



Pacific Rim Cup 2024 - Soccer Tournament - Rules

1. Laws of the Game

- All matches shall be played in accordance with the latest version of the FIFA Laws of the Game and the current HYSA rules and regulations with exceptions noted below.

2. Awards

- Tournament t-shirts will be given to all participants.
- A trophy will be presented to the Champions in each category.

3. Important Dates (Local Hawaii Time)

- May 1st, 2024: Early Bird Registration Starts
- May 31st, 2024: Early Bird Registration Deadline
- July 1st, 2024: Registration Deadline
- July 9th, 2024: Accepted Teams Posted
- July 16th, 2024: Brackets & Schedules Posted
- July 18th, 2024: Online check-ins
- July 27th, 2024: Event Date

4. Team Registration Fees

- **Early Bird (May 1st to May 31st, 2024)**
 - U8 to U11: \$550
- **Regular Registration (June 1st to July 1st, 2024)**
 - U8 to U11: \$687.5

5. Team, Players, and Coaches Eligibility

- All U.S. teams and players must be affiliated with the USYSA, USCS, or a sanctioned affiliate. International teams must be affiliated with the relevant soccer organization in their home country.



- All U.S. teams must be registered and in good standing with their US Youth Soccer/US Club Soccer affiliated state/provincial association. All players from each team must be registered by a single sanctioning organization and must present those credentials on registration. No combination USYS/USCS teams will be allowed.
- Coaches are responsible for ensuring the eligibility of their players. Player and coach passes (US Club Soccer or USYS or appropriate international credentials) must be present and available at all matches. All players participating must carry valid player passes. If a player or coach does not have a pass, he/she will not be allowed to participate. A player can play for only one team. No double rostering allowed. Any ineligible player will cause the team on which that player played to forfeit any match.
- Teams may have up to 5 guest players; guest player forms will be required.
- All U.S. (non-Hawaii) teams must comply with either US Youth Soccer or US Club Soccer travel procedures. All teams must follow the applicable procedures of their governing body. Out of state teams must have USYS or US Club Soccer Permission to Travel papers on file with their home state association office (if applicable).

6. Medical Release form

- All teams are required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

7. Foreign teams

- Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of legal entry into the United States. Teams are also required to have player picture identification cards. Players must also have the required completed form from their Provincial or National association approving the team's participation in the tournament.

8. Check in Procedures

- Check-in procedures will be completed online prior to the tournament. There will not be team check-ins at the event.
- A roster certified by the team's state association must be submitted by July 18th, 2024, to complete online check-in. After check-in, teams may not alter their rosters or make additions/subtractions at any time.



- Managers/Coaches need to provide a copy of an approved stamped roster to the referee prior to each match. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site.
- Referee is not to collect player passes but they may be checked prior to each match. Referee will keep the approved stamped roster and turn it in with a match card.

9. Age Categories and Team Composition

Age Group	Match Format	Maximum # players on field	Minimum # players to start match	Maximum #players on Roster	# of Referees
8U	4 aside*	4	3	8	1
9U	7 aside	7	5	14	1
10U	7 aside	7	5	14	1
11U	9 aside	9	6	16	1

- Players must be between the ages of 8 and 11 years old at the time of the tournament. All participating teams must submit proof of age for each player at the time of registration on the day of the tournament. Acceptable forms of proof include a birth certificate, passport, or any government-issued identification. The tournament organizers will review all documents to verify compliance with the age requirement.
- The participant teams can have a balanced mix of boys and girls.
- *U8 will not play with a goalkeeper and all players will be field players.



10. Match Duration and Format

Categories	Match Length	
8U	4 x 10 min periods; 5 min halftime no overtime; tie stands	4v4
9U to 10U	2 x 25 minutes halves; 10 min halftime no overtime; tie stands	7v7
11U	2 x 30 minutes halves; 10 min halftime no overtime; tie stands	9v9

- Round-Robin Format: Each team will play in a round-robin format, ensuring that each team is guaranteed to play a minimum of 3 matches during the tournament. For instance, in this tournament with 4 teams in each category (A, B, C, D):

In the first round, A might play against B and C against D.

In the second round, A could play against C and B against D.

In the third round, A would then play against D and B against C.

- After the round-robin phase, the top two teams, based on their standings, face off in a final match to determine the champion.
- There will be no additional time. Knockout matches tied after regulation will proceed directly to penalty shootouts.
- Teams should be at their field 10 minutes before kick-off.
- Teams must promptly vacate the field/bench so the next team can prepare. All litter must be cleaned up by the teams.
- All teams who forfeit will have the match(s) scored a 0-1 loss. Teams failing to report ready to play within ten (10) minutes of the scheduled kick off time will forfeit. Teams taking actions which cause a match to be terminated will forfeit. If a team refuses to continue a match (walks off the field) after the start of the match, that team will forfeit



the match by a score of 1-0 or the score at the time the match was terminated, whichever is more disadvantageous to the forfeiting team.

11. Playing Equipment

- Teams must have at least one uniform, and if there is a conflict, the away team will play with soccer bibs.
- Each player on a team shall wear the same uniform, to consist of a jersey with different number, shorts, socks, and shin guards. Goalkeeper must have a different color. The jersey may not be exchanged with another player for the duration of the match. Long sleeve shirts may be worn under the jersey. No long pants may be worn, except by the goalkeeper (unless extreme weather permits). Goalkeeper must have a different color, preferably not black. If the goalkeeper jersey color conflicts with the opposing team uniforms, the referee may require a different jersey to avoid confusion.
- Shin guards are mandatory for all players. Soccer shoes or sneakers are acceptable, no metal cleats. No jewelry, watches, or items posing injury risks are allowed. Before each match, the match referee will conduct a check of all players' equipment to ensure compliance with safety gear and uniform regulations. Teams failing to meet the equipment requirements may be subject to sanctions, including the possibility of forfeiture of the match.

12. Playing Field / Goals / Ball Size

- Playing field:

U8: 30 x 20 yards (27.4 x 18.3 meters)

U9 & U10: 47 x 30 yards (43.0 x 27.4 meters) - Field will have Defensive Build-Up Line

U11: 75 x 47 yards (68.6 x 43.0 meters)

The Organizer will attempt to be close to the sizes above detailed, but it will depend on what is available at Waipio.



- Goals:

U8: 4 x 6 feet (1.22 x 1.83 meters)

U9, U10 & U11: 6 x 18.5 or 7 x 21 feet (1.83 x 5.64 or 2.13 x 6.40 meters)

The Organizer will attempt to be close to the sizes above detailed, but it will depend on what is available at Waipio.

- Ball:

U8: Size 3

U9 to U11: Size 4

The tournament organizers will provide balls for all matches to ensure consistency. The referee will pick up the ball when he checks in for the match and return the ball after completion of the match. The referee's acceptance of the match ball is final and may not be questioned. If a tournament ball is not available, the match ball shall be provided by the home team.

13. Game Rules

- The offside rule will not be enforced to encourage more active play and simplicity for the players. Referees will caution players who consistently disrupt the game by remaining in an offside position.
- Substitution will be allowed during natural stoppage of the match at the referee's discretion. The substitution is completed when the substitute enters the field of play and the player whom he/she is replacing ceases to be a player. Free substitution and re-entry will be allowed.
- Goalkeepers may pick up the ball from a back-pass to facilitate play.
- The clock will start at the scheduled kickoff time and will run continuously throughout the half, regardless of stoppages in play. There shall be no extensions or additions to the stipulated time at the end of each half. The match shall conclude when the running clock indicates the end of the final half.
- The official match report for each completed match must be verified (i.e., score, cautions, send offs) immediately after the match by the team coach or manager. Match



reports should be reported immediately to the Tournament Director and may not be contested or appealed.

- Players or Coaches sent off during a match are not allowed to play/coach in the match in play and any additional matches as determined by Rules 3.5 and 3.6 of the Hawaii Youth Soccer Association and/or the tournament director. In case of continued bad conduct of players, teams, officials, or supporters, the team may be withdrawn from the competition and reported to their association. Coaches are responsible for the conduct of their team and supporters.

14. Conduct and Fair Play

- Participants, coaches, and spectators are expected to uphold the highest standards of behavior not only during matches but also within the tournament venue and during any tournament-related activities. Disrespectful behavior, vandalism, or any form of harassment will result in immediate disciplinary action.
- Only players and coaches are allowed on the field. Coaches may not enter the field of play once the match begins unless summoned by the referee.
- Both teams will be on the same side of the field, spectators will be on the opposite side.
- All other spectators must remain at least two (2) yards from the touchlines and ten (10) yards away from the area behind goal lines.
- Coaches shall conduct themselves in a manner becoming of their respective organizations. Negative comments and complaints about the referees will not be tolerated. This will be strictly enforced. Coaches who violate this rule will be carded. Coaches shall be responsible for the conduct of their parents and spectators. Coaches shall encourage clean competition and good sportsmanship and participate in positive coaching. Coaches shall abide by and uphold the Rules and Regulations of their respective organizations and FIFA's
- Any form of discrimination, bullying, or unsportsmanlike conduct will result in immediate disciplinary action, including potential disqualification from the tournament.



15. Safety and Health Protocols

- No headers during all matches.
- A first aid kit will be available at each field. Any player injured during a match must be immediately evaluated by a responsible adult.

16. Scoring and Points

- Win: 3 points.
- Draw: 1 point.
- Loss: 0 point.
- In case of a tie in points at the end of the round robin phase, tiebreakers will be decided by tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied, proceed to step B.

U8:

- A. Head-to-Head (disregard if more than 2 teams are tied)
- B. Goal Differential (maximum four (4) per match)
- C. Goals For (maximum four (4) per match)
- D. Goals Against (maximum four (4) per match)
- E. Coin toss

U9-11:

- A. Head-to-Head (disregard if more than 2 teams are tied)
- B. Goal Differential (maximum four (4) per match)
- C. Goals For (maximum four (4) per match)
- D. Goals Against (maximum four (4) per match)
- E. Most Wins
- F. Most Shutouts
- G. Penalty Shootout



- Championship (Final) matches – Penalty kicks:
 - In case of a tie at the end of regulation time, teams will go directly to kicks from the mark. Kicks from the mark used in final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.
 - If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.
 - Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension, they may not participate in the kicks.
 - For U8, in case of a tie in at the end of the Championship match, there will not be penalty kicks and tiebreakers will be decided by tiebreakers in the order listed until a team is eliminated:
 - A. Head-to-Head
 - B. Goal Differential (maximum four (4) per match)
 - C. Goals For (maximum four (4) per match)
 - D. Goals Against (maximum four (4) per match)
 - E. Coin toss

17. Referee Authority and Dispute Resolution

- The referee's decisions during matches are final. Respect towards officials is expected at all times.
- Any disputes or concerns must be brought to tournament organizers in a respectful manner. Organizers will have final say in resolution.
- Judgment calls by referees may not be appealed.
- Disciplinary Committee decisions may not be appealed.



- All protests must be submitted in English to the Disciplinary Committee within three hours of the end of the match with a \$500 (US) cash non-refundable fee. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.
- The decision of the Tournament Director, in conjunction with the Board of Directors, on any matter is final and may not be appealed.

18. Injuries

- Any injury to a participant, or property damage caused by a participant, must be reported to the Tournament Director. Waivers signed by parents/guardians of all players are required to participate, and the costs of all injury treatments are the sole responsibility of the injured player, coach, sanctioning national association, or their health plan insurer.

19. Cancellation/Refund Policy

- The Organizer cannot be responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of the tournament or prevent its continuation. Other unforeseen events may interfere with the orderly conduct of the tournament or with the enjoyment of the participants in the tournament.
- Only in the event any such act of nature or man outside of the control of the tournament requires the cancellation of the tournament or prevents its continuation, tournament fees will be refunded in the following increments:
 - A. No matches played (full event cancellation) = 50% refund
 - B. One match played = 25% refund
 - C. Two matches played or more = no refund
- If a team pulls out at the last minute or is a no show, the Tournament Director(s) reserve/s the right to amend brackets. The Director will ensure the remaining teams are provided with the best possible tournament competition to play for the good of the game.
- If there are not enough teams to form an age group, the entered teams will be given one of two options:



- A. Option 1 – Tournament Committee will recommend an alternative placement with an older age group.
- B. Option 2 – Team may withdraw from the tournament and the entry fee will be refunded.

20. Weather Policy

- Teams will be expected to play according to the schedule of matches regardless of weather. Only the Tournament Director(s) may reschedule matches or alter the competitive format because of inclement weather or other just cause.
- It is possible that weather conditions may lead to stoppages in play. Matches will not be stopped due to rain unless it is a severe downpour and/or there is standing water on the fields. In the event of lightning in the area, we will notify teams and spectators to vacate the fields. Matches will be stopped for 30 minutes from the last lightning strike.
- The following procedures for weather delays may be used:
 - A. If a delay occurs while the match is in progress and the match cannot be restarted before the start of the next scheduled match, then the score of that match will be considered final. This is regardless of the length of time that the match has been played.
 - B. Matches shall be considered complete if one half has been completed and play is stopped by the Referee, Commissioner of Referees, or the Tournament Director(s).
 - C. When necessitated by playing conditions or just cause, the match format may be altered to include shortening of matches, penalty kicks, or coin tosses.
 - D. In the event that conditions prevent a match from being played at all, the match will be listed as a 1-1 tie.
- In the event of inclement weather, tournament staff will update coaches and team managers via email, or text.



21. Disqualifications / Cautions

- If a team uses a player deemed to be ineligible (player sent off during a previous match or player that is not playing in his/her age bracket), that team shall forfeit all matches in which that player participated.
- The Tournament Director may disqualify any team, at any point in the tournament, if the team refuses to abide by the Rules and Regulations of the tournament.
- All players and coaches sent from the field (red card) or cautioned (yellow card) must be reported to the Tournament Director immediately after the end of the match by the match referee.

22. Waipio Soccer Complex Rules

- All participants and spectators must strictly adhere to these City and County of Honolulu rules:
 - A. No pets, animals are allowed.
 - B. No smoking.
 - C. No consumption of alcohol or illegal drug use.
 - D. No littering.
 - E. No skateboarding in Stadium.
 - F. No bike riding in Stadium.
 - G. No vandalism.
 - H. Keep off above ground sprinklers and irrigation equipment.
 - I. Drive vehicles only in designated areas.
 - J. Park only in marked parking stalls.
 - K. Tents are limited to 10'x10' and must be broken down daily.
- All participants and spectators that violate the above rules will be removed from the premises and not be allowed to return.



23. Miscellaneous

- The Tournament Director and/or designee will decide upon any situation or subject not covered by the rules and regulations. All decisions by the Tournament Director are final and are not subject to appeal. To contact the Tournament Director, please visit Tournament Headquarters and they will locate the Director or designee.
- The Organizer reserves the right to change the location of the Event from Waipio to any other location within Oahu at any time. Such changes will be communicated to all participants as soon as practicable.