

2023



# Oahu League Rules

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

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### 2.1 CLUB STATUS

New Club Status - three or more teams during the competitive season for club consideration **(10/1/08)**

New club procedures –

- 3 teams or more
- 1-year probation status
- by laws of clubs situated & submitted to Oahu League,
- 501c3 not a requirement **(3/4/09)**

### 2.2 CHANGE IN OWNERSHIP

Clubs changing ownership – need documentation stating the change **(11/6/08)**

### 2.3 OAHU LEAGUE TEAMS GOING TO NATIONALS

HYSA (Hawaii Youth Soccer Association) Absorbs the cost to enroll in USYS Regional/National Tournament play.

Teams playing for the USYS National Title will be eligible to receive a portion of their expenses. OL (Oahu League) will have a Budget item annually set aside for teams **(7/1/15)**

### 2.4 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.

### 2.5 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

*Adopted 7/2/14, unless otherwise noted*

## 3.1 AGE GROUPS

- 1) 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 Competition Committee. Age is determined by US Soccer guidelines. Determined to be January 1<sup>st</sup> of that year.
- 2) The Competition Committee may merge age groups if needed in the interest of competition.
- 3) Minimum 4 teams in a division, in keeping with requirements for National Championship Competition.
- 4) U18 teams will be allowed two years at the U18/19 Premier Division starting with the date they entered as a U18 team **(1/6/10)**

### 3.1.1 Club Spots in Premier Division

- 5) There are no club held positions in the Premier Level

## 3.2 COMPETITIVE SEASON FORMAT

- 1) Format is determined by the number of teams in each division.

No. of Teams in Division	Format	Winner Determination
4	Double Round-Robin (6 Games Regular Season)	Divisional Championship Playoff (2 games)
5	Double Round-Robin (8 games Regular Season)	Table – or a 2 game Division Championship Playoff
6	Double Round Robin (10 games Regular Season)	Table
7	Single Round-Robin (6 Games Regular Season) followed by a top-4 playoff (2 gm) and a bottom 3 round robin (2 gm)	Division Championship Playoff for 1 <sup>st</sup> to 4 <sup>th</sup> ; (2 games)  Round Robin for 5-7 <sup>th</sup> (most pts overall) (2 games)

8	Single Round Robin (7 games Regular Season) followed by a top-4 Championship playoff and a bottom 4 2 <sup>nd</sup> Division playoff	Division Championship Playoff 1 <sup>st</sup> -4 <sup>th</sup> and 2 <sup>nd</sup> Division 5 <sup>th</sup> -8 <sup>th</sup>
9	Single Round Robin (8 games)	Playoff top 4 (2 games)
10	Single round-robin (9 games)	Table position after 9 games
11	Single round-robin (10 games)	Table position after 10 games
12	2 divisions of 6, Double Round Robin (10 games Regular Season)	Division Championship Playoff (2 games), top 2 team's advance.
13	2 divisions of 6 (one of 7), Double Round Robin (10 games Regular Season)	Division Championship Playoff (2 games), top 2 team's advance.
14	2 divisions of 7. round robin (6 games)	Division Championship Playoff (3 games), top 4 team's advance from each group plus two wild cards  2 <sup>nd</sup> Division Championship Playoff (2-3 games), 5 <sup>th</sup> , 6 <sup>th</sup> , & 7 <sup>th</sup> with 6 <sup>th</sup> playing 7 <sup>th</sup> in Quarter Final, and 5 <sup>th</sup> getting a bye.
15+	TBD, split into multiple groups	TBD

- 2) Teams should play no less than six (6) games in a season.
  - a. Exception – U13 Division, format designed to provide ranking of each team for entry into competitive U14 Season in Spring of following season.
- 3) 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

The competitive U13 Shakeout format is based upon the number of teams. All teams in the U13 age bracket will be placed into this shakeout format for placement into the U14 division the following year.

NO. OF TEAMS IN U13 SHAKEOUT	FORMAT	FINAL STANDINGS
13	3 groups of 4 Round Robin (3 games), top 2 from each group progress to Championship Group, bottom 2 moves to 2 <sup>nd</sup> Group (5 games).	<p>Championship Group 1-4 playoffs</p> <p>Championship 5<sup>th</sup> &amp; 6<sup>th</sup> Play 2<sup>nd</sup> Division 1<sup>st</sup> and 2<sup>nd</sup> in 5<sup>th</sup> to 8<sup>th</sup> Playoff</p> <p>2<sup>nd</sup> Division 3<sup>rd</sup>-6<sup>th</sup> playoffs for 9<sup>th</sup>-12<sup>th</sup> placement</p>
14	2 groups of 5 & 1 group of 4(3-4 games), top 2 from each group create Championship (5 games) and two groups of 4 for 2 <sup>nd</sup> Division (Group A & B, 3 games each)	<p>Points Determine 1<sup>st</sup> to 6<sup>th</sup> place (games 8-9).</p> <p>Playoff between 2<sup>nd</sup> Division A &amp; B. 1<sup>st</sup> &amp; 2<sup>nd</sup> advance to Playoff A1vB2 &amp; B1vB2 with winners meeting and losers meeting for 7-10<sup>th</sup> positions (2<sup>nd</sup> Division Championship).</p> <p>A3 v B4 &amp; B3 v A4 with winners advancing to play one another and losers playing for seeding 11<sup>th</sup>-14<sup>th</sup> (3<sup>rd</sup> Division Championship)</p>
15	3 groups of 5 (4 games), top 2 & best 3 <sup>rd</sup> place* advance to Championship Group (6 games), Other teams move onto Second Division Group (7 games)	<p>Championship Group – Table Placement</p> <p>2<sup>nd</sup> Division – Table Placement</p>
16	4 groups of 4 (3 games), top two advance to Championship Group, Bottom 2 advance to 2 <sup>nd</sup> Division (7games)	<p>Championship Group – Table Placement 1<sup>st</sup> -8<sup>th</sup></p> <p>2<sup>nd</sup> Division – Table Placement 9<sup>th</sup> to 16<sup>th</sup></p>
17	1 group of 5 & 3 groups of 4 (3 games), top two advance to Championship Group (7 games), 2 <sup>nd</sup> Division will have remaining teams (7 games)	<p>Championship Group – Table Placement, 1<sup>st</sup> – 8<sup>th</sup></p> <p>2<sup>nd</sup> Division, Table Placement, 9<sup>th</sup> – 17<sup>th</sup></p>
18	3 groups of 6 (5 games); top two teams from each group advance to Championship Group, 3 <sup>rd</sup> & 4 <sup>th</sup> each	<p>Championship Group – Table Placement 1<sup>st</sup> -6<sup>th</sup></p>

group advance to 2<sup>nd</sup> Division Group, 5<sup>th</sup> & 6<sup>th</sup> advance to 3<sup>rd</sup> Division Group.

2<sup>nd</sup> Division Group – Table Placement 7<sup>th</sup> – 12<sup>th</sup>

3<sup>rd</sup> Division Group – Table Placement 13<sup>th</sup> – 18<sup>th</sup>

\*

See Tie-Breaker rules

### 3.5 EX TEAM STATUS

Realignment Guidelines Pertaining to EX Teams Playing in Shakeout Seasons **(11/17/14)**

Point of competition:

- To allow teams to play in the League and to further allow all eligible players to participate who wish to, in an age-appropriate manner.
  - All the teams and players shall abide by a common set of rules to allow for the best competition and development for all, with safe and fair play.
  - A team's results and competition must not be considered on the same level if they are not competing under the same set of rules or restrictions. Therefore, the following amendments are added to the Realignment Guidelines, effective **(11/17/2014)**
- 6) EX teams (teams granted exceptions from the 7 true-age player rules) will be allowed to play in Shake Out competitions, given the consideration that there is no Select division in any Shake Out competition.
- All games in any Shake Out competition that involve EX teams will be played, but scores recorded in favor of EX teams' opponents with a score of 4-0, so as not to adversely affect the standings when including a team (or teams) which do not abide by the same rules and restrictions as all others in the Shake Out competition.
  - EX teams do not count towards the promotion through the Shake Out procedure. The EX-teams will assume the last position in every group they participate in at every level of the Shake Out competition. This assures them the ability to play all games and competition without compromising the integrity of the intent of the Shake Out procedure.
  - Allow EX teams in the select division they have earned whether they are in Select I, II, III and have promotion/relegation games between the Select divisions starting in the 2017/2018 seasonal year **(8/2/17)**

### 3.6 PROMOTION

- 7) Criteria or guidelines for quality for promotion to the next older age group, and for maintenance of promoted status a team must:
  - a. Promotion rules shall apply to all age groups starting at U9 **(9/2021)**
  - b. The team that finishes first in the premier bracket, shall have the option to Request a promotion into the Select or Premier division of the older age group. Such a decision will be exclusively at the discretion of the Competition Committee. **(9/2021)**
  - c. The team that finishes second in the premier division shall have the option to accept a promotional game to earn a spot in the Select division of the older age group. The team shall play against the last place team in the Select division in the older age group and must win to be promoted up. **(9/2021)**
  - d. If the first-place team should decline the automatic promotion, the second-place team shall have the opportunity to take this automatic promotion to the select division in the older age group. **(9/2021)**
  - e. There shall be no more than two teams from the younger age group playing in any of the older divisions at any given time. **(9/2021)**
  - f. In order to maintain promotional status in the older division, any team promoted must finish the season in the top half of the lowest older age group division. If they should finish the season in the bottom half of the lowest division in the older age group, they shall be assigned into the age group below or the lower division for the upcoming competitive season. **(9/2021)**
  - g. Promotion of team status is non-transferable between clubs and shall be exclusive to that team only **(9/2021)**
  - h. True Age Rules shall not apply to teams promoted under this rule **(9/2021)**
  - i. The Competition Committee is granted the right to move a team demonstrating dominance but not requesting a move, up one division in the interest of competition.
- 8) Promotion/relegation games at the end of the Competitive Spring Season will continue as present, to include promotion/relegation games between all divisions in an age group. New teams entering the Competitive Spring Season come in at the lowest division of their respective true age group
- 9) 19U teams will not be included in promotion/relegation games since they will not be present in the next seasonal year. Even such teams that will be present in the next seasonal year will be missing their oldest and strongest players in the next seasonal year, so any results from such teams will be skewed with the known absence of those 19U players in the next seasonal year. Further, many of those teams would choose not to participate in promotion/relegation games because of the timing of those games with respect to high school graduations and graduation parties, and other celebrations and commitments that these graduating players would choose over participating in promotion/relegation games. **(8/2/17)**

### 3.7 ROSTER REQUIREMENTS



- 10) Player Registrations are due on the same day as team registrations.  
a. Seven players minimum and a coach are needed to participate **(5/7/14)**

### 3.7.1 True Age Policy

- 11) The minimum number of players within the true age group, on any team playing 11 Aside, in order to have the true age group team number, would be seven (i.e., minimum seven U13 players to get a U13 team number and play in U13).
- a. Seven rostered, true age players must be on game day rosters, dressed and able to play. Club pass players may not be used to fulfill the number of true age players required on the game card. The Competition Committee will evaluate situations where teams might be challenged in getting players in age group on a case – by – case basis.
  - b. Teams granted exceptions to the true age group player minimum will be placed in a Select Division and must add the term “EX” to their team’s name using the HYSA birth year convention and gender designation (i.e., Club Name 00BEX or Club Name 01GEX, as the case may be) if approved for such exception, on all Game Cards for such teams, and will be so named in all team listings and standings. Such teams will be required to make a new petition for each season if their need continues.
  - c. Scrimmage Seasons True- Age Policy for U11 & U12 have been removed. **(2/5/2020)**
  - d. Teams playing up an age group will be subject to the age group roster rules they are playing in, no longer restricted by their “True Age” roster regulations. I.e., U8 playing U9 will have a roster of 12, U10 playing U11 will have a roster allowance of 16 instead of 12. **(2/5/2020) This is only during the Spring Scrimmage Season.**
  - e. Teams in U8-U12 can only play one age group up, provided the DOC of their club provides evidence they are eligible per provision “Promotion 7.a.” This is for safety reasons. **(2/5/2020)**
- 12) U13 Teams will have their Shakeout in the Spring Season, with the results seeding teams into the immediately following Competitive Spring Season. **(11/1/2017)**

### 3.7.2 Club Passing

#### 3.7.2.1 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.

#### 3.7.2.2 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.

### **3.7.2.3 Requirement:**

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:

- 13) 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.
- 14) **During the Competitive Seasons only**
  - a. Spring Competitive Season U14-U19 will have a maximum Club Pass of six (6) with up to three (3) from the same birth year. **(2/1/2023)**
  - b. Winter Competitive Season (U9-U12) will have a maximum of four (4) Club Passes with up to two (2) from the same birth year. **(2/1/2023)**
- 15) **During Non-Competitive Seasons** (Fall Developmental U6-U19, Spring Scrimmage U6-U12) No more than 7 club pass players may be used on any given day by 11AS teams and no more than 6 for 9AS teams **(8/2022)**
- 16) 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 8 (eight) still applies with the majority of the players being more boys than girls. (i.e., 5 boys & 3 girls) **(7/3/19)**
- 17) Club Pass Player may play no more than two 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.
- 18) There will be an unlimited number of club pass players at U8 and below **(8/2022)**. There will be a 30-club pass players roster limit at the U11 to U19 age group per game. Players can be removed and added – please be mindful of the requirements of continuity of roster (9) for National Championship Competitions.
- 19) PSF's during competitive seasons (U9-U12 Winter Season and U13-U19 Competitive Season) is limited to one per player **(9/2022)**

- 20) Use of Club Pass Player is not allowed in any of the league qualifying games or league qualifying tournaments. This includes the duration of the U13 Shake-Out (freeze effective from the first game), the Promotion/Relegation Playoff Games, Division Championship Play-offs, etc.
- a. The Roster Freeze for Promotion/Relegation Playoffs will take place for the Final Match Weekend of the Competitive Season, regardless of that team participating or not. This includes the Division Championship Playoffs (DCP) and in the case of no DCP taking place, the final regular season match. Player movement will not be allowed in the form of transfers of CP (Club Pass). All transfers must be made the Wednesday prior to the Roster Freeze Deadline for Promotion/Relegation Playoffs. **(2021)**
  - b. The Roster Freeze Deadline for the Division Championship Playoffs (DCP) will take place utilizing the roster from the last round-robin match. All Transfers must be made the Wednesday prior to the Roster Freeze Deadline for the Division Championship Playoffs. This date will be published at the start of each season, as each division may have different DCP structures. **(2021)**
  - c. The Roster Freeze includes all teams not in Division Championship Playoffs or Promotion/Relegation Playoffs. **(10/22)**
- 21) 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.
- 22) The "Club Pass" may be used by any organization with two or more teams competing in the Oahu League. **(11/1/2017)**

### 3.8 PLAYING SEASON

- 23) Competitive Seasons
- a. Spring Competitive Season U13-U19 for teams playing 11 Aside. March through May
  - b. Winter Competitive Season for U9-U12 for teams playing 7 Aside and 9 Aside. December through February
- 24) Scrimmage Season
- a. Spring Scrimmage Season U6-U12, playing 4v4 (u6-U8), 7v7 (u9-U10), 9v9 (u11), 11v11 (U12). April and May
- 25) Developmental Seasons are non-competitive and developmental in nature. No scores, standings, or awards.
- a. Fall Developmental Season U6-U19, playing 4v4, 7v7, 9v9, 11v11. August through November (U6-U11) and August through Mid-October (U12-U19)
  - b. Winter Developmental Season U6-U8, playing 4v4. December through February.

### 3.9 GAME CARDS

- 26) Names must be pre-printed on Official Game Cards for all Oahu League Games per HYSA Guidelines. This includes: **(12/6/18)**

- a. Coaches
- b. Players
  - i. Players may be written on Game Sheets only if Date of Birth, Full Name, Player Pass Number are clearly legible (2021).
  - ii. Coaches may not be written on game cards.

### **3.9.1 Supervision:**

The League Executive Administrator and the Affinity game day cards will supervise the Club Pass use & Roster.

- 27) The game day roster will need to be submitted to the referee only **(12/1/2019)**, with all the players' names printed and indicated for the upcoming game. Only one printed roster is required.
- 28) The referees will submit the game day rosters to the League Executive Administrator for review of any roster violations.

## **3.10 COACHING REQUIREMENTS**

### 29) Coaching Minimum Age **(5/5/10)**

- 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.

30) US Soccer Licensing – requirements will be posted for 2022

## **3.11 FACILITIES**

- 31) The League may maximize use of neighborhood fields and upgrade their facilities and equipment, contingent on availability for usage by the League.

### 3.12 RULES MATRIX

Competitive League Seasons (Winter U9-U12 & Spring U13-U19)											
Age Division	Shake Out	Game Duration	Players	Ball Size	Game Day Roster Max/Min	True Age on Roster	Club Passes Allowed	GK	Build-Out Line	Refs	Offside
17U, 18U & 19U	N	2 x 45 min	11AS	5	18Max / 7 Min 5 Girls Max on Boys Team	7 / 4EX	3 Age Group + 3 Underage \$	Y	N	Y	Y
15U & 16U	N	2 x 40 min	11AS	5	18Max / 7 Min 5 Girls Max on Boys Team	7 / 4EX	3 Age Group + 3 Underage \$	Y	N	Y	Y
13U & 14U	N	2 x 35 min	11AS	5	18Max / 7 Min 5 Girls Max on Boys Team	7 / 4EX	3 Age Group + 3 Underage \$ (U13 none in Shakeout)	Y	N	Y	Y
11U & 12U*	N	2 x 30 min	9AS	4	16Max / 6 Min 4 Girls Max on Boys Team	6 / 3EX	2 Age Group + 2 Underage \$	Y	N	Y	Y
9U* & 10U*	N	2 x 25 min	7AS	4	Max 12 / 5 Min 4 Girls Max on Boys Team	NA	2 Age Group + 2 Underage \$	Y	Y	Y	Y
6U*#, 7U*#, 8U*#	NN	4 x 10 Min	4AS	3	Max 8/ Min 3 3 Girls max on Boys Team	NA	No Limit	N	N	N	N

\*No deliberate heading in 6u – 12u

# No Scores, No Standings

\$ See rule 3.7.2.3 #15 for Club Pass Rules in non-competitive seasons (Developmental/Scrimmage)

## **4 DISCIPLINARY RULINGS AND PUNISHMENTS:**

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### **4.1 SECTION A. MISCONDUCT OF PLAYERS**

**(1/1/03)**

1. Any ejection (red)
2. Profanity on the field of play, not directed at league or game officials or coaches but clearly audible
3. Intentional and/or repeated action is either unsportsmanlike and/or creating uncalled for delays to the game
4. Extreme roughness, brutal play
5. Intentionally impeding an obvious goal scoring opportunity by an opponent, but without body contact

APPLICABLE SANCTION: Suspension for game in play plus one additional game

6. Any form of audible or visual dissent or profanity directed towards league and game officials or coaches, on or off the field, before, during or after the game
7. Verbal threatening or physical threatening gestures without body contact (excluding officials and coaches)
8. Intentionally impeding an obvious goal scoring opportunity by an opponent, with body contact

APPLICABLE SANCTION: Suspension for game in play plus two additional games

9. Single strike, shove, push, or violent gesture with body contact towards anyone (excluding league and game officials and coaches)

APPLICABLE SANCTION: Suspension for game in play plus three additional games

10. Repeated pushing, shoving or violent gestures with body contact towards anyone (excluding league and game officials and coaches)

APPLICABLE SANCTION: Suspension for game in play plus four additional games

11. Fighting, striking of "repeated body contact" type with anyone (excluding league and game officials and coaches) on or off the field, before, during or after a game

APPLICABLE SANCTION: Suspension for game in play plus six additional games

12. Verbal threatening or physical threatening gestures without body contact directed at league and game officials or coaches, on or off the field, before, during or after a game

APPLICABLE SANCTION: Suspension for 12 games but not less than 3 calendar months

13. Body contact with league and game officials and coaches in a pushing, striking, or fighting manner, on or off the field, before, during or after the game

APPLICABLE SANCTION: Suspension for a minimum of one calendar year. unless serious injuries are inflicted, in which case the suspension shall be for a minimum of five calendar years

## **4.2 SECTION B ACCUMULATION OF CAUTIONS AND EXPULSIONS (1/1/2003)**

1. After accumulating three (3) yellow cards within a seasonal year, the player will be entitled to finish the game underway but will be automatically suspended from play for the following game within the playing year. The game suspension shall clear the player's record.
2. Any player that accumulates three (3) red cards in a seasonal year will be suspended and required to appear before the Disciplinary Authority in a hearing. The Disciplinary Authority shall determine the conditions for reinstatement and/or probation, if any. Failure of the player to appear at the hearing will cause that player to be suspended for the remainder of the seasonal year.
3. The coach of a team that has four (4) different players who received red cards during any season will be required to appear before the Disciplinary Authority in a hearing within ten calendar days from the receipt of written notice from the Authority. The Disciplinary Authority will then set the terms of probation, if any, for that coach. The failure of the coach to appear at the hearing will cause the coach to be suspended and the coach shall be required to petition for reinstatement of his/her eligibility to coach the team in question or any other team.

### **(3/1/2000)**

"Any team that accumulates six or more points during any Oahu League season may require the coach(es), team administrator(s) and involved player(s) of such team to appear in person before the Oahu League Board for a review. Upon review of the reasons for the multiple cards given to the coach(es) or player(s) the Board may decide to impose additional sanctions on the coach(es), player(s) and/or team. A no-show by the head coach of the team may result in an automatic sanction of a two-game suspension.

The point system will be determined by the following:

- yellow card = 1 point
- red card = 2 points
- 2 yellow cards = 1 red card = 2 points"

### **(7/6/2005)**

" A double--rostered player on two teams who receives a send-off must serve the sanction of missed games on the team for which the player received the send-off; in addition, the player is ineligible to participate in any other games with any other teams until the sanction is served."

## **4.3 SECTION C MISCONDUCT OF COACHES OR TEAM OFFICIALS (1/1/03)**

1. Any ejection
2. Abusive, derogatory, or profane language, on or off the field of play, not directed at league or game officials or coaches but clearly audible
3. Intentional and/or repeated action is either unsportsmanlike and/or creating uncalled for delays to the game

APPLICABLE SANCTION: Suspension for game in play plus two additional games, or for game in play plus the next two seasonal weeks in any season of organized Oahu League play (not including Futsal), whichever is longer. A suspension week shall run from Tuesday to Monday, and the weeks covered by the suspension shall be as determined and specified by the Disciplinary Committee.

**(12/5/18)**

4. Any form of audible or visual dissent or profanity directed towards league or game officials or coaches, on or off the field, before, during or after the game
5. 5. Verbal threatening or physically threatening gestures without body contact (excluding officials and coaches)

APPLICABLE SANCTION: Suspension for game in play plus four additional games, or for game in play plus the next four seasonal weeks in any season of organized Oahu League play (not including Futsal), whichever is longer. A suspension week shall run from Tuesday to Monday, and the weeks covered by the suspension shall be as determined and specified by the Disciplinary Committee.

**(12/5/18)**

6. Verbal threatening or physical threatening gestures without body contact directed at league and game officials or coaches, on or off the field, before, during or after a game

APPLICABLE SANCTION: Suspension for 12 games but not less than 3 calendar months, or the next twelve seasonal weeks of play in any season of organized Oahu League play (not including Futsal), whichever is longer. A Suspension week shall run from Tuesday to Monday, and the weeks covered by the suspension shall be as determined and specified by the Disciplinary Committee. **(12/5/18)**

7. Any violent gesture with body contact on or off the field, before, during or after the game

APPLICABLE SANCTION: Suspension for a minimum of one calendar year effective on the date set by the Disciplinary Committee and continuing for 52 consecutive weeks, unless serious injuries are inflicted, in which case the suspension shall be for a minimum of five calendar years effective beginning on the date the suspension is imposed. **(12/5/18)**

8. A coach/Club/player found in willful violation of Club Passing rules will be subject to review by the Discipline & Protest Committee.

APPLICABLE SANCTION: The sanctions imposed will, at a minimum, include a ONE-season suspension from the league for the Player/Coach and immediate loss of the Club Pass privilege for the Club.

9. Roster violations – this includes writing of coaches and not following the protocol established by the Oahu League for Roster Administration of matches.

APPLICABLE SANCTION: may result in both a forfeit of the match and a fine assessed to the team/club.

**(7/6/05) Accumulation of Cautions and Expulsions (points 1-3 below)**



1. After accumulating three (3) cautions (yellow cards) in a season, the coach, ADOC or DOC will be entitled to finish the game underway but will be automatically suspended from play for the following one game within the season or carry-over into the next season until the one game suspension is served. The one game suspension shall clear the record of the coach, ADOC or DOC. The coach, ADOC or DOC is to serve the suspension on the team with which the caution was received.
2. Any coach, ADOC or DOC that accumulates three (3) red cards in a seasonal year will be immediately suspended and required to appear before the Disciplinary Authority in a hearing. The Disciplinary Authority shall determine the conditions for reinstatement and/or probation, if any. Failure of the coach, ADOC or DOC to appear at the hearing will cause that coach, ADOC or DOC to be suspended for the remainder of the seasonal year.
3. The coach, ADOC or DOC of a team that has three (3) different players who received red cards during any season will be required to appear before the Disciplinary Authority in a hearing within ten calendar days from the receipt of written notice from the Authority. The Disciplinary Authority will then set the terms of probation, if any, for that coach, ADOC or DOC. Failure of the coach, ADOC or DOC to appear at the hearing will cause the coach, ADOC or DOC to be suspended and the coach, ADOC or DOC shall be required to petition for reinstatement of his/her eligibility to coach the team in question or any other team.

Repeat of any misconduct in Section C within a year from the termination of the sanction shall result in a review by the appropriate authority.

#### **4.4 SECTION D SPECTATOR MISCONDUCT**

Team coaches, team assistant coaches, and team managers whose teams are on the field, as well as league officials present at the game, must do their utmost to help maintain orderly and gentleman-like behavior by the field of play. They may, if necessary, obtain the attention of the referee who has the sole authority to stop the game if in his/her judgment he/she finds it necessary. Coaches will be held responsible for the behavior of their spectators. (See HYSA Rules and Regulations, Division I. Rules of Order, Rules 6 and 7). Any instance of spectator misconduct may be reported to the league. The appropriate league authority may act including, but not limited to, placing the team in bad standing

#### **4.5 FOOTNOTES (1/1/03):**

1. "Game officials" include Assistant Referees, even though they might be trainees.
2. "Constructive" criticism is fine; abusive behavior, verbal or other, will not be tolerated.
3. All suspensions given will carry over into the following playing year.
4. Suspensions count only towards scheduled league, cup, or tournament matches. "Visitors" and "friendlies" cannot be used to work down the count. In specific instances the sanctioning authority may specify which kinds of games may be used to work off a sanction.
5. Wherever league officials are mentioned, it is understood that present State officials are included in the ruling.

## **4.6 SECTION E APPLICATION OF SUSPENSION (6/6/07)**

The following rules apply to the application of suspensions that are not served in regular Oahu League games and/or seasons.

1. Players or coaches who have acquired suspensions in the Oahu League which are not completed in Oahu League seasonal matches will have the remaining matches of the suspensions served in the next immediate matches that they are scheduled to participate in at HYSA State Cups or Tournaments.
2. Players or coaches who have acquired suspensions in HYSA Tournaments will serve the suspensions in the next immediate matches that they participate in for the Oahu League.
3. When players or coaches acquire suspensions, which are not completed in Oahu League matches at the end of a season, the player passes, and coach record will be given to the State Registrar to administer the serving of the suspension through the Summer. The State Registrar will return the player pass and coach record to the Oahu League at the end of the summer noting whether the suspension is complete, or the number of matches still required to be served to complete the suspension.
4. Players or coaches who have acquired suspensions which are not completed in Oahu League matches will not serve the suspensions in Regional Tournaments. The acquired Oahu league suspensions will be served at the next immediate Oahu League matches that they participate in.

Players or coaches who have acquired suspensions at Regional Tournaments which are not completed in Regional Tournament matches will not serve the suspensions in Oahu League matches.

A coach/player who received a send - off must serve the sanction on the team for which the coach/player received the send - off; in addition, the coach/player is ineligible to participate in any other games with any other teams until the sanction is served. The coach/player pass will be taken. The accumulation of team points for disciplinary action will apply to the team at which time the player(s)/coaches were involved in the sanctioning by the officials. **(11/1/03)**

5. The Oahu League, due to the action of securing the permits for the fields and responsibility it has for the wellbeing of all participants, including players, coaches, parents, and fans, has the right to deny access, for any determined period of time, to any person or persons near or around the fields while they are permitted by OL, if in the determination of the league, those individuals have demonstrated actions, deemed by the OL to be detrimental to the safety of any or all participants. **(3/2/11)**

## **4.7 OAHU LEAGUE DISCIPLINE PROCEDURES**

For information on your rights and responsibilities under the Discipline by Review

All misconducts will be dealt with by Discipline by Review, where permitted under HYSA/USSF policies on Discipline.

Discipline decisions made under the Discipline by Review System may be appealed to the Appeals

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Committee of the Oahu League.

#### **4.7.1 Appeals Steps**

1. The Notice of Appeal must be sent via email within 72 hours of the discipline message being sent along with a fee of \$50 for an Appeal Hearing. The \$50 fee will be returned if the Review by Discipline decision is overturned.
2. After an appeal, information Oahu League received in support of the discipline -- game card or report -- will be sent to the Subject.
3. Within 5 days of that material being sent, the Subject must send a written response explaining what happened, and why the imposed discipline is not appropriate.
4. After receiving that statement, Oahu League will obtain a further statement from the official if one is determined to be necessary.
5. When all the submissions are received, a hearing will be scheduled within 2 weeks.
6. The subject can appear -- but is not required to appear -- and can bring witnesses but is not required to bring witnesses. The Subject has the right to bring witnesses, an advisor, and observers to any Discipline Appeals Hearing as published in Oahu League Policies on Discipline.
7. League Representatives will be present on behalf of the League/Referees. The official shall not be required to appear.
8. The subject, if present, can make an oral statement and offer any witnesses. The League will respond with a statement, if necessary. The Subject will have the last comment.

All suspensions will start the Monday following the scheduled review/hearing date.

In all cases of alleged referee assault, the accused shall immediately be suspended from all soccer related activities.

It is the responsibility of all Clubs to disseminate this discipline policy to their coaches and players.

#### **4.7.2 Discipline Fines & Fees Schedule:**

- Request for Appeals Hearing Fee - \$50.00

## 5 GAME SCHEDULE CHANGES, NO SHOWS AND FORFEIT POLICY (11/6/2019)

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The Oahu League policies for game schedule changes, no shows and forfeits are described below:

1. Once the game schedule is set, the Scheduler is the only one authorized to change scheduled games. If a coach (or team administrator) wishes to change a game, they must first receive approval from the Scheduler. To receive approval the following must occur:
  - a. both teams must be agreeable to the schedule change
  - b. The schedule change must be finalized two weeks in advance of the originally scheduled game.
  - c. The team initiating the request must pay for all expenses incurred in the schedule change, i. e., field-setups, referee re-scheduling and any other costs. Upon approval of the schedule change the Scheduler will coordinate the change with the Referee Assignor and the Field Coordinator.

Coaches, team administrators or team members are not to change game schedules without the approval of the Scheduler. The coach of a team participating in a non-approved game will receive a three-game sanction.

2. The Scheduler will only approve schedule change requests for conflicts with other approved and/or sponsored Oahu League and HYSA activities.
3. The Scheduler will not approve schedule change requests for conflicts with other activities in other leagues, i.e., softball, baseball, soccer, track, and basketball, etc.
4. The Scheduler may reschedule make-up games due to emergencies. The team causing the make-up game must pay for all costs incurred in rescheduling the make-up game.
5. If a game was rescheduled due to rainouts, the game is deemed to be within the two-week period which falls in the \$25.00 fine. (For teams that forfeit their rescheduled games) **(6/3/09)**
6. The following schedule of fines apply. The forfeit fines must be paid to the League within 48 hours (about 2 days) of the forfeit through the OL Store. Failure of the team to comply will place the team in bad standing. The Board will make the decision about any additional fines and/or sanctions to be imposed.

Type of Forfeit Incident	Fine
Two weeks in Advance: schedule change after schedule is posted; request must be received two weeks in advance.	\$25 (all divisions and seasons)
Within Two Weeks up to 72 Hours: schedule change after schedule is posted; request received within two	\$50 (all divisions & seasons)

weeks up to 72 hours in advance of the scheduled game.	
Within 72 Hours: forfeit within 72 hours of the game and at the time of the game include and are not limited to:	4AS Teams (6/7/8U) = \$25 7AS Teams (9/10U) = \$55 9AS Teams (11/12U) = \$75 11AS Teams (13/14U) = \$110 11AS Teams (15/16U) = \$125 11AS Teams (17-19U) = \$150 (all seasons)
No – show at scheduled league or playoff game	
Forfeit due to not enough players	
Forfeit due to no digital player pass or coach passes	
Forfeit due to no official OL game card	
Coach elects not to play	

7. Teams that forfeit may appeal fines following the standard OL appeal process (Rule 14); note that payment of the fine, the appeal fee and the appeal documentation must be filed within 72 hours of the notification of the fine.
8. Teams are expected to comply with submission deadlines for team reservation forms and player/coach materials. Teams that are not timely in their submittal of materials may be denied participation in OL activities or fined by the Board. Team registration fees are non-refundable. Teams which choose to withdraw after a schedule is set will forfeit their team fees and deposits and will not receive any pro-rated refunds.
9. Teams will receive 75% of the Forfeiture Fine when there is a no-show forfeit (opposing team) starting for the Winter 2019/2020 season. This applies only to matches that are forfeited due to an opposing team not arriving to play the match. Roster violation forfeits are not considered "No-shows". **(12/7/2019)**

The forfeiting team will remit 100% of the payment to Oahu League per the invoice. Oahu League will pay 75% of that Forfeiture Fine going to the team that was scheduled to play the match.