



2017 HAWAII FUTSAL STATE CHAMPIONSHIPS RULES & REGULATIONS

WELCOME

Hawaii Futsal—the governing body for the sport of Futsal within the State of Hawai‘i—will be holding its **2017 State Championships** on **May 27-29** at the **Pana‘ewa Gym in Hilo**. Competitions will be offered in the **9-U to 16-U** categories (boys and girls divisions). *Winners will gain direct berth to compete in the 32nd U.S. Futsal National Championships*, to be held in San Jose, California in July—the culminating event of six regional tournament qualifiers held by Hawaii Futsal’s sanctioning body, across the U.S.

SANCTIONING

Hawaii Futsal and its State Championships (“Tournament”) is sanctioned by USFF—a member of the United States Soccer Federation. The Tournament is open to Members of USFF. Teams applying to participate in the Tournament, but are not yet members of USFF, may become members prior to Tournament kickoff.

PLAYER PASSCARDS

Players are required to have USFF issued Member Passcards, both at the time of check-in, prior to Tournament kickoff, and to present to the Referee before the start of each match.

LAWS OF THE GAME

All games are conducted under the rules set out in the latest version of the USFF Laws of the Game. The Laws of the Game must be read together with the following Tournament specific Rules and Regulations.

TOURNAMENT RULES AND REGULATIONS

1. ELIGIBILITY OF PLAYERS

- a. All Players must be registered Members of USFF.
- b. All Players will be required to present current USFF issued Player/Member Passcards during the Tournament check-in procedure and prior to every game.
- c. All Players must also be prepared to present adequate proof of birth at the time of check-in, if requested.



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- d. All injuries are treated at local medical facilities at the sole cost of the injured Player (or Coach), or their health insurance plan provider.

2. THE FIELD OF PLAY

- a. The Tournament will be responsible for all court arrangements, including preparation of the court, supply of goals, goal nets, officials table, and cones.
- b. Clean up of the immediate Team Areas will be the responsibility of each Team.
- c. Teams are expected to leave the playing court and the Team Area following the conclusion of the game.

3. TEAMS

- a. The maximum number of Players on a Team Roster shall be 12 Players.
- b. A minimum of five (5) Players per Team are required to start a game. A minimum of three (3) Players per Team are required for a game to continue.
- c. Games shall be played indoors or under a covered area, on a court.
- d. *A Player may be listed on no more than one (1) Team Roster.*
- e. The first Team listed on the schedule shall change jerseys when there is a color conflict in uniforms. Teams are encouraged to bring a spare set of uniforms, or training vests (“pinnies”) to contrast the jersey color. All uniforms must have an appropriate jersey number that correctly identifies the Player listed on the Official Roster.
- f. Teams shall be seated in the designated Team Areas and remain on same side of the court of play for the duration of the game. (Parents and supporters shall remain on the designated Spectator Area of the court, separate from the Players’ Team Areas.)
- g. A maximum of two (2) Coaches are allowed in the Team Area. Coaches must wear their USFF issued Coach/Member Passcards in plain view of the Referee for the duration of the game and until the game has officially been recorded by the match official. They shall remain on their own side of the court and within the Team Area. Should the Team Area markings become obscured, they are restricted to an area ten (10) yards from either side of the halfway line and two (2) yards away from the touchline. At no time shall a Coach impede the line of sight of the referee by standing on the touchline.



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- h. Only Players and Coaches are allowed on the court. Coaches may only enter the field of play during a stoppage in play and after having been allowed onto the field by the match Official. All others must sit in the bleachers, where available, and away from the field of play.
- i. Official Game Cards will be brought to each pre-game check-in by the match Referee and checked against Player and Coach Passcards provided by each Team.
- j. Each Player on the Team shall wear a jersey/shirt with a different number and may not exchange it with another Player for the duration of the game.
- k. Girls are allowed to play on boys Teams.
- l. All current USFF Rules (Laws of the Game) will apply.

4. COACHES

- a. Coaches shall at all times encourage clean competition and good sportsmanship. Coaches shall participate in positive coaching that instructs and encourages players during games. Negative comments and complaints about Players, opposing Coaches, Team supporters or Referees will not be permitted.
- b. Coaches are encouraged to have a small first-aid kit with them at all times. The kit should contain small bandages, cold packs and disposable gloves.
- c. Coaches shall have an adequate supply of water or other liquid refreshments with them at all times.

5. GAMES

- a. All Games will be played on courts designated by the Tournament Director.
- b. Size of balls:
 - 1) 9-U – 12-U: Size 3
 - 2) 14-U: Size 4
- c. Game balls shall be provided by the Tournament. Note: Teams must provide their own Futsal balls for pre-game warm up. (No soccer balls will be allowed on the court.)
- d. Duration of games: Two (2) twenty (20) minute halves



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- e. The Tournament Director may shorten the time of any game.
- f. Games shall be played as scheduled (there is NO valid excuse for late or non-appearance). Only the Referee in charge of the game, with the concurrence of the Chief Referee and Tournament Director, has the authority to cancel any game. A grace period of fifteen (15) minutes maximum form the scheduled kickoff time will be allowed by the game Referee before canceling any game. When games previously in progress are running later than 15-minutes from scheduled kickoff time, no grace period will be allowed.
- g. In the event games are postponed because of unforeseen circumstances, the Tournament Director with the concurrence of the Tournament Staff shall reschedule the games at the earliest possible date and time.
- h. Failure of a Team to be ready at kickoff time shall constitute forfeiture and that Team shall lose by a score of 1-0.

6. TOURNAMENT FORMAT

- a. The format may differ depending upon the number of Teams in each age division. In most case, a single round-robin format, with the top two (2) Teams advancing to the finals. A third place game may be played given there are no time restraints and at the discretion of the Tournament Director.
- b. Points are awarded for all games as follows:
 - 1) 3 POINTS FOR A WIN
 - 2) 1 POINT FOR A TIE
 - 3) 0 POINTS FOR A LOSS
- c. All games, whether pool or non-pool, including inter-divisional games will count fully towards determining the age division winners.
- d. Ties will be recorded as such except in the championship round.
- e. If there is a tie in points at the end of pool play or among the teams qualifying for the championship round in non-pool play, then the tie will be decided by using the following tie-breakers in the order in which they are listed:



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- 1) 1ST TIE-BREAKER: HEAD-TO-HEAD-PLAY – The Team that won when the two (2) Teams met will advance. If still tied or if the teams did not meet;
- 2) 2ND TIE-BREAKER: GOALS AGAINST – Fewest goals allowed. If still tied;
- 3) 3RD TIE-BREAKER: GOAL DIFFERENTIAL – Total goals scored less total goals allowed with a maximum differential of three (3) per game. If still tied;
- 4) 4TH TIE-BREAKER: GOALS FOR – Total goals scored up to a maximum of four (4) per game. If still tied;
- 5) 5TH TIE- BREAKER: PENALTY KICKS – Time and place to be determined.

7. CHAMPIONSHIP ROUND – GAMES ENDING IN A TIE AFTER REGULATION TIME

- a. In case of a tie at the end of regulation time, two (2) SUDDEN VICTORY OVERTIMES periods shall be played. The first team to score a goal shall be declared the winner. If a Team is playing short due to send-off offenses, that Team will continue to play short during the overtime periods. The Teams shall change ends of the court after the end of the first overtime period.
- b. During sudden-victory overtimes, free substitution is allowed during any normal play.
- c. Length of overtime periods: Two (2) five (5) minute periods
- d. In case of a tie following the second SUDDEN VICTORY OVERTIME period, the winner shall be determined by the taking of kicks from the penalty mark in accordance with the USFF Laws of the Game.

8. CAUTIONS, EJECTIONS, AND MISCONDUCT

- a. All cautions and send-off offenses shall be reported to the Chief Referee immediately after the termination of the game by the game Referee.
- b. The minimum penalty for a Player or a Coach who is ejected from a game shall be a one (1) game suspension for the next following game. The Tournament Disciplinary Committee shall review each such offense and may impose other



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penalties in its absolute discretion, including suspension and removal from the tournament.



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9. PROTEST

- a. Protests shall be forwarded to the Tournament Protest Committee. All protests must be made within four (4) hours of the incident/ruling being protested or appealed. The fee for a protest shall be **\$250.00**, due at the time of protest registration.
- b. The Protest Committee shall be composed of representatives selected by the Tournament Staff. The Tournament Director, the Chief Referee, or their designated representatives shall be permanent members of the Protest Committee.

10. DISQUALIFICATIONS

- a. If a Team uses a Player deemed to be ineligible, that Team shall forfeit all games in which that Player participated.
- b. The Tournament Director may disqualify any team at any point in the tournament if that Team refuses to abide by the Tournament Rules and Regulations.

11. INJURIES

Any injury to a participant, or damage caused by a participant, must be reported to the Tournament Director. All injuries are treated at local medical facilities at the sole cost of the injured Player or Coach or their health insurance plan provider.

12. ACTS OF GOD AND MAN

The Tournament cannot be responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of the Tournament or prevent its continuation. War or acts of terrorism may make the conduct of the Tournament and/or travel to and from the Tournament dangerous. Other unforeseen events may interfere with the orderly conduct of the Tournament or with the enjoyment of the participants in the Tournament. In the event any such act of nature or man outside the control of the Tournament requires cancellation of the Tournament or prevents its continuation or requires the cancellation of its activities, no Tournament registration fees or any activity fees shall be refunded.

13. OTHER SITUATIONS

Any situation or subject not covered by the aforementioned Rules will be decided upon by the Tournament Director.