



Hosted by AYSO Section 7 Area E
2025 Island's Best Tournament
December 26 - 28, 2025
AYSO Invitational Tournament Rules



CATEGORY	RULE																
1) JURISDICTION	A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 7 and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY! B. The Tournament Committee (incl. Tournament Director (TD), Assistant Director(s), Field Director, Referee Director, and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!																
2) FEES	TEAM ENTRY FEE <table><tr><th>Division</th><th>Team Entry Fee</th><th>Early Bird Fee</th><th>Ref Deposit</th></tr><tr><td>10U</td><td>\$350.00</td><td>\$250.00</td><td>\$300.00</td></tr><tr><td>12U</td><td>\$400.00</td><td>\$300.00</td><td>\$300.00</td></tr><tr><td>14U</td><td>\$350.00</td><td>\$250.00</td><td>\$300.00</td></tr></table> ONLINE APPLICATION AND PAYMENT DUE BY December 5, 2025, for Early Bird Discount Regular Price After December 5, 2025 PAYMENT PAYABLE TO YOUR REGION	Division	Team Entry Fee	Early Bird Fee	Ref Deposit	10U	\$350.00	\$250.00	\$300.00	12U	\$400.00	\$300.00	\$300.00	14U	\$350.00	\$250.00	\$300.00
Division	Team Entry Fee	Early Bird Fee	Ref Deposit														
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3) ACCEPTANCE	- Applications will only be accepted if the information on the team application form is complete. - Applications received after the due date will be placed on the waitlist and accepted on a space available basis. - We will also accept bronze teams, however they will most likely be placed in the same division as the silver teams. - Regions will be notified by email within 4 days of the receipt of their applications whether their teams have been accepted. - The primary form of communication between the tournament and applying teams will be email and by phone. Regional Commissioners will be copied on all emails.																
5) REFUNDS	A. Teams withdrawing 21 days or more before the tournament will be issued a full refund. B. Teams withdrawing less than 21 days before the start of the tournament will only be issued a refund if a replacement team can be found. If we're not able to find a replacement team, then there will be no refund. C. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number required.																
6) RAINOUT/ CANCELLATION	A. Should the tournament be rained out on the original date, we will attempt to reschedule. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items which were not included in the registration fee. These pre-ordered items will be sent to the team. B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.																



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7) PLAYERS/TEAMS	A. Players on participating teams must be properly registered in Sports Connect. Regional Commissioners are responsible for ensuring that all players meet eligibility requirements. B. ROSTER DUE December 12, 2025, Only Affinity electronically produced rosters which are approved and signed by each team's Regional Commissioner will be accepted. C. The deadline for roster changes (with the written approval of the Regional Commissioner) is December 19, 2025. D. Regions must enter their team rosters into Affinity in order for the tournament staff to print the tournament game cards. Refer to the Roster Instructions document. E. Coaches should always have their player Medical Release forms with them, digital copies are acceptable. F. No guest players are allowed. G. Coed teams will be accepted however they must play in the boys' division. <table><tr><th>DIVISION</th><th>FORMAT</th><th>Max Roster</th><th>Comment</th></tr><tr><td>10U</td><td>7 v 7</td><td>10</td><td></td></tr><tr><td>12U</td><td>9 v 9</td><td>12</td><td></td></tr><tr><td>14U</td><td>7 v 7</td><td>10</td><td>Played on 12U Sized Field</td></tr></table> 10U Division: NO Punting OR Heading allowed. 12U Division: NO Heading allowed. Special Rule for 14U: The Goalkeeper may punt the ball. However, if the ball should enter the opposing team's goal without touching another player, it will not count as a goal, and the restart will be a goal kick for the opposing team.	DIVISION	FORMAT	Max Roster	Comment	10U	7 v 7	10		12U	9 v 9	12		14U	7 v 7	10	Played on 12U Sized Field
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10U	7 v 7	10															
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14U	7 v 7	10	Played on 12U Sized Field														
8) CHECK IN - COACH	A. Check in at the Referee Check in Tent 20 Mins Before your First Game. B. Coaches must provide proof of player Medical Release forms prior to participation. Digital copies are acceptable. C. IBT will provide game cards printed from electronic rosters. D. Game cards will be given to the referee team prior to each match. Referees will check in teams on the field prior to each match. Late arriving players must check in with the referee before entering the field of play.																
9) COACHES	A. Each team is limited to one Head Coach and one Assistant Coach only. These coaches must be the ones listed on the Sports Connect Team Roster and MUST BE submitted to Affinity or Region Association Platform roster for compliance verification. B. Each AYSO Coach must be registered for the current AYSO Membership Year (August thru July) and have all the required certifications: Safe Haven, Safe Sport, Concussion Awareness, Sudden Cardiac Arrest. C. Both Head Coach and Assistant Coach must have certifications as follows: • 10U: 10U Certification or higher • 12U: 12U Certification or higher • 14U: Intermediate Certification or higher D. Coaches are expected to set an example for their team in exhibiting proper AYSO and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.																



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10) REFEREE	A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned a minimum of one game, based on their qualifications. B. It is highly recommended that Center Referees possess the following level of certification or experience and ability commensurate with the following guidelines: • 14U games: AYSO Advanced or equivalent USSF level or above. • 12U games: AYSO Intermediate or equivalent USSF level or above. • 10U games: AYSO Regional or equivalent USSF level or above. C. AYSO referee must be registered for the current AYSO Membership Year and have the required certifications - Safe-Haven, Safe Sports, AYSO Referee Certification (USSF Referees with AYSO cross certification are acceptable). D. Only the diagonal system of control will be used to referee the games. E. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing. F. All referees must be in full uniform (shirts tucked in for the entire match) as defined by AYSO (collared shirts, black shorts, black socks) and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture. G. Referees are expected to check in at the Referee Station in full uniform at least 30 minutes prior to their assigned game. Failure to appear on time in full uniform may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority, and the original crew must report to the Referee station for alternative assignment. H. Post game requirements: The referee team shall complete both game cards. Names and phone # of referees must be legibly printed. If a yellow or red card was issued, then a formal written misconduct report must be written by the referee team before leaving the referee tent area.
11) FIELD & FACILITIES USE	A. All fields will be set up and taken down by the tournament staff. B. Teams will be expected to clean up all trash in their area before leaving. C. Please observe the following Facility Use Rules while attending the tournament. Parked in marked stalls only. Do not park in stalls reserved for tournament staff, vendors, or emergency access. D. Portable pop-up tents may be erected for shade during matches but cannot be left overnight. E. The Stadium field is off limits for games or warm up except for teams in championship matches on Sunday, if available. F. No animals are allowed at Waipio Soccer Park. G. Motorized E-bikes, electric scooters, mopeds, and similar devices—are not permitted on field areas.



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12.) FORMAT	A. This is a pool-play tournament. B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights. C. Teams will advance from qualifying pools based on pool play standings points. The number of teams advancing per pool will be determined by the number teams and pools in the division. Other formats may be used depending on the number of teams involved and field availability.												
13.) GAMES	A. Pool play games will consist of 20-to-30-minute halves depending on the age division (see chart below) with a five-minute half time. There will be a running clock during break for substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Games will expect to end on time and may be shortened if they start late. Pool play games may end in a tie. B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below). C. Game duration shall be as follows but may be modified by the tournament director based on # of entries. <table><tr><th>DIVISION</th><th>POOL PLAY Halves</th><th>SEMI and FINAL Halves</th></tr><tr><td>10U</td><td>20 Mins</td><td>25 Mins</td></tr><tr><td>12U</td><td>25 Mins</td><td>30 Mins</td></tr><tr><td>14U</td><td>30 Mins</td><td>35 Mins</td></tr></table> D. The “HOME” team will be the first team or top team listed on the game schedule and occupy the West or North side of the field as designated by the field map. E. FORFEITS: There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 3-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U and 14U teams, there is a minimum of 5 players on the field to continue a game. For 12U the minimum number is 6 players. If a team cannot field the minimum number of players, the game will be abandoned, and a forfeit will be declared. F. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if the field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.). G. ABANDONED GAMES: If any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.	DIVISION	POOL PLAY Halves	SEMI and FINAL Halves	10U	20 Mins	25 Mins	12U	25 Mins	30 Mins	14U	30 Mins	35 Mins
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14) SUBSTITUTIONS	A. Substitutions shall be allowed at halftime and approximately midway through each half for ALL divisions and will be recorded on the game cards by the referee. B. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission). C. Substitutions in all overtime periods of medal round matches will be at the beginning of the periods only and for injury. D. AYSO rules apply to all substitutions by divisions. Everyone must play ½ of each game. • 10U goalkeepers are allowed only one quarter in the goal. • 12U goalkeepers are allowed 2 quarters in goal but must play 1 quarter on the field. • 14U goalkeeper No restrictions. E. Failure to abide by the substitution rules may result in the forfeit of the match.
15) STANDINGS	A. Team standings are determined by the following point system: WIN = 5 points TIE = 2 points (including a 0-0 tie) LOSS = 0 points GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) SHUTOUT = 1 point (for an earned shutout, including a 0-0 tie) FORFEIT = 9 points, scored as a 3-0 win (WIN + GOALS + SHUTOUT). SEND-OFF = <1 points> deduction, whether player, coach, team supporter. (Expelled from game) B. Ties will be recorded as such in pool play C. Tie breaker at the end of pool play will be determined as follows: • Head-to-head competition • Goal differential (total goals scored less total goals allowed, maximum 3 goal differential per game) • Goals scored (maximum 3 per game) • Coin toss
16) ADVANCEMENTS	A. Pool winners (and in some cases second in pool) will advance to the medal round play. B. Teams will play quarter-final, semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.
17) MEDAL-ROUNDS	A. All quarter-final and semi-final matches ending in a tie shall go directly to penalty kicks. B. All championship matches ending in a tie will have two full overtime periods (no sudden victory) with teams changing field direction after each overtime period. In these matches, if still tied after overtime play, the game shall be decided by penalty kicks. C. Length of overtime periods: 10U/12U/14U – two eight-minute periods.
18) AWARDS	A. Medals will be awarded to the top two teams in each division.



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19) CONDUCT	A. All coaches & spectators will be expected to set a positive example for their teams. Coaches will be held responsible for all spectators. Spectators must remain behind the control line and between the 18-yard lines. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield). B. Any coach or spectator sent off must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. C. Any violent conduct red card or send off will result in that player/coach/spectator being barred from the remainder of the tournament. D. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament. E. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner. F. All conduct problems will be reported to the Tournament Director and the respective Regional Commissioner. G. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and National Office parties or appropriate Organization Official.
20) MEDICAL/FIRST AID	A. There will be a roving first aid staff member to respond to injuries on the field. B. In the event of a serious injury, the on-site First Aid staff, Safety Director, or designated staff member will immediately call 911 to request emergency medical assistance. C. Directions to the nearest hospital/urgent care center will be available with the Safety Director.
21) UNIFORMS/SAFETY	A. All AYSO players must wear the approved AYSO uniform only. All players on the same team must wear matching uniforms (goalkeeper – may have a different jersey – for AYSO, the logo is recommended but not required). If uniforms are not available, then alternatives must be discussed with the tournament director. B. Each player's uniform must be marked with a permanently affixed unique number that matches the uniform number on the Game Card and may not exchange numbered jerseys with any other player during the game including the goalkeeper. AYSO stick-on patches are not permitted. C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not. Undergarments (bike shorts, long sleeve shirts) must be same color for all teammates. D. The home team will change jerseys or wear a player vest that is deemed by the referee team to be distinct from the visiting team's uniform color. E. No player will be allowed to participate in any game with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from participation. F. AYSO will not prohibit the use of knee braces by players in AYSO events and programs providing that the brace is adequately covered and padded in the judgment of the referee, to eliminate the possibility of causing injury to the other players on the field. G. Hair Beads, Clips, and other hair control devices or adornments must be securely fastened to the head and must not present an increased risk to the player, teammates, or opponents. H. All jewelry is strictly prohibited. Hair charms are considered jewelry and are not permitted. The use of tape to hide jewelry is not allowed; players must remove all jewelry. I. Medical alert bracelets must be taped to body.



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22) PROTESTS	A. Protests will be considered only for the following reasons: • An ineligible player has played. • One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee). B. All protests must be presented in writing to the Tournament Director within 30 minutes of the completed game. C. All protests will be heard by a Protest Committee of at least three people selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL AND CANNOT BE APPEALED! D. Referee judgment calls are final and cannot be protested or disputed.
23) RULES INTERPRETATION	A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. The Tournament Director does not have the right to interpret the Laws of the Game and AYSO Modification to the Laws of the Games unless they are the appropriate "Director of Referee Instruction". B. Special Rule for 14U: The Goalkeeper may punt the ball. However, if the ball should enter the opposing team's goal without touching another player, it will not count as a goal and the restart will be a goal kick for the opposing team.