



Na Hoa Cup
Shipman Park, Keaau
BIG ISLAND, HAWAII

2017 NA HOA CUP 5v5
Rules

LAW 1 - THE FIELD OF PLAY

The Field is reduced for small- sided play.

FIELD DIMENSIONS:

U8 through U16: Length - 45 yards, Width - 25 yards.

LAW 2 - THE BALL

FIFA approved/inspected ball:

8U play with size 3 soccer balls.

10U & 12U play with size 4 soccer balls.

14U & 18U play with size 5 soccer balls.

Each participating team is responsible for providing 1 game ball

LAW 3 - PLAYER ELIGIBILITY

ALL players are only allowed to roster with one (1) team

Coaches are responsible to provide proof of age at time of check in and duration of tournament.

Oldest player on the team determines team division, based on Birth Year. (see below)

8U ~ 2011 and 2010

10U ~ 2009 and 2008

12U ~ 2007 and 2006

14U ~ 2005 and 2004

18U ~ 2003 and 2000

No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

LAW 4 - NUMBER OF PLAYERS

Maximum number of players allowed on Team Roster: 8 Minimum

number of players allowed on Team Roster: 5

Maximum and Minimum number of players required to Start/Finish competition:

Minimum number of players required to start match: 4 - (one of whom shall be a goalkeeper)

Minimum number of players required to finish match: 4 Maximum number of substitutes: 3

Substitution limit: none, unless referee determines multiple substitutions as unsporting behavior

Substitution method: "flying substitution" - all players, except the goalkeeper, may enter and leave on game restarts from the halfway line only; goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent.

LAW 5 - PLAYERS' EQUIPMENT

Usual Equipment:

numbered shirts (2 different colored jerseys or a scrimmage vest may be used by home team if referee requires)

shorts

socks

protective shin guards

Cleats are required. No baseball cleats with a "toe cleat" or metal spikes are allowed.

Absolutely no Jewelry is permitted during play. Tape over earrings is not permitted even if the earrings are new and may not be removed. If the jewelry may not be removed the player may not play.

LAW 6 - SUBSTITUTION

For all divisions: Coaches must make every attempt to play all registered players in attendance.

Players not present or expected to be absent when the match begins must be identified on the lineup card (game card).

If a player is injured the coach may provide a substitute for the injured player, in which case the injured player may not return until the next opportunity to sub.

Any player who leaves the field of play, due to injury, must be checked in by the referee before the injured player may enter the field to continue play. Injured players who leave the game will report to the official's table.

Line up cards must be completed by the referee; forwarded to the Referee Administrator.

Egregious violation of substitution Law 6 is grounds for team disqualification.

LAW 7 - REFEREES

A Main Referee will be utilized to enforce the laws, apply advantage rule, keep a record of all incidents before, during, and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the game ball meets tournament requirements.

Position: the same side as the players' benches

Power Unique to Main Referee: can overrule Assistant Referee's calls.

LAW 8- SECOND REFEREE (OPTIONAL)

Duties: Primary duties will be to assist with notifying the referee when the ball goes out of play, the direction of the restart, and whether balls have crossed the goal-line for a goal. They will also act at the main referees discretion aiding in other ways and ensuring that substitutions are carried out properly.

Position: opposite the main Referee

LAW 9 - TIMEKEEPER

Time will be kept by second referee and will follow the schedule established by the Tournament Scheduler.

The Main Referee will signal start of play and game clock with a single whistle; half-time with two whistles; indicate end-of-play period with three short whistles.

Stoppage time for injury or Referee time-out will be controlled by the main Referee.

Duties: Start game clock after kick-off; record game stoppages, scorers, players cautioned and sent off, and other information relevant to the game.

LAW 10 - DURATION OF GAME

The tournament will utilize *both Pool Play games and Regulation matches*. There are no time outs

Clock may be stopped by the Referee for injury, or when deemed necessary

Pool Play:

8U ~ 18U - 20 minutes running clock.

*No Halftime

Regulation match:

8U ~ 18U - 25 minute running clock with 2 minute halftime - Semifinals and Finals ONLY

LAW 11 - THE START OF PLAY

Preliminaries: Referee and team captains conduct a coin toss, called by the visiting team. The team winning the toss decides which goal it will defend; the other team takes the kick-off.

All players are in their own half of the field...

Opponents of the team taking the kick-off are at least 10' from the ball until it is in play

The ball is stationary on the center mark
The referee gives a signal

The ball is in play when it is touched. The kickoff may go any direction

The kicker may not touch the ball a second time until it has touched another player.

LAW 12- BALL IN AND OUT OF PLAY

Touch lines and goal lines are considered inside the playing area.

Ball is out of play when it has wholly crossed the goal line or touch line. Tournament rules for Goal Clearance (19) and Corner Kick (20) will be applied.

When the game has been stopped by a referee; (restart: dropped ball from center mark).

LAW 13 - METHOD OF SCORING

When the whole of the ball has passed over the goal line, between the goalposts and under the crossbar. A goal may be scored from anywhere on the field, including your own half.

LAW 14-COMPETITION

Coaches (or other team staff) shall not enter the field of play, unless requested by the referee. Coaches, players, team managers, and team trainers must remain in the designated team areas.

All games shall start on time.

If a team is not on the field of play and ready to start their game within 5 minutes of the scheduled match time, the game shall be deemed a forfeit.

Tournament Seeding

Seeding using the following point system will be posted at the conclusion of Pool Play games for each Division:

- 3 points for a win or win by forfeit
- 1 point for a tie
- 0 points for loss

A tie in points at the end of Pool Play will be determined by the following tie breakers in the order listed:

- Head to head
- Combined team goal differential
- Least goals allowed
- Most goals scored
- Coin flip conducted by Tournament Director

Single Elimination Tournament Championship Format

ALL teams advance to single elimination knock out stages. All have chance to be the CHAMPION

Regulation match tie games will be determined by Penalty Kick Shoot-Out. There is no OT.

Penalty Kick Shoot-out:

- Main referee decides goal to be used.
- Coin tossed to decide order. The home team calls the coin toss.
- Five kicks to be taken by 5 different players selected from the suited players.
 - Captain of each team announces these 5 to the main referee before the kicks are taken.
- If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden death basis by the rest of the players who have not yet kicked.
- The taking of kicks shall continue in the same team order, each kick being taken by a different player. This will continue until one team scores one goal more than the other. This team will be declared the winner.
- Players sent off during the match are not eligible to take these kicks. Any eligible player may change places with the goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch.
- The assistant referee shall control this area.

LAW 1S - FOULS AND MISCONDUCT

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):

- kicking or attempting to kick an opponent tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)

handling the ball (except goalkeeper)

Indirect free kick awarded when any of the following 7 offenses is committed. The indirect kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

dangerous play (i.e., attempting to kick ball held by goalkeeper) impeding

charging the goalkeeper in the penalty area (i.e., goalkeeper charge) goalkeeper

throws ball directly over the halfway-line (without it first touching his

own side of the pitch or any player)

goalkeeper picks up or touches with his hands a back pass

goalkeeper picks up or touches with his hands a kick-in from a teammate goalkeeper

controls the ball with their hands for more than 5 seconds

Players shall be cautioned (i.e., shown yellow card) when:

player persistently infringes the Laws of the Game player

shows dissent with any decision of the referee player is guilty

of unsporting conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of the infringement, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

Players shall be sent off (i.e., shown the red card) for:

serious foul play violent

conduct

foul or abusive language

second instance of cautionable offense (i.e., second yellow card) intentionally

impede a clear goal scoring opportunity (i.e., through a

"professional foul")

Intentionally impede a clear goal scoring opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e), and (f); indirect free kicks, for (c) and (d). The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

Rules of Expulsion:

The player sent off is out for the rest of the game and is not permitted to sit on the reserves' bench.

The team of the player sent off can substitute for that player after 5 minutes of playing time or after the opposing team scores - whichever comes first.

The 5-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).

Substitute cannot come on until the ball is out of play and he has the referee's consent.

LAW 16 - FREE KICK

Types: Direct free kicks and indirect free kicks Wall: At

least 5 yards away until the ball is in play

Ball in Play: After it has been touched and rolled by a player from the team awarded the free kick.

Time Limit: Kick must be taken within 4 seconds after placement by the referee.

Restriction: Kicker cannot touch the ball again until it has been touched by another player

LAW 17 - PENALTY KICK

A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded as outlined in Law 15, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each game.

- The ball is placed on the penalty mark

- The player taking the penalty kick is properly identified

- The defending goalkeeper remains on his goal line between the goal posts until the ball has been kicked

- The players other than the keeper are located: inside the playing field
outside the penalty area

- behind or to the side of the penalty mark at least 5 yards from the penalty mark

- The kicker shall not play the ball a second time until it has been touched by another player

LAW 18-KICK-IN

- To be taken in place of the throw-in.

- The ball is placed on the touch line before kicking.

- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.

- The kick-in must be taken within 4 seconds after being placed on the touchline; if it is not, the kick-in is given to the opposing team.

- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.

- Players on opposing team must be at least 5' away from point of kick-in.

- Cannot score directly from a kick-in. The ball must touch another player before entering the net for a goal (i.e. if it glances off a defender or touches a GK's hands it would be a goal).

LAW 19 - GOAL CLEARANCE

- The goal clearance is a method of restarting play.

- A goal may not be scored directly from a goal clearance. (It must touch another player)

- The goal clearance is awarded when: the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 13.

Procedure:

- Goalkeeper of the defending team throws ball from any point within penalty area; ball must first touch goalkeeper's side of the pitch.

- Opponents remain outside of the penalty area until the ball is in play

- Goalkeeper does not play the ball a second time until it has touched another player
i.e. no drop kicks allowed.

Infringements/Sanctions

If, after the ball is in play, the goalkeeper handles the ball a second time, before it has touched another player,

an indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred.

If, after the ball is in play, the goalkeeper receives it back from a team and handles the ball:

an indirect free kick is awarded to the opposing team, to be taken from the penalty area line from the place nearest to where the infringement occurred.

LAW 20 - CORNER KICK

a corner kick is a method of restarting play.

a goal may be scored directly from corner kick

A corner kick is awarded when:

the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 13.

Procedure

the ball is placed precisely at the corner mark

opponents remain at least 5 yards from the ball until it is in play the ball

is kicked by a player of the attacking team

the ball is in play when it is kicked or touched

the kicker does not touch the ball again until it has touched another player

Infringements/Sanctions

An indirect free kick is taken by the opposing team if:

the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred.

the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect kick is taken from the corner.

For any other infringement

the corner kick is retaken

LAW 21 - PROTEST

Protests Will Not Be Allowed

Referees must file a written report for any abusive language or behavior used by players and/or coaches toward or against them. Likewise, any spectator who has interfered with the game by word or deed must be reported to the Tournament Director.

LAW 22- COACHES

Coaches shall at all times encourage clean competition and good sportsmanship. Coaches shall abide by and uphold the Rules and Regulations of the Festival.

Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments about officials will not be tolerated.

Coaches shall remain in their designated team areas during the course of play.

LAW 23-DISQUALIFICATIONS

Festival Director may disqualify any team, at any point during the Festival, if a team refuses to abide by the Rules and Regulations of the Festival.

LAW 24 - INJURIES

Injuries to a participant or spectator or damage caused by a participant or spectator shall be reported to the Festival Director at the first opportunity to do so. Each injury requiring medical attention shall be reported to the First Aid tent

ANNEX 1

Any situation or subject not covered by the aforementioned Rules and Regulations will be decided upon by the Festival Committee.

NA HOA CUP

This is a perpetual Tournament Cup and will be awarded to the club with the highest earned points at end of tournament. The Tournament Cup needs to be returned to Na Hoa O Puna SC by November of following year. Teams must participate in a game to receive points listed below.

Na Hoa Cup Overall Club Scoring Format

Pool Play Win = 1 point

Semifinal Win = 3 points

Final Win = 5 points

