

2026/27



Oahu League Rules

COMPETITION RULES FOR OAHU LEAGUE OF HAWAII YOUTH SOCCER
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2 CLUB INFORMATION

2.1 CLUB STATUS

New club procedures –

- 3 teams or more
- 1-year probation status
- Bylaws or Organization Methodology submitted to Oahu League.

2.2 CHANGE IN OWNERSHIP

Clubs changing ownership – need documentation stating the change.

2.3 CLUBS WITH DIVISIONS:

Beyond the established Oahu League definition of a club, and for the purposes of this rule, a Club having a similar name with other clubs will be the same club if the club shares a common Board of Directors. All club pass players must be officially registered with HYSA.

2.4 CLUB INFORMATION ON FILE WITH OAHU LEAGUE

All clubs must have on file current information below:

- Official Club Name
- Bylaws of Club
- President
- Club Administrator
- DOC (Director of Coaching) or coaching coordinator or head of coaches
- Club Address
- Club Email
- Club website
- Club Phone Number
- Club Team Colors

3 COMPETITION

3.1 AGE GROUPS

Teams play within respective age groups (i.e., U12 team plays in U12, U13 team plays in U13), up through age U16, thereafter, teams to play in divisions to be determined by Oahu League. Age group dates are determined by US Soccer guidelines.

- 1) The League may merge age groups if needed in the interest of competition and divisional need.
- 2) Minimum 4 teams in a division, in keeping with requirements for National Championship Competition.

3.2 COMPETITIVE SEASON FORMAT

- 1) All Seasons are Competitive.
 - a. Fall Season runs from August through December (6U-12U)
 - b. Winter/Spring Season runs from January through May (6U-12U)
 - c. Year Long season runs from August through May
- 2) Format is determined by the age group and number of teams in each division.
- 3) 13U-14U age groups are considered Intermediate will break for School Soccer from around the last week of October through the end of November. Teams without school conflicts may schedule games during this period.
- 4) 15U-19U age groups are considered High School will break for High School Soccer from about the beginning of November through Presidents Day weekend.
- 5) 11v11 Year-round divisions should play around 10-20 games, depending on the age group, number of teams and available weekends. Oahu League will do it's best to provide a meaningful amount of games in the available weekends for specific age groups. Small-Sided Fall and Spring divisions 4v4, 7v7 and 9v9 seasons should normally have 12 games.
- 6) Points awarded as follows: Win = 3 points, Tie = 1 point, loss = 0 points

3.3 TIE BREAKER

Formats determined by points (no playoffs, only round robin play) where 2 or more teams end the season with the same number of points, the following tiebreakers will be applied in the following order:

- 1) Head-to-Head (except when more than 2 teams are tied).
- 2) Cumulative goal differential between goals scored and goals allowed. The maximum differential allowed is four (4) goals per game.
- 3) Least goals allowed.
- 4) Kicks from the spot per FIFA rules.

3.4 SHAKEOUT

A Shakeout process may be applied to age groups that change play formats. The Shakeout process is a series of games meant to identify where a team's correct play level should be.

3.5 PROMOTION (CURRENTLY BEING REVIEWED BY OL BOARD)

Criteria or guidelines for qualification for promotion to the next older age group, and for maintaining promoted status are as follows:

- a. Promotion rules shall apply to all age groups starting at 9U Age Group.
- b. The team that finishes first in the premier bracket in a dominant fashion (such as winning all games by a 4-goal margin) shall have the option to Request a promotion into the Premier division of the older age group. Approval of the promotion will be at the discretion of the League.
- c. There shall be no more than two teams from the younger age group playing in any of the older divisions at any given time, when age divisions are available.
- d. In order to be considered to maintain promotional status in the older division, any team promoted must finish the season in the top 40% of Premier division. If they should finish the season below that cutoff, the team may be reassigned back to the Premier division in the True Age group for the following competitive season.
- e. Promotion of team status is non-transferable between clubs and shall be exclusive to that team only.
- f. True Age Rules shall not apply to teams promoted under this rule
- g. Oahu League has the right to promote a team demonstrating dominance but not requesting a move, in the interest of competition or divisional needs.

3.6 ROSTER REQUIREMENTS

Player Registrations must be complete before being added to a roster or playing in a game. Registration for players opens up soon after June 1st. Teams and clubs are generally notified by HYSA when registration is open.

- a. See Roster Rules Matrix in section 3.12 for minimum number of players required.
- b. Attempts to circumvent roster requirements will result in league expulsion with no refund and possible sanctions to the team/club.

3.7 TRUE AGE POLICY

A team will register in the Age Group of their oldest player. Each play format has a different number of required True Age players.

- a. 11v11 aged teams must have Seven(7) true age players on game day rosters. 9v9 must have Six(6) true age players on game day rosters. 7v7 must have One(1) true age player on game day rosters. Required true age players should be dressed and able to play. Club pass players may be used to fulfill the number of true age players required

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on the game card. Oahu League will evaluate situations where teams might be challenged with True Age players on a case – by – case.

- b. Teams "playing-up" an age group will be subject to the age group Game Day roster rules they are playing in, but will be restricted by their "True Age" roster regulations. I.e., U8 teams playing up in U9 will have a roster of Eight(8) but may use 4 additional CP for the 7v7 game day roster size. 10U playing up in 11U will have a roster of 14 but may use 4 additional CP for the 9v9 game day roster size. All teams playing up may use all CP from their Natural Age group. I.e., a 10U team may use 4 CP from the 10U age group when they are playing up in 11U.(See 14.b. 1)

3.7.1 Club Passing

3.7.1.1 Purpose:

The Club Player Pass System is designed to maximize the development of the player by allowing players to play on a team from the same Club at an older age level on a temporary basis.

3.7.1.2 Club Pass Use:

Players may only use the Club Pass in only ONE designated primary Club in the Oahu League. Therefore, no double rostering within a club using club pass. Registering with two different organizations is allowed but the player must designate by their primary selection the club in which they will exercise the Club Pass use and the specific age team they are secondary registered with. If a player is primarily registered on an independent team, they will not be using a Club Pass. All HYSA rules apply, and players are not allowed to register in the same age group within the same District. Oahu is one district for the purpose of this rule. Please be aware of this rule when using the club pass. In compliance with the HYSA rules, there will be NO allowances for any player to play in two organizations within the same single age group within the Oahu League. A double rostered club player is not allowed to use the club pass in the single age group where he/she is rostered with a team outside of their primary club.

3.7.1.3 Requirements:

The Club Pass Player System to be used for the Oahu League must follow the current USYSA and HYSA rules, guidelines (for example: roster sizes), and the following criteria:

- 1) The Club Pass Player can be used for any level from the appropriate age group of the player and up within the guidelines of the National Championship Series age group rules.
- 2) During the Competitive Seasons, no more than 3 club pass players of the same age group may be used on any given day by 11AS teams and no more than 2 for 9AS and 7AS teams.
 - a. 3 additional club pass players from a younger age group may be used for 11AS
 - b. 2 additional club pass players from a younger age group may be used for 9AS and 7AS
 - c. Competitive Season 13U-16U will have a maximum Club Pass of six (6) with up to three (3) True Age players.
 - d. Competitive Season 17U-19U will have a maximum Club Pass of six (6) where ALL may be True Age players.

- e. Competitive Season (9U-12U) will have a maximum of four (4) Club Passes with up to two (2) from the same birth year.
- 3) Teams 12U and below that are "playing-up" may club pass all players that are from their registered age group. I.e., an 8U team playing 9U may CP all 4 players from the 9U age group, a 10U team playing 11U may CP all 4 players from the 10U age group, an 11U team playing in 12U may CP all 4 players from 11U age group. Please reference the True Age Policy section.
 - 4) No more than 5 girls may be club passed or listed on a boys' team roster for any game. There must always be a majority of boys on the field for such a game.
 - a. For 4AS teams ONLY: on a boys' team, there may be 2 boys & 2 girls on the field during games. The maximum roster of Eight(8) still applies with the majority of the players being more boys than girls. (i.e., 5 boys & 3 girls)
 - b. Boys are not allowed to club pass to a Girls team.
 - 5) Club Pass Player may play no more than two TOTAL games per day in League play (this includes his/her primary team) and no more than FOUR games per two- or three-day weekend in League play.
 - a. Clubs/Teams that are found in violation of this will lose club pass privileges and face further disciplinary action.
 - 6) There will be an unlimited number of club pass players at U8 and below. There will be a 30 player roster limit including Club Pass players at the 11U to 19U age groups. Players can be removed and added – please be mindful of the requirements of continuity of roster (9) for National Championship Competitions.
 - 7) Use of Club Pass Player may not be used in certain situations. League qualifying games or league qualifying tournaments, Shake-Out, Promotion/Relegation Playoff Games, Division Championship Play-offs, etc. League notifications will specify any restrictions.
 - 8) Any rules not covered herein refer to Hawaii Youth Soccer Association Bylaws and especially the Rules and the requirements of the National Championship Rules for participation eligibility.
 - 9) The "Club Pass" may be used by any organization with two or more teams competing in the Oahu League.

3.8 PLAYING SEASON

- 1) Competitive Seasons
 - a. Fall Year Long 13U-19U Competitive for teams playing 11-Aside. August through May with appropriate breaks for school.

- b. Fall and Spring Competitive Seasons for 9U-12U for teams playing 7-Aside and 9-Aside. Fall Season is August through December. Spring Season is January through May.

2) Transition Seasons

- a. Spring Season Age Groups 8U, 10U and 12U for younger teams that wish to play the new format may be available. Transition Seasons are meant for developmental opportunities. Premier Divisions remain in the natural age group.
- b. Transition seasons may not be available for all format sizes, such as 11v11. Availability is based on field space and availability.

3.9 GAME CARDS

- 1) Names must be pre-printed on Official Game Cards for all Oahu League Games per HYSA Guidelines. This includes:
 - a. Coaches, Admins and Players
 - i. Players may not be written on Game Sheet without League Approval before the game. Proof of eligibility via physical or digital pass is required. Date of Birth, Full Name, Player Pass Number should be clearly legible.
 - ii. Coaches may not be written on game cards without League Approval before a game. Proof of eligibility via physical or digital pass is required.
 - b. Violations will result in forfeiture of the game, fines and possible further disciplinary measures.

3.9.1 Oversight/Supervision:

The League Director, Scheduler, Executive Assistant and the Affinity Game Day cards will oversee the Club Pass use & Roster rules.

- 1) Oahu League will print and provide rosters for games and teams. Oahu League roster cutoff time will be 9PM HST the night before that game.
 - a. If a change is needed after that 9PM cutoff time, a team will need to print an updated game card and bring it to the game to replace their own roster.
 - i. Any player or coach that is not on the physical roster self-printed or provided by Oahu League should be considered ineligible to play. A team bringing a roster can only use players that are on their printed roster, they cannot use players from both.
- 2) The game day roster will need to be submitted to the referee only, with all the players' names printed and indicated for the upcoming game. Only one printed roster is required.
- 3) Players on the roster that will not play in the game need to be declared to the referee, fully crossed off from the roster and NOT in team uniform.
- 4) The referees will submit the game day rosters to Oahu League for review of any roster violations.

3.10 COACHING REQUIREMENTS

- 1) Coaching Minimum Age
 - a. 16 years old was the minimum age for youth coaches for U12 & younger age groups.
 - b. Requirement:
 - i. Conditional coaching pass
 - ii. Adult coach or team manager present with team.

3.11 FACILITIES AND WEATHER

- 1) The League may maximize use of neighborhood fields and upgrade their facilities and equipment, contingent on availability for usage by the League.
- 2) **THUNDER/LIGHTNING**
 - a. If there is no thunder/lightning before the beginning of the game; the game should be expected to continue as planned.
 - b. In divisions without referees (6U-8U), the coaches of both teams have the authorization to suspend play or cancel matches in the event of thunder/lightning.
 - c. In divisions with referees (9U-19U), the referees or a representative from Oahu League will notify teams of any change in status.
 - d. The Oahu League team and the Athletic Trainer team will monitor lightning strikes that fall within the actionable level. Games will be delayed when a lightning strike occurs within the set proximity.
 - i. When the League notifies teams of a delay, teams should find proper shelter. When thunder roars, go indoors (or your car)!
 - b. When a Lightning Strike within proximity is observed, a 30-minute delay will go into effect.
 - i. If a second strike extends the 30-minute delay by 10 minutes or more, the game will be completed, terminated, or rescheduled.
 - ii. If a game is played at least to halftime, it will be counted as played and scores will stand.
 - iii. Any matches that do not reach half time may be rescheduled by the league. Priority will be given to matches that determine the division. Games unable to be made up for schedule reasons, may be marked as a 0-0 tie or average points.
- 5) **HEAT**
 - a. Games may not be cancelled due to extreme heat; however, extra water and rest breaks will be implemented on the recommendation of the Athletic Trainer team. Coaches and referees should meet prior to the start of the game to ensure all parties have been communicated on when the hydration breaks will occur.

3.12 RULES MATRIX

Competitive League Seasons(All)											
Age Division	Shake Out	Game Duration	Players on Field	Ball Size	Game Day Roster Max/Min	True Age on Roster	Club Passes Allowed	GK	Build-Out Line	Refs	Offside
17U, 18U & 19U	OL	2 x 45 min	11AS or 11v11	5	18Max/7Min 5 Girls Max on Boys Team	7	6 TOTAL ALL 6 True Age All players in 17U-19U are True Age.	Y	N	Y	Y
15U & 16U	OL	2 x 40 min	11AS or 11v11	5	18Max/7Min 5 Girls Max on Boys Team	7	6 TOTAL <u>MAXIMUM 3 True Age</u>	Y	N	Y	Y
13U & 14U	OL	2 x 35 min	11AS or 11v11	5	18Max/7Min 5 Girls Max on Boys Team	7	6 TOTAL <u>MAXIMUM 3 True Age</u>	Y	N	Y	Y
11U* & 12U*	OL	2 x 30 min	9AS or 9v9	4	16Max/6Min 4 Girls Max on Boys Team	6	4 TOTAL <u>MAXIMUM 2 True Age</u>	Y	N	Y	Y
9U* & 10U*	OL	2 x 25 min	7AS or 7v7	4	12Max/5Min 4 Girls Max on Boys Team	1	4 TOTAL <u>MAXIMUM 2 True Age</u>	Y	Y	Y	Y
6U*#, 7U*#, 8U*#	N	4 x 10 Min Max 5-Min Breaks	4AS or 4v4	3	8 Max/3Min 3 Girls Max on Boys Team	1	No Limit	N	N	Maybe	N

*No deliberate heading in 6U – 12U

No Scores, No Standings will be published. Results/Game Sheets will be turned into the league.