for each player.

ROSTERS: Rosters will be a maximum of 22 players for 11v11 (19U-13U); a maximum of 16 players for 9v9 (12U-11U); a maximum of 12 players for 7v7 (10U-9U); a maximum of 8 players for 4v4 (8U). The maximum number of guest/loan players allowed is half the number of maximum players allowed. Players may only be rostered to one team in the tournament. Loan forms are not required if the loaned player is from another team in the SAME club. Players must all be registered with the same US Soccer Affiliate organization (i.e. All USYS, all AYSO, all USCS, etc).

RULES OF PLAY

FIFA Laws of the Game will apply as modified by USYSA, HYSA and the Aloha International Cup.

DURATION OF GAME:

<u>Div</u>	<u>Regulation</u>	<u>Overtime</u>	<u>Ball Size</u>
U19	40 minute halves	2-10 minute periods	5
U16	40 minute halves	2-10 minute periods	5
U14	35 minute halves	2-10 minute periods	5
U12	30 minute halves	2-10 minute periods	4
U10	25 minute halves	2-5 minute periods	4
U8	10 minute quarter	2-5 minute periods	3

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Half Time will be a minimum of 5 minutes and a maximum of 10 minutes. Tie games in pool play will stand. Semifinal and final games that are tied after regulation time expires will proceed to overtime. If there is no winner at the end of the overtime periods, the game will proceed to FIFA kicks from the penalty mark.

PRE-GAME PROCEDURES: All teams should report to the playing field 30 minutes before game time. Each team will present their player passes to the referee. Game cards will be prepared by tournament staff and presented to the referees.

The **HOME** team (appears first on the schedule) will change jerseys if a conflict exists and supply the game ball, if not provided by the tournament. The designated **VISITING** team is the one appearing second on the schedule. Both teams will occupy the same side of the field, while spectators will occupy the opposite side (usually the parking lot side). No spectators should be seated near the goal or along the end lines. If the home team cannot provide an alternate jersey to resolve a color conflict, as determined by the referee, they will forfeit the game.

Games must start on time. A ten (10) minute grace period is allowed. Teams must have at least 7 players (for U11 & above) or 5 players (for U10 & below) present to start a game. If at any time, a team falls below the minimum number of players to start the game (5 or 7, as is applicable) the game shall be terminated and a forfeit declared. One or both teams will forfeit the game if unable to field a team after the grace period has expired.

SUBSTITUTIONS: Substitutions shall be unlimited. Substitutions are allowed, with the consent of the referee, at any stoppage of play. Substitutes should only enter the field from the halfway line, after the referee has granted permission to the substitute to enter the field of play.

PLAYERS' EQUIPMENT: It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of hard braces and casts. Shin-guards are mandatory. All jewelry should be removed prior to entering a match.

COACHING: All coaches have total responsibility of the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sideline (giving directions to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used.
- The tone of the voice is instructive and not derogatory.
- Each coach or substitute remains within 10 yards of either side of the halfway line.
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

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CAUTIONS & EJECTIONS: Any player or coach who receives 1 red card during the tournament will be automatically suspended from play for the remainder of that game and the following game. However, the tournament director, or their designee, may impose greater penalties, depending on the severity of the infraction. Any player or coach who receives 2 red cards during the tournament will be automatically suspended from the tournament.

Any player or coach who receives 2 cautions (yellow cards) during a game will be automatically suspended from play for the remainder of that game and the following game. If the same player or coach then receives a 3rd caution during the tournament he/she will be automatically suspended from play for the following game. Coaches should keep track of their player's cautions. The tournament will make every effort to notify the coach of any potential problem, but ultimately it is the coach's duty to monitor this. If an ineligible player is played, that game will be forfeited. Ignorance of the rules or the player's status will not be considered.

The player pass of an ejected player or coach shall be turned in with the referee's written report. Players & Coaches receiving an ejection in the final game will have their pass and the written report mailed to their State Association or Organization of Registration. At the discretion of the tournament, any team/coach/player or parent may be reported to their organization for unruly or unsportsmanlike conduct at any time while participating in the tournament.

SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and state association will be contacted as appropriate.

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.

TOURNAMENT COMPETITION

FORMAT: The tournament format will vary by age group, depending on how many teams are entered in each age division. Check your age division schedule for the format in your division.

DETERMINING WINNERS: 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 to a maximum of three (3) per game.

One (1) point for each Shutout

Note: 0-0 ties will be scored as 4 points (3 points for the tie and 1 point for the shutout).

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If a scheduled team does not show for play, the game is a forfeit. (10 minute grace period). The official score for a team that wins by forfeit will be 1-0 for the purpose of computing points and goal differential.

TIE BREAKERS: If a tie should exist in the standings, after preliminary games have concluded, the following tie-breakers shall be applied in the order given until a winner is determined.

- 1) Winner of Head to head competition.
(Not used if tied teams have not played each other)
- 2) Best Goal Differential
(Goals For minus Goals Against, with a maximum of three-goal differential per game)
- 3) Fewest Goals Against (no cap)
- 4) Most Wins
- 5) FIFA kicks taken from the penalty mark.

If a three-way tie exists within a bracket after steps 1 through 4, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

FORFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal, and one for a shutout). Teams failing to report ready to play within 10 minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys, or teams failing to check in at the Mandatory Registration or for taking actions which cause the game to be terminated, will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTEST AND DISPUTES: **NO PROTESTS WILL BE ALLOWED.** Game conduct is under the jurisdiction of the referee. The tournament will not overrule a referee's decision. The Tournament Director, or their designee will handle all disputes, and the decision will be FINAL.

GUEST TEAMS: At the discretion of the tournament, a team may be allowed to compete as a "guest team" in order to fill a late vacancy in a bracket or in the event of a last minute drop. A guest team cannot advance out of bracket or be awarded a medal. Guest team game results are predetermined to be a 1-0 against the Guest Team. The opposing team is awarded eight points.

INCLEMENT WEATHER AND WAIPIO SOCCER COMPLEX RULES:

The Aloha International Cup is fortunate to have use of the City & County of Honolulu's Waipio Soccer Complex. The City & County of Honolulu may dictate to the tournament, the playability of fields. The tournament reserves the right to cancel, shorten or suspend games based on inclement weather. Suspended or cancelled games may be decided by FIFA kicks from the penalty mark.

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Waipio Soccer Complex Rules-

- 1) No pets are allowed at the Waipio Soccer Complex.
- 2) Do not drive vehicles on to the field without the permission of the Park Director.
- 3) Park only in marked stall and obey all traffic signs & regulations.
- 4) Obey all posted park signs
- 5) No Practices are allowed at Waipio Soccer Complex

AWARDS:

A Team Trophy and player medals will be awarded to 1st and 2nd place teams. No standings will be kept or awards given for 8 & younger divisions. All teams will receive a tournament pin for each player.

TOURNAMENT CONTACT INFORMATION:

Aloha International Cup

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