

**AMERICAN YOUTH SOCCER ORGANIZATION  
SECTION 7 - HAWAII**

**RAINBOW TOURNAMENT**

**RULES & REGULATIONS**

**I. PURPOSE & INTRODUCTION:**

- A. This is an AYSO Invitational Tournament. It is a competitive tournament with emphasis on cultural exchange and sportsmanship.
- B. All games held during this Tournament shall be conducted in accordance with the following guidelines or rules:
  - \$ Current FIFA Laws of the Game and decisions of the International Board.
  - \$ AYSO National Rules.
  - \$ U10 and U12 shall play short sided.
  - \$ Or otherwise as noted below.
  - \$ Any interpretation of the Rules & Regulations will be reviewed by the Director.
  - \$ All decisions are final.

**II. TOURNAMENT DIRECTOR:**

- A. Wherever the term "DIRECTOR" is used, it shall be interpreted to mean "Tournament Director(s)" or in his or her absence, a designated representative.
- B. The Director will have complete jurisdiction over all games played in The Tournament.
- C. All disputes will be resolved immediately or as soon as possible thereafter.

**III. COACHES**

**A. Coaches Conduct:**

- 1. Coaches are reminded at all times to encourage honest clean competition, good sportsmanship, positive coaching and must conduct themselves in a manner becoming of an AYSO Coach.
- 2. Coaches are **strongly discouraged** from providing any type of stimulants or performance enhancing supplements (i.e. high caffeine drinks or "energy boost pills") to any player.
- 3. Sideline Coaches: Only two (2) coaches are allowed on the sidelines and are restricted to the technical area ten (10) yards from either side of the halfway line. Coaches I.D. cards shall be worn at all times during the game.
- 4. Coaches may not enter the field of play once the game begins, unless beckoned on by the Referee.
- 5. Coaches are **NOT ALLOWED TO SMOKE** on the field during a game.
- 6. Coaches are responsible for the conduct of their team parents and supporters, who must remain on the same side of the field with their team.

- B. Dissent with Referee calls **WILL NOT** be allowed.

**IV. PLAYERS:**

**A. Eligibility of Players:**

- 1. ALL players must be registered with the AYSO National Support Center and will be verified through AYSO National's computerized registration files.
- 2. **At all games, coaches must have in their possession the AYSO registration forms with the player's parent's or guardian's ORIGINAL signature, for use as an emergency medical release.**

- B. Responsibility: Coaches and Regional Commissioners (RC) are responsible to ensure the eligibility of their players.

- 1. All team rosters must be signed and approved by each teams respective RC.

**C. Ages of Players:**

1. U10 : Players must be 9 years or younger as of July 31, 2006
2. U12 : Players must be 11 years or younger as of July 31, 2006
3. U14 : Players must be 13 years or younger as of July 31, 2006
4. U16 : Players must be 15 years or younger as of July 31, 2006
5. U19 : Players must be 18 years or younger as of July 31, 2006

Any player must present proof of age if so required by the Director.

- D. Falsifying eligibility of player(s) may result in the teams(s) expulsion from The Tournament and/or forfeiture of all games that the team won or tied, in which the ineligible player(s) participated in.
- E. All players and substitutes must be listed on the Team Roster held by The Tournament and their coach.
  1. Player not listed on the roster will be deemed ineligible.
  2. All rosters must be produced through eAYSO and signed by the Regional Commissioner.
- F. Guest Players: Players must play for the Region in which they were originally registered. However, players may play for another region as guest players, with the following conditions:
  1. Players must obtain the approval from the Regional Commissioner of the Region in which they originally registered. Approval must be in writing and generated by way of an eAYSO roster generated by the releasing Regional Commissioner.
  2. Players must also obtain the approval from the RC of the Region in which the team is being formed. The RC must be provided with a copy of the transfer roster and signature of the releasing Regional Commissioner. The two rosters will be submitted together to indicate a guest player.
  3. Final approval will be determined by The Director.
  4. The maximum number of guest players for each division is:
    - a. U16 & U19 - 4
    - b. U12 & U14 - 3
    - c. U10 - No guest players allowed

## V. TEAMS

### A. Number of Players:

1. Roster Size:
  - a. U16 & U19 rosters may have up to 18 players.
  - b. U12 & 14 rosters may have up to 15 players.
  - c. U10 rosters shall have up to 10 players.
- 2.. Team Size (For game play):
  - a. U14 - U19: Each team may be fielded with a minimum of 7 or no more than 11 players.
  - b. U12: Each team may be fielded with a minimum of 6 or no more than 9 players
  - c. U10: Each team may be fielded with a minimum of 5 or no more than 7 players
  - d. A scheduled game shall not commence or be continued if one or both teams cannot field the minimum number of players.

### B. Uniforms:

1. Each player on a team shall wear the same color uniform, which shall consist of a jersey with a different number, shorts, socks and shin guards.
  - a. Goalie shirt is the only exception.
  - b. The jersey **MAY NOT** be exchanged with another player for the duration of the game.
2. Sliding/bike pants are allowed beneath the uniform shorts.
  - a. They may not extend below the knee.
  - b. The Goalie is the only exception.
  - c. Players choosing to wear these pants may do so, but they must be of the same color as those worn by their other teammates.
3. For AYSO teams, all uniforms shall be in accordance with AYSO National Rules & Regulations.
  - a. The AYSO logo shall either be screened or embroidered on to the jersey in the appropriate location and shall be of a contrasting color to the jersey.
  - b. **AYSO stick on patches are NOT PERMITTED.**  
(See appendix)

### C. Team Check In:

1. The coach shall present to the Marshal Check In Tent Coordinators a properly completed game card as provided by The Tournament, which includes:
  - a. Names of players, whether they are present or not.
  - b. If a player is absent, list the reason next to that player's name.
  - c. Card must be filled out in **NUMERICAL** order, with the player's full first and last names.
2. Players will be checked by the referee team on the field. When being checked, players should adhere to the following:
  - a. Jerseys tucked in.
  - b. Socks pulled up and covering the shin guards. Shin guards shall be of appropriate length for the age group. Cut shin guards will not be permitted.
  - c. Fingernails neatly trimmed.
  - d. No hard jewelry on hand, arms, body or head.
  - e. Bandannas are **NOT** allowed, except for the goal keeper.
  - f. All visible body piercings, (earrings, nose rings, etc) **MUST BE REMOVED** and **CANNOT** be taped.
  - g. Players are **NOT ALLOWED** to play with any type of hard cast or hard brace on either arm or leg.
  - h. A soft foam wrap **WILL NOT** be allowed around any hard cast.

**D. Home/Visiting Teams:**

1. The designated home team on the schedule shall:
  - a. Sit on the Waiana'e (west) or mauka (north) side of a field, as designated on the field map.
  - b. Change jerseys when there is a conflict in uniforms or must wear pennies. Coaches are recommended to plan ahead for color conflicts (e.g.: *obtain a set of pennies*).
2. The visiting team shall remain on the opposite side of the field, from the home team.

**VI. REFEREES - ASSISTANT REFEREES**

- A. Requirements:** Due to the small Referee pool from which to draw from in Hawaii, each team is required to supply a qualified referee team, consisting of one center referee and two assistant referees.
- B. Qualifications:** The qualified referee team must be of appropriate ability and age, which is at least **TWO (2)** years older than the teams competing in the game.
  1. Referee teams should be dressed appropriately and alike when working a game.
- C. Assignments:** the Tournament Chief Referee shall assign Referee teams.
  1. All referee officials will be assigned from regions not involved in the game being played, unless unusual circumstances prevail.
  2. Referee teams must report at least **ONE HALF** hour before their assignments, to the appropriate Marshal Tent located near the field they are assigned to. At the Marshal Tent, the referee team must pick up the game cards. The referee team will be responsible for the check in procedures outlined in Section V.C.2 as outlined above.
  3. After the completion of a game the Referee team shall complete both game cards, including the sportsmanship ratings on the back of each card, making sure the names are legibly printed on the back of each card by each member of the referee team, then turn the game cards in to the Marshal Tent from which the referee team received the game cards.
  4. The center referee must submit a formal written Referee Game Mis-Conduct Report for any serious foul play, violent play, threatening or abusive language used by players, coaches or spectators, (directly or indirectly) and any other behavior which interfered with the conduct of the game
    - a. The Referee Game Mis-Conduct Report **shall** be completed by the center referee before leaving the Marshal Tent area.
  5. See Section XI for the reporting requirements on all player misconducts (yellow card cautions and red card ejection's), coach's misconduct or spectator misconduct.

**VII. GAMES**

- A.** All games will be played on fields designated by the Director.
- B. Rules:** Rules and Regulations of competition as defined by AYSO, FIFA Laws of the Game and The Tournament.
  1. SLIDE TACKLING: **NOT PERMITTED** in U10 & U12 play.
  2. HEADING: **NOT PERMITTED** in U10. A heading infraction will be considered dangerous play and result in an indirect free kick, at the location of the infraction, against the team that causes the infraction.
- C.** Games shall be played as scheduled, so there is no valid reason for late or non-appearance.

1. A **TEN (10) MINUTE** grace period from the scheduled kick-off time will be allowed by the game referee before canceling any game.
2. When games previously in progress are running later than the ten (10) minutes from the scheduled kick-off, **NO GRACE PERIOD** will be allowed.
3. Only the referee in charge of the game, with the concurrence of the Director, has the authority to cancel any game.
4. Referee's acceptance of the game ball is final and may not be questioned.

**D. Teams are required to play their scheduled game to its conclusion.**

1. Failure of a team to be ready at kick-off time shall constitute a forfeit and that team shall lose by a score of 1-0 and zero (0) sportsmanship points awarded.
2. In the event a team refuses to continue a game, that team shall forfeit that game by a score of 1-0 or the score of the game at the time the game was terminated, whichever is more disadvantageous to the forfeiting team. Zero (0) sportsmanship points will be awarded to the forfeiting team.
3. In the event of a forfeiture due to the using of an ineligible player, the game will be entered as a 1-0 score or the score of the game at the time the game was terminated, whichever is more disadvantageous to the forfeiting team and zero (0) sportsmanship points awarded to the forfeiting team.
  - a. The tournament Director may also impose penalties against the Coach.
4. Sportsmanship points for the team that was awarded the forfeit win, will be the average sportsmanship points calculated for that day, for the remaining teams in the assigned pool.

**E. In the event any game is canceled for weather, safety concerns or unforeseen circumstances, the Director shall reschedule the game at the earliest possible date and time, schedule permitting.**

**F. Duration of Games in Pool Play & Semi-Final Games:**

<u>AGE GROUP</u>	<u>GAME LENGTH</u>
U19	2 x 30 min. halves.
U16	2 x 30 min. halves.
U14	2 x 30 min. halves.
U12	2 x 25 min. halves.
U10	2 x 20 min. halves.

1. Games will be played with **CONTINUOUS RUNNING TIME**, with QUARTER breaks. Clock does not stop between breaks, except for half time.

**G. Duration of Games in Championship Game:**

<u>AGE GROUP</u>	<u>GAME LENGTH</u>
U19	2 x 45 min. halves.
U16	2 x 40 min. halves.
U14	2 x 35 min. halves.
U12	2 x 30 min. halves.

1. Games will be played with **CONTINUOUS RUNNING TIME**, with the following breaks:
  - a. U16 & U19 - EIGHTHS
  - b. U12 & U14 - QUARTERS.
  - c. Clock does not stop between breaks, except for half time.
2. In all Age Groups, breaks are to be used **ONLY** for quick liquid replacement and substitution.
3. Half time breaks shall be a minimum of five (5) minutes with a maximum of ten (10) minutes in duration, as designated by the Referee.

## VIII. PLAYING TIME & SUBSTITUTION OF PLAYERS

### A. Playing Time:

1. U12 - U19:
  - a. Each player must play a minimum of one-half (1/2) of each game, excluding overtime.
  - b. Exceptions can be made if the player is physically unable to play one-half (1/2) of the game or gets hurt or sick during the course of the game. The referee of the game must be notified in either of those cases.
2. U10:
  - a. Each player must play three quarters (3/4) of a game. Every player on a team shall play three quarters (3/4) of a game before a player can play four quarters.

### B. Late Arriving Player:

1. In ALL AGE GROUPS, if a player arrives late, that player must play half of the remaining time.

### C. Goal Keepers:

1. U12 - U19: Goalkeepers may play the whole game in the goal.
2. U10: Goalkeepers shall play only one (1) quarter in the goal.

### D. Substitutions :

1. Pool Play & Semi- Finals:
  - a. All Age Groups will substitute by QUARTERS.
2. Championship Games:
  - a. U16 & U19 will substitute by EIGHTHS
  - b. U12 & U14 will substitute by QUARTERS.

## IX. TOURNAMENT FORMAT

- A. The Tournament for U12 - U19 is basically a "pool play" type tournament where each pool winner will play off against other pool winners or qualifiers based on their standings. Round robin, single or double elimination, or other types of formats may be used for different age groups depending on the number of teams involved and the times and fields available.

1. Team Standings (U12 thru (U19): Standings will be determined by the following point system:

5 Points	for a	WIN
2 Points	for a	TIE
0 Point	for a	LOSS
1 Point	for a	SHUTOUT.
1 Point	for each	GOAL SCORED UP TO 3 GOALS.
1 Point		If a team scores 18 or more points for sportsmanship.
0 Point		If a team scores under 18 points for sportsmanship or gets 2 yellows or 1 red card in that game.

2. Games ending with a score of 0 - 0, will result in teams earning 2 points for a tie and 1 point for a shut out.

3. There will be no overtime or kicks from the penalty mark in pool play. Ties are recorded as such.

- B. Team Standings (U10): Standings will be determined by the sportsmanship points.

- C. Tie Breakers: U12 - U19: In the event that there is a tie in points at the end of pool play, the final pool standings will be decided by using the following tie breaking format:

1. HEAD TO HEAD Outcome of the game involving the tied teams.
2. GOAL DIFFERENTIAL Goals scored less goals allowed, with maximum differential of three (3) per game
3. GOALS ALLOWED Maximum of three (3) per game.
4. GOALS SCORED Maximum of three (3) per game.
5. SPORTSMANSHIP POINTS With a two (2) point floating range.
6. COIN TOSS

## X. GAMES ENDING IN A TIE

- A. The following rules apply only to semi-final and championship games in U12 - U19.
1. For semi-final games ending in a tie at the end of regulation time, there will no overtime period and the winner will be determined by the taking of kicks from the penalty mark (KFTPM). The procedure is outlined in item D. below. Only the players on the field at the end of regulation time may take the kicks.
  2. For the championship game, in the case of a tie at the end of regulation time, two (2) overtime periods shall be played. There shall be no sudden victory.
  3. A team playing short due to ejection's will continue to play short during the overtime period.
  4. Teams will change ends of the field at conclusion of first overtime period.
  5. At the end of the two overtime periods, the team that has scored the most goals shall be declared the winner.
- B. Length of Overtime Period shall be as follows:
1. U-12 shall have two (2) Eight (8) minute periods.
  2. U14 - U16 shall have two (2) Nine (9) minute periods.
  3. U19 shall have two (2) Ten (10) minute periods.
- C. Free Substitution is allowed during the overtime period.
1. Substitution can be made at any normal stoppage during the period.
  2. A stoppage occurs when the ball is out of play, due to a throw-in, goal kick, injury on the field or at the end of the first overtime period.
  3. Substitution can only be made during the period when a team has possession of the ball for a throw-in, when there is an injury on the field, or when there is a goal kick.
- D. In the event that the game remains tied after both overtime periods, the winner shall be determined by the taking of kicks from the penalty mark (KFTPM) as follows:
1. Only the players on the field at the end of the second overtime period may take the kicks.
  2. The Referee shall choose the goal at which all of the kicks shall be taken.
  3. The team winning the coin toss shall take the first kick.
  4. Each team shall alternately take five (5) kicks at the same goal, with each one taken by a different player. The team that makes the most goals out of five (5) tries shall be declared the winner.
  5. If, after both teams have taken five (5) kicks and both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue in the same order until such time as one team has scored one goal more than the other from the same amount of kicks.
    - (a). Each kick shall be taken by a different player and not until all eligible players of any team, including the goalkeeper, has taken a kick may a player of the same team take a second kick.
  6. Other than the player taking the kick, or the two goalkeepers, all other players from each team must remain behind the mid-field line.
  7. The Goalkeeper may be changed after any penalty kick.

## XI. PARTICIPANTS SENT FROM THE FIELD

- A. All players (red carded) or coaches sent from the field must leave the playing field and the area around the playing field, before the game can be resumed. Players under the age of eighteen must be accompanied by a parent, guardian or a Safe Haven Certified adult when they are asked to leave the vicinity of the playing field.
1. After the completion of the game, the Referee must complete a written Referee Game Mis-Conduct Report for any Cautions (yellow cards) or Send Offs (red card) of players, coaches or spectators when returning the game cards to the Marshal Tent.
- B. Penalty for any Player or Coach shall be as follows:
1. Red Card (send -off) shall be a minimum of a one game suspension, starting with the following game.
  2. To make the game fun for all and to curb the violent play the following guidelines on players receiving red cards (ejections) or a coach being sent off will be used:
    - a. **Red Card for a Player:**
      - (1) Any form of audible or visual dissent or profanity directed at any player, coach or game official, on or off the field, before, during or after the game.
      - (2) Verbally or physically threatening gestures towards any player, coach or game officials, on or off the field, before, during or after the game
    - b. **Red Card for a Player plus two additional game suspension:**
      - (1) Repeated pushing, shoving or violent gestures with body contact towards any player, coach or game official, on or off the field, before, during or after the game.

- c. **Red Card for a Player plus suspension from the tournament**
  - (1) Single strike, fighting, striking of "repeated body contact" type with any players, coaches or game officials, on or off the field, before, during or after the game.
- d. **Send off for a Coach:**
  - (1) Abusive, derogatory or profane language, on or off the field directed at any player, coach or game official, but clearly audible.
  - (2) Intentional or repeated action, either unsportsmanlike and/or creating delays to the game.
- e. **Send off for a Coach plus two additional game suspension.**
  - (1) Any form of audible or visual dissent or profanity directed to any player, coach or game official, on or off the field, before, during or after the game.
  - (2) Verbally or physically threatening gestures to any player, coach or game official, on or off the field, before, during or after the game.
- f. **Send off for a Coach, plus suspension from the tournament.**
  - (1) Repeated pushing, shoving or violent gestures with body contact towards any player, coach or game official, on or off the field, before, during or after the game.
  - (2) Single strike, fighting, striking of "repeated body contact" type with any player, coach or game official, on or off the field, before, during or after the game.

**C. Accumulation of Yellow Cards:**

- 1. After accumulating TWO (2) **yellow cards** in separate games, the player will be entitled to finish the game in progress, but will automatically be suspended from play for the next game. The one game sit-out shall clear the player's record. The accumulation of TWO (2) yellow cards in a single game is cause for an immediate dismissal from the field and is covered under FIFA rules

**D. Further Sanctions:** If the action taken by a player or coach against any player, coach or game official is of a violent nature the player or coach **will be** reported to their respective region for disposition.

**E. U10:** Carding of players **WILL NOT** be allowed. Referee must bring any detrimental behavior of a player, to the attention of the Coach. If the player continues to behave in a manner detrimental to others, the Coach SHOULD substitute that player immediately, before game can continue.

**F.** Penalties are final and may not be appealed.

**XII. PROTESTS**

**A. Protests of a game that has been played will not allowed.**

**XIII. INTERPRETATIONS**

**A.** Any further clarification to the guidelines must be directed to the Director.

**B.** Any of the aforementioned rules and regulations may be superseded by the Rules and Regulation as set forth by National or Section Seven.