

HAWAII FUTSAL

RULES AND REGULATIONS



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SECTION 1: GENERAL RULES AND REGULATIONS

Section 1.1 Administration/Management

1.1.1 Authority

Hawaii Futsal is owned and operated by the Hawaii Soccer Federation. Maui Futsal, Big Island Futsal, Kauai Futsal, and Oahu Futsal are Hawaii Futsal's affiliate Leagues (hereinafter, "League").

1.1.2 Governance

All competitions are governed by regulations approved by Hawaii Futsal. League Directors shall rule on all matters, issues, and disputes pertaining to their respective Leagues. Hawaii Futsal may overrule rules in this document, if it is determined to be for the good of the game.

1.1.3 Sanctioning

Hawaii Futsal is sanctioned by US Club Soccer (hereinafter, "USCS")—a national association member of the United States Soccer Federation (hereinafter, "USSF").

1.1.4 Laws of the Game

All games are conducted in accordance with United States Futsal Federation (hereinafter, "USFF") Laws of the Game. All USFF Laws of the Game apply, and must be read together with the following League specific Rules and Regulations (hereinafter, "League Rules").

Note: USFF is an affiliate member of USSF; and its Laws of the Game are established in accordance with the Fédération Internationale de Football Association (hereinafter, "FIFA") Futsal Laws of the Game—as instituted by the FIFA Futsal Committee.

1.1.5 Eligibility

All League participants (i.e., players and coaches) must be registered members of USCS, with printed and laminated credentials (i.e., USCS Staff or Player Passes). Only players who are listed on USCS Official Rosters and League Game Reports will be eligible to play in the League. Players' names may not be handwritten on Official Rosters or Game Reports. If a player is not listed, he/she must be added and printed electronically

(§§1.3.1, 1.3.2, 1.3.3).

1.1.6 Team Management

Each team must have a team manager that handles communication with League Officials. All team managers must have access to email and a phone with voicemail that is checked on a daily basis.

1.1.7 Division Formations

Divisions will be structured according to the playing level of teams, as determined by the League Director, who has the final authority on all placement issues. Should the League Director determine there are an insufficient number of teams to constitute an age group division, the teams affected may be allowed to temporarily or partially compete in a different division of play.

1.1.8 Play Up Requests

Teams may request to play up a division during the team entry process. Play up requests may be granted by the League Director, if doing so will aid in player development.

The following criteria shall be used in determining whether or not play up requests will be granted:

- Team is current Hawaii Futsal champion or finalist within their division; and/or
- Team has proven in previous League seasons/sessions to be very dominant within their division.

The League Director shall have the final say on all play up decisions.

1.1.9 League Standings

Hawaii Futsal prioritizes individual player development before overall team results. For this reason, League standings will not be posted for divisions 12U and younger, however may be calculated by League Officials, strictly for the purpose(s) of evaluation, discipline, or promotion and relegation within the League (§2.2.2).

Standings may be posted for divisions 13U and older—at the discretion of the League Director (§2.2.2).

Section 1.2 Discipline

1.2.1 Violating League Rules

The League Director shall have the authority to suspend, fine, or disqualify, or otherwise impose sanctions on players, team officials, or competing clubs/teams for violating USFF Laws of the Game, League Rules, or for any action or conduct not in the best interest of futsal or player development. Any misconduct or breach of USFF Laws of the Game, League Rules, or discretionary decisions by the League shall be reported to the League Director for review and appropriate action.

1.2.2 Red Cards

If a red card is shown, it will result in a minimum of a one (1) game suspension. This includes a red card as the result of two (2) cautions [i.e., two (2) yellow cards]. Any player or coach used during a suspension will be considered illegal, and the team, coach, or club may be subject to disciplinary action (§§1.2.1, 1.3.3, 2.2.13, 2.2.15, 2.2.17).

Section 1.3 US Club Soccer Credentials

1.3.1 Game Reports

Official Game Reports will be provided by the League. Only players who are listed on the Official Game Report—and Rosters—will be eligible to play in the League. Player names may not be handwritten on Official Game Reports. If any player is not listed, he/she must be added and printed electronically (§1.1.5).

Each team is responsible for ensuring that its players are properly listed on its Official Roster—by the deadline provided by the League Director—in order for that player to be listed on the Official Game Report.

1.3.2 US Club Soccer Passes

Only players and coaches with valid USCS passes will be allowed to play and coach in Hawaii Futsal Leagues; and reside in the technical areas (§1.8.1).

All League teams (i.e., players and coaches) must present their USCS passes to the referee prior to the match.

Players and coaches will be ineligible for the match if:

- The individual's picture is not on the USCS pass;
- The pass is not laminated; and/or
- The player is listed on the Official Game Report, however, does not have a USCS pass.

All coaches must wear their USCS credentials (i.e., staff passes) in plain view while residing in the technical areas (§§1.5.1, 1.8.1), for the duration of the game and until the game has been officially recorded by the referee.

If a team does not have their USCS passes for a League match, the match shall be forfeited by the team with no passes, and that team may be subject Sections 2.2.12 and 2.2.17.

1.3.3 Illegal Player or Coach

Any player or coach who does not appear on the Official Game Report, or does not have a valid USCS pass at the time of the match shall be considered an illegal player or coach. Any team using an illegal player or coach shall forfeit the game and may incur a two hundred dollar (\$200) fine (§§1.2.1, 2.2.17). The coach of the team using an illegal player, or the club of team using an illegal coach, may be suspended from League—as deemed appropriate by the League Director (§§1.2.1, 1.2.2, 1.3.3).

Section 1.4 Match Officials

1.4.1 Referees

Only current year USSF licensed referees—who have completed the Hawaii Futsal Referee Certification Course—will be assigned by the League Assignor.

1.4.2 Assignment of Referees

Referees shall be assigned by the League Assignor; and paid by the League Director. The League Director may determine whether or not referees can appropriately officiate their own family members' matches.

Section 1.5 League Participants

1.5.1 Coaches

Coaches shall at all times demonstrate and encourage clean competition and good sportsmanship that supports player development and the good of the game. Negative comments and complaints about referees, players, opposing coaches, or team supporters will not be tolerated—if determined by the League Director to be not in the best interest of futsal, player development, referee development, or the good of the game.

Coaches must wear their USCS pass in plain view while residing in the technical area, for the duration of the match and until the game has been officially recorded by the referee (§§1.3.2, 1.8.1).

In any match, coaches may only enter the court during a stoppage in play, after being allowed by the referee.

At no time shall a coach impede the line of sight of the referee by standing on the touchline.

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.

1.5.2 Teams

League team players and coaches shall be registered according to USCS and Hawaii Futsal standards.

The following amount of players may be rostered; however, the maximum amount of players may not be exceeded on game day (i.e., game day rosters):

DIVISION	OFFICIAL ROSTER (MAXIMUM AMOUNT OF PLAYERS)	GAME DAY ROSTER (MAXIMUM AMOUNT OF PLAYERS)
6-U - 8-U	18	6
9-U - 10-U	26	12
11-U - 12-U	26	16
13-U - 18-U	26	16

A player may be listed on more than one (1) team roster, provided the player is in the

team's club (e.g., Real '06B and Real '05B), and is not on another club's official roster.

Girls are allowed to play on boys teams.

Teams must provide their own futsal balls for pre-game warm up. No soccer balls are allowed in the field of play or surrounding areas.

Teams shall have an adequate supply of water with them at all times.

Section 1.6 Scheduling and Communication

1.6.1 Required Contacts

Each team shall submit information for at least two (2) different contacts during the online team entry process, and ensure that both contacts have an email and a phone number with voicemail that is current, correct, and checked daily (§1.1.6).

1.6.2 Communication Policy

Communication between League Officials and participants (i.e., players and coaches) is vitally important. Team contacts must respond to communication within 48 hours. Listing the wrong email or phone number will not be a valid excuse for not responding to communication.

1.6.3 Policy for Scheduling Matches

The League Director will provide dates for all matches. Teams are expected to be available to play any time on the game dates provided.

All games, times, and locations shall be scheduled and posted by a deadline provided by the League Director. After the deadline passes, the schedules are locked and games may only be rescheduled if agreed upon by both teams, in consultation with League Officials (§1.6.4).

Teams unwilling or unable to attend games shall be subject to Sections 1.6.4, 2.2.12, and 2.2.17. Any unplayed games will be documented by League Officials and may result in the club/team being removed from the current League (§1.2.1).

The League Director may reschedule matches—on a date and time agreed upon by both teams—provided there are no time restraints.

1.6.4 Cancellation/Forfeit Policy

Teams must give their opponents a 96-hour warning if canceling any match, or they may be required to pay a one hundred dollar (\$100) fine (§§1.2.1, 2.2.13, and 2.2.17). Should standings be calculated (i.e., 13U and older), the rules set out in the Appendix shall apply.

The following list of common reasons cited by clubs and teams in requesting to cancel matches include recommendations to address the most frequently posed problems:

- Too many players missing (e.g., sick, testing, vacations) – Any player from your club is available to participate with your team, as long as they are of correct age and gender. In League matches, you may use lower or younger team players within your club to fill out your roster.
- Missing Coach – Any coach with a valid USCS staff pass for your club is able to coach any team in that club. If your coach has several commitments, then it is recommended that teams have an assistant coach or another coach from the club available to cover games.
- Tournaments/Other Leagues – Hawaii Futsal understands that teams will possibly play in tournaments or other leagues during League play. This will be an acceptable reason to reschedule a game; however it must be rescheduled within Hawaii Futsal deadlines (i.e., 96-hour notice).

Planning your schedule well in advance and maximizing your rosters will promote your club/team's ability to fulfill its commitment to the League.

The League Director may reschedule the match to a date and time agreed upon by both teams—provided there are no time restraints.

Section 1.7 The Field of Play

Games shall be played indoors or under a covered area, on a court (i.e., the court of play). The League Director is responsible for all court arrangements, including preparation of the court, supply of goals, goal nets, officials' tables, and cones.

Only players and coaches with properly issued and laminated USCS passes will be allowed on the courts. All others must reside in the League designated spectator areas, and away from the field of play.

Section 1.8 Technical and Team Areas

1.8.1 Technical Area

The technical area is comprised of the officials' table and team benches—located on the same side of the court, and as designated by the League Director. Only players and coaches with USCS passes will be allowed in the technical area (§1.3.2)

Parents and supporters shall remain within the spectators' area—on the opposite side of the court from the technical area. Coaches are responsible for managing his/her team—including its players, parents, and supporters—within the technical areas.

1.8.2 Team Areas

Team areas are at least five (5) yards from either side of the halfway line, and at least two (2) yards away from the touchline.

At the start of the game, the home team shall sit on the left half of the court, and the visiting team shall sit on the right half of the court—determined by facing the spectators.

Teams (i.e., players and coaches) shall remain within their own half, within their respective team areas, for the duration of the game.

A maximum of four (4) coaches are allowed in the team area.

Teams are responsible for the clean up of the immediate team areas, at the conclusion of each match.

Section 1.9 Player Equipment

1.9.1 Safety

A player must not use equipment or wear anything which is dangerous to themselves or another player—including all jewelry. Braces and soft casts may be allowed as long as the main referee decides that the brace or cast will not or cannot hurt the player, or any other players. Players who must wear eyeglasses shall wear glasses that are safe (e.g., unbreakable lenses and frames).

1.9.2 Shin Guards, Stockings/Socks

All players are required to use shin guards at all times. The shin guards must be

appropriately sized, worn properly, and be professionally manufactured and unaltered. Long stockings/socks must be worn over and completely cover shin guards.

1.9.3 Player Uniforms

All players on a team—except the goalkeeper—shall wear identical uniforms (jerseys/shirts, shorts, and stockings/socks). Goalkeepers must wear colors that distinguish them from all other players. If there is a conflict in uniform color, the away team shall change uniforms to colors distinct from the opponent. If training vests (pinnies/bibs) are worn, player numbers must be clearly visible (§1.9.4).

1.9.4 Player Numbers

Player numbers must be affixed to the back of the uniform jersey or shirt. Each player shall wear a unique number for their team. The numbers must correctly identify the player listed on the official game report, and may not be exchanged with another player for the duration of the League. If training vests (pinnies/bibs) are worn, player numbers must be clearly visible (§1.9.3).

1.9.5 Match Balls

The League will furnish the match balls. The size of balls shall be:

- Size 3 (Junior): 12U and younger
- Size 4 (Senior): 13U and older

SECTION 2: LEAGUE RULES AND REGULATIONS

Section 2.1 Game Management

2.1.1 Teams

Every team should have the following at every League match:

- Printed and laminated USCS passes for its players and coaches (§1.1.5).
- An adequate supply of water—and at all times (§1.5.2).
- Coaches are encouraged to have a small first-aid kit at all times (§1.5.1).

2.1.2 Pre-Game Procedures

The official game report shall be signed by the main referee and a coach from both home and away teams, prior to the start of each match.

All teams must present USCS passes for its players and coaches to the main referee or designated match official.

Protests regarding the match conditions (i.e. court conditions) must be made prior to the start of the match (§2.2.14).

2.1.3 Post-Game Procedures

The League will collect the official game report for recordation and filing.

In any game where there is a protest, or if a red card is issued, the main referee must notify the League Director immediately after the conclusion of the match (§§1.2.1, 1.2.2, 2.2.14).

Section 2.2 Competition Rules

2.2.1 Format

Teams shall be guaranteed a minimum of six (6) games per season/session. In most cases, a round-robin format will be played.

For divisions 12U and younger, there will be no playoffs.

For divisions 13U and older, playoffs may be scheduled, whereby the playoff format shall operate in accordance with the rules set out in the Appendix.

2.2.2 Standings

League standings will not be posted for divisions 12U and younger.

Should standings be calculated (i.e., 13U and older), the final result will be determined in accordance with the rules set out in the Appendix.

2.2.3 Duration of the Game

Periods of Play: Two (2) twenty (20) minute halves.

Half-Time Interval: Five (5) minutes.

No stoppage of clock except for referee assisted goalkeeper substitutions, injury, or when an unforeseen circumstance prohibits the appropriate restart of play.

The League Director may shorten the time of any game.

2.2.4 Number of Players

A minimum of three (3) players per team are required to start a game, one of whom shall be a goalkeeper.

A minimum of three (3) players per team are required for a game to continue.

A maximum of five (5) players per team shall be allowed on the court at all times.

2.2.5 Substitutions

Unlimited substitutions are allowed, and can be made at any time (i.e., “flying substitution”).

Hawaii Futsal encourages all coaches to handle substitutions in a professional manner, so as not to detract from the game.

2.2.6 Scoring

Scoring from kickoff is only allowed on international sized courts (i.e., 130 feet or longer in length).

2.2.7 Ties in League Play

For divisions 12U and younger, if a League game is tied after regulation, the tie stands and will be recorded as a tie.

Should the match require a winner (i.e., standings are being calculated), the final result will be determined in accordance with the rules set out in the Appendix.

2.2.8 Fouls and Misconduct

No sliding at an opponent (i.e., sliding tackle). For divisions 14U and younger, there shall be no sliding of any type.

No swearing or obscene gestures.

2.2.9 Accumulated Fouls

Accumulated fouls refer only to all the fouls mentioned in Law XII, Section A (USFF Laws of the Game).

Position and movement of a goalkeeper for a kick from the second penalty spot is the same as from the regular penalty spot. The goalkeeper must be on the goal line until the ball is kicked.

2.2.10 Cautions and Ejections

All cautions and send-off offenses shall be reported to the League Director immediately after the termination of the game by the referee. The minimum penalty for a player or coach who is ejected from a game shall be a one (1) game suspension for the following scheduled match. The League Director shall review each offense and may impose other penalties, including suspension and removal from the League (§1.1.2, 1.2.1).

2.2.11 Incomplete Games

In the event that a game cannot be completed, the game will stand if half or more of the game was played. However, terminated games due to poor sportsmanship towards League Officials, opposing players, coaches, or supporters will result in the team

forfeiting the match—no matter how much time remains—and may be subject to Sections 2.2.12 and 2.2.17. This could also lead to other sanctions set forth by the League Director (§1.1.2, 1.2.1). If there is no result, and the match is suspended prior to the expiration of one (1) half, the game may be replayed at the discretion of the League Director (§1.6.3).

2.2.12 Forfeits

Failure of a team to be ready at kickoff time shall constitute forfeiture. A grace period of ten (10) minutes from the scheduled kickoff time will be allowed by the referee before canceling any game. Only the referee in charge of the game, with the concurrence of the League Director, has the authority to cancel any game. When games previously in progress are running later than ten (10) minutes from scheduled kickoff time, no grace period will be allowed.

Forfeiting teams may be fined one hundred dollars (\$100) (§§1.2.1, 2.2.17).

Teams that forfeit a game by using an illegal player may incur a two hundred dollar (\$200) fine (§§1.2.1, 1.3.3, 2.2.17).

Teams unable to attend a scheduled game because of an accident, weather, or act of God, should immediately notify the League Director (§2.2.18). In these circumstances, the League Director may reschedule the game at the earliest possible date and time.

2.2.13 No Shows

A no-show occurs when a team does not show up to a game—willfully or unknowingly. More than one (1) no-show may result in the offending team being terminated from the League (§1.2.1). The penalty for a no-show may be the imposition of a one hundred fifty dollar (\$150) fine—as determined by the League Director (§§1.2.1, 2.2.17).

2.2.14 Protests

Protests regarding the match conditions (e.g., court conditions) must be made prior to the start of the match (§2.1.2). Protests regarding the use of illegal players may be made prior to the start, or following the completion of the match, and that coach and/or team will be subject to Sections 1.2.1, 1.3.3, 2.2.12, and 2.2.17.

Referee decisions cannot be protested.

All protests shall be written clearly on the Hawaii Futsal Incident Report Form, and shall

be sent to the League Director for a ruling.

2.2.15 Disqualification

The League Director may disqualify any team at any time, if that team refuses to abide by the USFF Laws of the Game, League Rules, or discretionary decisions by Hawaii Futsal or the League (§1.1.2, 1.2.1).

2.2.16 Injuries

Any injury to a participant (i.e., player or coach), or damage caused by a participant, must be reported to the League 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.

Players removed from the court for a head injury will only be allowed to return to the field of play if cleared by a healthcare professional. If a healthcare professional is not available during the match or on game day, a written clearance by a qualified health care professional must be submitted to the League Director—at a reasonable time prior to the start of the affected player's match—in order to return to play. It is the club/team's responsibility to ensure that the proper clearance is administered, before the player returns.

2.2.17 Fines

The League Director may impose the following fines:

- No USCS Staff credentials before or during a match: \$50
- Forfeit: \$100
- No-show: \$150
- The use of an illegal player or staff: \$250

Imposed fines shall be paid directly to Hawaii Futsal. In the case of Sections 1.3.3, 2.2.11, 2.2.12, and 2.2.13, the collected fine shall be used to cover all court and officials' costs, and the remaining balance may be paid to the club or team that is not at fault—as deemed appropriate by the League Director.

2.2.18 Acts of God and Man

The League cannot be responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of League matches, or prevent its continuation. War

or acts of terrorism may make the conduct of the League and/or travel to and from League matches dangerous. Other unforeseen events may interfere with the orderly conduct of the League or with the enjoyment of the participants. In the event any such act of nature or man outside the control of the League requires cancellation of games or prevents its continuation or requires the cancellation of its activities, no League registration fees or any activity fees shall be refunded.

APPENDIX

Should standings be calculated (i.e., 13U and older), the following rules shall apply:

Point System

All games will count fully towards determining the division winner, whereby the following point system shall be used:

- Three (3) points for a win;
- One (1) point for a tie; and
- No (0) points for a loss.

Ties in League Play

In the case of a tie in standings within the League, the following will be used as tiebreakers, in the order in which they are listed:

- Head-To-Head – The team that won when the two (2) teams met will advance. If still tied or if the teams did not meet;
- Goals Against – Fewest goals allowed. If still tied;
- Goal Differential – Total goals scored less total goals allowed. If still tied;
- Goals For – Total goals scored up to a maximum of four (4) per game. If still tied;
- Penalty Kicks – Time and place to be determined by the League Director.

Playoffs for League

In the case of playoffs, the division format shall vary—dependent on the amount of teams in each division.

Each team should arrive at their game knowing if the game can end in a draw or if a winning team is required.

For matches tied after regulation, two (2) sudden-death victory overtime periods shall be played (i.e., “golden goal”). The first team to score a goal shall be declared the winner.

- Length of overtime periods: Two (2) five (5) minute periods
- During sudden-victory overtimes, free substitutions is allowed during any normal play.
- If a team is playing short due to send-off offenses, that team will continue to play short during the overtime periods.

Forfeits

A forfeit will result in a 3-0 win to the team not at fault. The forfeiting team may be fined one hundred dollars (\$100) to cover all referee and field costs, if they inform the opponent less than 96-hours before the scheduled game time (§1.6.4). The fine's remaining balance may be paid directly to the Club/team that is not at fault—as determined by the League Director.

No Shows

For divisions 13U and older, the penalty for a no-show shall be a forfeit (§2.2.12, 2.2.13), which may result in a one hundred fifty dollar (\$150) fine (§§1.2.1, 2.2.17).