



## 2026 KIRK BANKS TOURNAMENT March 20 –22, 2026

### TOURNAMENT RULES & PROCEDURES

References to the male gender in these Rules and Regulations with respect to referees, players and officials are for simplification and apply to both males and females.

#### 1. JURISDICTION:

- A. Unless otherwise noted, all games held during this tournament shall be conducted in accordance with the current FIFA Laws of the Game, AYSO Edition, Decisions of the International Football Association Board (IFAB), AYSO National Rules and Regulations and Section 7, Hawaii, Rules and Regulations.
- B. The Tournament Director, or a designated representative, will have complete jurisdiction over all games played in this tournament. Disputes will be resolved immediately or as soon as possible. *Referee judgment calls are NOT subject to dispute or protest.*

#### 2. ACCEPTANCE:

- A. Application forms will be accepted on a first-come basis. Tournament fee and referee deposit must accompany the application and is due Feb. 17, 2026. Regional Commissioners will be notified of their teams' application status via e-mail by the tournament registrar.
- B. The primary form of communication between the Tournament and applying teams will be via e-mail and the Tournament website, <http://hawaiiayso.org>.

#### 3. TOURNAMENT FORMAT:

- A. The first phase of the tournament shall be conducted using a pool-play format. Upon completion of pool play, playoff games begin. Teams will be scheduled to play against other teams within their division/gender. Playoffs may be round robin, single or double elimination or other types of formats, and may be used for different age groups depending on the number of fields and time available.
- B. Assignments to playoff brackets will be determined by standings. Where there are a sufficient number of teams, a single division/gender group may be separated into multiple playoff bracket or competition flights.

#### 4. REFEREES:

- A. Each team in the tournament will provide a 3 person referee crew for pool play and playoff matches, including quarterfinals, semi-finals & finals. Note: The tournament format provides most or all teams advancement to the playoffs, as there may be multiple flights for playoffs.
- B. A Referee commitment form is included with the tournament packet and must be completed and signed by each Head Coach and Regional Commissioner. Failure to fulfill your referee commitment puts the Tournament staff in a difficult position of searching for referees and may result in cancellation of games. **IF YOU CANNOT SUPPLY A FULLY QUALIFIED REFEREE TEAM**, indicate this on the Referee Commitment form. You will **FORFEIT YOUR REFEREE DEPOSIT**.
- C. Please refer to the REFEREE PLAN for specifics on certifications and duties of the referee team.

## 5. COACHES:

- A. Each team may have ONE Head Coach and ONE Assistant Coach. Each will be designated on the application and team rosters and must be:
- AYSO-registered volunteers for MY2025
  - AYSO Safe Haven certified
  - Have completed AYSO Concussion Awareness or HCAMP Brainspace training for MY2025
  - Have completed AYSO Sudden Cardiac Arrest training
  - Have completed SafeSport training for MY2025
  - Trained under the age-specific AYSO coaching course for the age-group of players they are coaching
  - **Assigned** the appropriate **volunteer position** (Coach or Assistant Coach) in the Region Association Platform (RAP) and possess the following Coach certifications for the age group they are coaching.

**16/19U – Advanced**

**14U – Intermediate**

**12U – 12U**

**U10 – U10**

- B. Coaches must have the current AYSO Player Registration Form for each player, with the original “wet” signature of the player’s parent or legal guardian. Digital versions of the player form are allowed, but may not be acceptable at an emergency facility.
- C. Coaches shall at all times encourage honest, clean competition, good sportsmanship, and positive coaching from the technical area and shall conduct themselves in a manner becoming an AYSO coach.
- D. Coaches may not enter the field of play unless beckoned on by the referee.
- E. Coaches will be held responsible for the actions of their team(s) including spectators. All spectators must remain within the spectator area, whether marked or not.
- F. Coaches will be subject to disciplinary action because of unsporting, abusive or derogatory behavior by him or herself OR by his or her team’s spectators. SEE PARTICIPANTS SENT FROM THE FIELD

## 6. GAMES:

- A. Games will be played as scheduled.
- B. A ten (10) minute grace period from the scheduled kick-off time will be allowed. When games previously in progress are running later than ten (10) minutes from the scheduled kick-off time, no grace period will be allowed.
- C. Game duration shall be as follows:

<b>Age Group</b>	<b>Pool/Flight/Semi-Final Halves</b>	<b>Championship Halves</b>
16U/19U, DIV 1	2 x 30 minutes	2 x 45 minutes
16U/19U, DIV 2	2 x 30 minutes	2 x 40 minutes
14U	2 x 30 minutes	2 x 35 minutes
12U	2 x 25 minutes	2 x 30 minutes
10U	2 x 20 minutes	2 x 25 minutes

- D. The HOME team will be the first or top team listed on the game schedule and will be responsible for providing the game ball if one has not been provided by the tournament. The HOME team, including team supporters, shall sit on the mauka or Waianae (west) side of the field. The VISITING team including team supporters, shall sit on the Makai or Diamond Head side of the field opposite the HOME team.

E. In the event of a color conflict with the visiting team, the HOME team shall wear pinnies.

## 7. ROSTER SIZES, GAME CARDS, PLAYING TIME, SUBSTITUTIONS, GOALKEEPERS, CO-ED TEAMS

A. Team Roster sizes shall be as follows:

Division	Roster Size	Min. Players on the Field
16/19U	18	7
14U	15	7
12U	12	6
10U	10	5

1. Games may not be started or continued if one or both teams do not have the minimum number of players on the field at all times. The game may be declared a forfeit.

B. Game Cards:

1. Game cards will be printed by the Tournament and held at the age group referee tent until game time. They will be distributed to game referees when they check-in and brought to the game field.
2. Game cards are printed from the team roster that was approved and submitted by the Regional Commissioner. **Referees and coaches MAY NOT make changes to the game card.** This includes changing player names and uniform numbers. Report discrepancies to the Referee tent immediately, who will inform the Tournament main tent for disposition. Only the Tournament Registrar or Tournament Director can make changes to the game card.

C. Playing Time:

1. 12U thru 19U: Each player must play a minimum of one-half (1/2) of each game, excluding overtime. It is encouraged that all players play three (3) quarters before any player plays four (4) quarters. Exceptions may be made if a player is unable to play one-half (1/2) of a game due to sickness or injury.
2. 10U: It is encouraged that all players play three (3) quarters before any player plays four (4) quarters. If a player plays two (2) quarters in any game, that player should play three (3) quarters during other games during the tournament. The tournament's intent is to give each 10U player equal playing time over the course of the tournament. Exceptions may be made if a Player gets injured or sick and is unable to play one-half (1/2) of a game.
3. Late-Arriving Players: For all divisions, if a player arrives late, that player must play as follows:
  - a. If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
  - b. If the player arrives during the second or third quarter, the player must play a minimum of one (1) quarter.

D. Substitutions:

1. Substitutions may be made at the quarter breaks for all divisions, and recorded on the game cards by the referee team.
2. Substitutions may be made for injured players. Players injured and replaced during play may not return until the next substitution opportunity. Players injured and not replaced may return at any stoppage of play, must enter at the half line and only with the permission of the referee. Players who start a quarter or half and are subsequently injured shall be given credit for playing in the quarter. All substitutions must be approved and recognized by the referee.
3. Substitutions in all overtime periods of championship matches will be at the beginning of overtime period(s) only.

E. Goalkeepers:

1. 14U thru 19U: Goalkeepers may play four (4) quarters in the goal.
2. 12U: Goalkeepers may play a maximum of two (2) quarters in the goal, and must play a minimum of one (1) quarter on the field.
3. 10U: Goalkeepers may play a maximum of one (1) quarter in the goal, and must play a minimum of two (2) quarters on the field.

F. CO-ED Teams shall participate in the BOYS divisions.

## 8. **HEADING, SLIDE TACKLING, GOALKEEPER PUNTS, BUILD-OUT LINE**

### A. Heading in 10U and 12U:

Intentional heading in 10U and 12U is prohibited, and shall result in an indirect free kick for the opposing team at the location of the infraction.

### B. Slide Tackling in 10U and 12U:

Slide tackling in 10U and 12U is not prohibited **but is not encouraged**. Slide tackling that is a foul or misconduct, should be dealt with appropriately (e.g. indirect free kick, direct free kick, caution and/or send off).

### C. Goalkeeper Punts in 10U:

The goalkeeper shall NOT punt the ball for 10U. The goalkeeper may release the ball by passing, throwing, rolling or placing the ball onto the ground

### D. Build-Out Line in 10U:

The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line. The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession of the ball with their hands. The goalkeeper (or another player) may take the goal kick or the goalkeeper may release the ball at any time and does not need to wait for the opposing players to move behind the build-out line. After the ball is put into play at the taking of a goal kick or when released by the goalkeeper, the opposing team can then cross the build-out line and play may resume as normal. The build-out line shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and the build-out line.

E. **No yellow or red cards should be issued in U10.** Referees should use verbal counseling, warnings, and/or discussions with 10U players and coaches instead. Requiring or requesting that a player be removed from a 10U game shall only be used as a last resort.

F. A 10U player asked or required to leave the field of play because of inappropriate or unsafe behavior can be replaced by an eligible substitute.

## 9. **RAINOUT/CANCELLATION/FORFEITS/SUSPENDED, TERMINATED, OR ABANDONED GAMES**

### A. Rainout:

1. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament, it will not be rescheduled. Refunds will be provided less the cost of any Pre-ordered items.

### B. Cancellation:

1. If the tournament is cancelled due to weather after partially completing and cannot be rescheduled, refunds will be made to teams on a prorated basis, based on the number of actual games played.

### C. Forfeits:

1. Failure of a team to be ready at kick-off time (subject to applicable grace period) shall constitute a forfeit and the team shall record a 0-3 loss, and zero (0) sportsmanship points.
2. Teams shall be required to play their scheduled games to its conclusion. Failure of a team to continue a game to its conclusion will result in a forfeit and the team shall record a loss of 0-3, or the score of the game at the time it was terminated, whichever is more disadvantageous to the forfeiting team, and zero (0) sportsmanship points.
3. In the event of a forfeiture due to the use of an ineligible player, reported and verified either during or following a game, the game shall be recorded as a 0-3 loss or the score of the game at the time it was terminated, whichever is more disadvantageous to the forfeiting team, and

zero (0) sportsmanship points.

4. Sportsmanship points for the team that was awarded a forfeit win will be the average sportsmanship points the team has acquired so far in the tournament. If this game is the first, then an average of sportsmanship points calculated for that day for the remaining teams in the pool will be used.

D. Suspended, Terminated or Abandoned Games:

1. The Tournament reserves the right to suspend, terminate, or abandon matches for any reason (injuries, game delays, spectator or outside interference, unsafe conditions due to the weather, etc.), and may distribute awards according to games played and points awarded.
2. In the event a pool play game cannot be played due to circumstances beyond the control of the tournament, the Tournament Director or designee shall reserve the right, for standing purposes, to declare a game to be abandoned or not played.

## 10. TEAM PRE-GAME PROCEDURES

A. Pre-game instructions:

1. Teams should report to their scheduled game field at least 30 minutes prior to game time. Referees will check-in the team at the game field. Game cards will be brought to the field by the referees.
2. Uniforms shall be in accordance with AYSO National Rules and Regulations
  - a. Everyone on the team, except the goalkeeper, must wear the same uniform, with the AYSO logo embroidered or screened onto the jersey. The goalkeeper's jersey must be of contrasting color.
  - b. Each player's uniform must have a permanently affixed unique number THAT MATCHES the uniform number on the game card. Once the team is checked in, players may NOT exchange numbered jerseys. Goalkeeper jerseys do NOT need a number.
3. Players must be equipped with age and size appropriate shin guards and shall NOT wear anything dangerous to him or herself or other players. This includes jewelry, hard metal or plastic clips on clips on clothing or hair, **or anything else the referee deems as dangerous.**
4. Casts on the arms and or legs, whether padded or not, are prohibited. Players are not allowed to remove any cast prior to the game.
5. The wearing of knee braces by players is allowed providing the brace is, *in the opinion of the referee*, adequately covered and padded.

## 11. STANDINGS, TIE-BREAKERS

A. Standings will be determined by the following point system:

WIN	5-points
LOSS	0-points
TIE	2-points
SHUTOUT	1-point (for an earned shutout, including a 0-0 tie)

Example: Games ending in a score of 0-0 will result in teams earning 2-points for a tie and 1-point for a Shutout.

EACH GOAL	1-point per goal scored up to a maximum of 3 per game, win or lose
FORFEIT WIN	9-points, scored as a 3-0 win (5-points for WIN + 3-points for 3 GOALS + 1-point for shutout).

B. There will be NO overtime periods or penalty kicks to determine a winner *during pool play*. Ties will be recorded as such. Tie Breakers in 10U thru 19U **at the end of pool play** shall be determined by the following tie-breaking format:

1. HEAD TO HEAD Outcome of game involving the tied teams
2. GOALS ALLOWED Maximum of three (3) per game

- 3. GOALS DIFFERENTIAL                      Actual difference in game scores. Maximum of three (3) per game
- 4. GOALS SCORED                              Maximum of three (3) per game

Examples of determining GOALS SCORED, GOALS ALLOWED and GOAL DIFFERENTIAL for Team A

<u>Actual Game Score</u>	<u>Goals Scored</u>	<u>Goals Allowed</u>	<u>Goal Differential</u>
Team A wins 2-1	2	1	1
Team A wins 4-1	3	1	3
Team A wins 8-4	3	3	3
Team A loses 1-4	1	-3	-3

5. COIN TOSS

- C. Standings will be updated throughout the tournament and can be accessed via a QR code which will be provided to all participants at the Tournament. The deadline to challenge the posted results will be at the conclusion of Pool Play.
- D. Sportsmanship points, while not part of the standings, will be awarded at each game (see back of the game card for expectations) Standings can be viewed on the tournament web-site: <https://www.aysosection7.org> Awards will be given for outstanding Sportsmanship.

**12. ADVANCEMENT TO PLAYOFFS**

- A. The term "Playoff" shall also be referred to as "Quarter-Final", "Semi-Final", and/or "Final" games throughout this document.
- B. Teams will be assigned to playoff brackets based upon their standings within their pool. There may be multiple brackets (or flights). Teams with higher standings will be assigned to different brackets from teams with lower standings, subject to wild card teams added to brackets, at the discretion of the Tournament Director, if brackets could not otherwise be filled.
- C. Teams will play quarter-final, semi-final and/or final matches, depending on the number of teams in each Bracket and the format of play for that bracket. Playoff schedules shall be published prior to the start of the tournament.

**13. PLAYOFF GAMES ENDING IN A TIE**

- A. For Quarter-finals and Semi-Finals:  
NO overtime periods. The winner will be determined by penalty kicks. In addition, warnings and cautions Issued during the match are not carried through to penalties.
- B. For Finals:  
Two (2) overtime periods shall be played in their entirety. NO sudden victory.
  1. Length of Overtime Periods by Division shall be as follows:
    - a. 10U: Two (2) – Seven (7) minute periods.
    - b. 12U: Two (2) – Eight (8) minute periods.
    - c. 14U & 19U Div. II: Two (2) – Nine (9) minute periods.
    - d. 19U Div. 1: Two (2) – Ten (10) minute periods.
  2. A coin toss shall be called by the visiting team prior to the first overtime period.
  3. A team playing short due to a send-off will continue to play short during the overtime periods.
  4. Teams will change ends of the field at the conclusion of the first overtime period.

5. At the end of the two overtime periods the team that has scored the most goals shall be declared the winner.
6. Substitutions are allowed at the beginning of overtime periods and for injuries only.
7. In the event a FINAL game remains tied after both overtime periods, the winner shall be determined by the taking of Penalties, in accordance with the FIFA Laws of the Game, AYSO Edition, as follows
  - a. The referee chooses the goal at which the kicks will be taken.
  - b. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
  - c. The referee keeps a record of the kicks being taken.
  - d. Subject to the conditions explained below, both teams shall take five (5) kicks
  - e. The kicks are taken alternatively by the teams.
  - f. If before both teams have taken five (5), one has scored more goals than the other could score even if it were to complete its five kicks, no additional kicks will be taken.
  - g. If, after both teams have taken five (5) kicks and both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order until one team has scored one goal more than the other from the same number of kicks.
  - h. A goalkeeper who is injured during Penalty kicks and is unable to continue as goalkeeper, may be replaced by an eligible substitute.
8. With the exception of the foregoing case, only players who are on the field of play at the end of the match, including any overtime periods where appropriate, are allowed to take Penalty kicks to determine the winner.
  - a. During Penalty kicks:
    1. For quarter-finals and/or semi-final games, only players on the field at the end of regulation time may take the kicks.
    2. For final games, only players on the field at the end of the second overtime period may take the kicks.
9. If at the end of the match and before Penalties begin, one team has a greater number of players than the opponents, the team with the greater number of players must reduce their numbers to equal that of their opponents, and the coach must inform the referee of the name(s) and jersey number(s) of each player excluded.
10. Each kick is taken by a different player. All eligible players must take a kick before a player can take a second kick.
11. An eligible player may change places with the goalkeeper at any time when Penalties are being taken.
12. Only eligible players and match officials are permitted on the field of play during Penalties.
13. All players, except the player taking the kick, and the two goalkeepers, must remain within the center circle.
14. The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
15. Unless otherwise stated the relevant Laws of the Game and I.F.A.B. decisions apply when Penalties are being taken.

#### **14. PARTICIPANTS SENT FROM THE FIELD**

- A. All cautions (yellow cards) and send-offs (red cards) issued to players, substitutes and/or coaches shall

result in a deduction of team Sportsmanship Points. See Category 11, STANDINGS

- B. Any send-off of a player or substitute (single red card or the accumulation of two yellow cards in the same game), shall result in a minimum of one game suspension, starting with the player's/substitute's next game. Any send-off of a player or substitute in a game shall also result in a 10-Sportsmanship Point deduction against the team for each player or substitute for that game.
  - C. Prior to any game being allowed to resume, any player or substitute sent off (red-carded) must immediately leave the vicinity of the game under supervision of their parent or a Safe-Haven certified adult, may NOT be replaced, may not return to the field of play during the current game, including the handshake and is suspended from participation in the player's or substitute's next game.
  - D. Any send-off of a coach shown a red card or shown two yellow cards (two cautions) in the same game shall result in a minimum of one game suspension, starting with the coach's next game. Any send-off of a coach in a game shall also result in a 10-Sportsmanship Points deduction against the team for each coach for that game.
  - E. Prior to any game being allowed to resume, any coach ejected must immediately leave the vicinity of the playing field (out of sight and sound), will be prohibited from attending the next scheduled game, may not return to the field of play during the current game, including the post-game handshake, and is suspended from participation in the coach's next game.
  - F. In the event both coaches of the same team are sent off from the game, the game shall be considered a FORFEIT loss for the team.
  - G. Any violent conduct involving a player, coach or spectator will result in the player/coach/spectator being barred from the remainder of the tournament, and police may be called.
  - H. Following the completion of the game, the referee must complete a written Game Misconduct Report for any cautions (yellow cards) or send-offs (red cards) of players. Coaches sent off or incidents of spectator interference must also be reported on the Game Misconduct Report.
  - I. Penalties for Players and/or Coaches shall be as follows:
    - 1. **PLAYERS**
      - Infraction: a) Any form of audible or visual profanity by a player directed at any player, coach, or game official, on or off the field, before, during or after the game, or b) Verbally threatening physical harm or physically threatening gestures towards any player, coach or game official on or off the field, before or after the game.  
Resulting Penalty: Send-off (red card) plus one (1) game suspension, beginning with the players' next game.
      - Infraction: a) Repeated violent gestures with body contact towards any player, coach, or game officials, on or off the field, before or after the game  
Resulting Penalty: Send-off (red card) plus two (2) game suspensions, beginning with the players' next game.
      - Infraction: a) Single violent strike, fighting or repeated striking of or with any players, coaches or game officials, on or off the field, before or after the game.  
Resulting Penalty: Send-off (red card) plus suspension from the tournament.
- Two send-offs of a player during the tournament shall result in immediate suspension from the tournament.**

## 2. COACHES

Infraction: a) Abusive, derogatory, or profane clearly audible language directed at any player, Coach or game official, on or off the field, before, during or after the game, or b) Repeated action, either unsportsmanlike and/or creating delays to the game.

Resulting Penalty: Send-off plus one (1) game suspension, beginning with the coach's next game.

Infraction: a) Any form of audible or visual profanity directed toward any player, coach or game official, on or off the field, before, during or after the game, or b) Verbally threatening physical harm or making physically threatening gestures toward any player, coach, or game official, on or off the field, before, during or after the game.

Resulting Penalty: Send-off plus two (2) game suspension, beginning with the coach's next game.

Infraction: a) Repeated pushing, shoving or violent gestures with body contact towards any player, coach or game official, on or off the field, before, during or after the game, or b) Single strike or fighting of or with any player, coach, or game official, on or off the field, before, during or after the game.

Resulting Penalty: Send-off plus suspension from the tournament.

### J. Accumulation of Cautions and/or Send-offs:

1. Any send-off of a player or substitute (single red card or the accumulation of cautions in the same game) shall result in a minimum of one game suspension, starting with the player's/substitute's next game.
2. Any send-off of a coach (red card) or the accumulation of two cautions (yellow cards) in the same game shall result in a minimum of one game suspension, starting with the coach's next game.
3. Two send-offs of a player shall result in immediate suspension from the remainder of the tournament.
4. Two send-offs of a coach shall result in immediate suspension from the remainder of the tournament.
5. The accumulation of two (2) cautions by a player in separate games shall result in suspension from player's next game. The player will be allowed to finish the game in which the second caution is issued, unless sent off. Cautions that do not result in a send-off shall still count in the accumulation of cautions.
6. The accumulation of four (4) cautions in separate games, or one (1) send-off plus two cautions by a player shall result in suspension from the remainder of the tournament.
7. Any player sent-off as a result of two (2) cautions in a single game may NOT be replaced.

## 15. PROTESTS

- A. Protests are NOT allowed

## 16. AWARDS

- A. Medals will be presented to coaches and players in each division and gender who participate in the Final games and finish in first or second place.
- B. Sportsmanship award medals will be given to the team with the highest aggregate score in each division and gender.

## 17. CONDUCT

- A. 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 further participation in the tournament and the incident will be reported to the respective Regional Commissioner.
- B. If it is determined that a coach knowingly played a player illegally, that coach will be dismissed from further

participation in the tournament.

- C. All inappropriate conduct by players, coaches or spectators will be reported to the respective Regional Commissioner.
- D. All serious incidents of misconduct will be reported to the respective Regional Commissioner, Area Director, Section Director, and the AYSO National Office.

## 18. PARK REQUIREMENTS, FIELDS

- A. All tournament participants (players, coaches, spectators, etc.) are expected to comply with all laws and posted signs governing the use of the Waipio Peninsula Soccer Complex at all times.
  - 1. Consumption of alcoholic beverages is prohibited inside the park.
  - 2. Use of tobacco products (including vaping) is NOT allowed inside the park.
  - 3. Please leave your pets at home.
- B. Parking restrictions will be enforced during tournament hours. Please park in marked stalls and obey all posted signs.
- C. Riding of skateboards, razors, wheeled wave boards, etc., are NOT allowed within the complex.
- D. All games will be played on fields designated by the Tournament. Please refer to the game schedule for field assignments.
- E. All fields and field equipment will be marked, set up, monitored and taken down by volunteer tournament staff and/or assigned regional volunteers.
- F. Regions may be held liable for damage to fields or field equipment by their teams and/or supporters.

## 19. MEDICAL/FIRST AID

- A. A First Aid Station will be available where participants may receive ice, medical care, etc. for minor injuries. See the Tournament Field Map, posted at all referee tents, monitor tents, and the Main tent operations for the location of the First Aid Station.
- B. Field monitor stations will be located at various locations throughout the complex to monitor fields for injuries. Injuries and any other medical emergency can be reported to the Field Monitor stations. Volunteers are supplied with a radio and can call for medical personnel to come to the field immediately.
- C. Roving first aid response teams shall also be available to respond to injuries and medical emergencies. If the injury is serious, the Tournament Safety Director will call 911 for an ambulance.
- D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
- E. The Tournament also has off-duty HPD officers that can assist with all emergencies within the park.

## 20. EMERGENCY ACTION PLAN

- A. An Emergency Action Plan (EAP) addresses the Lightning Policy and Procedures, adopted from the AYSO Severe Weather Play Policies and Associated Guidelines. **All referee tents, Field monitor tents, and the Main operations tent have copies available.**
- B. Tournament officials will be aware of the possibility of lightning in the area and will communicate this to all Tournament staff.
  - 1. When thunder is heard, lightning is assumed to be within striking distance. The referee or other official will immediately suspend the game or practice session and all persons should seek shelter immediately. Activities may resume only when the Tournament Director or designated agent gives the all-clear. In most cases, activities may be resumed when lightning or thunder has not been observed for thirty minutes.
  - 2. **Refer to 2026 KBT Emergency Action Plan for more information**
- C. Restarting after the All-Clear

- a. Games which have completed the first half will be considered finished and the score at the time play was suspended shall be the final score.
- b. Games which have completed less than one half; the referee will resume by starting the second half, reducing the remaining time if necessary, so that the match ends at the scheduled time.
- c. Games that cannot start within 15 minutes of the scheduled start time may be rescheduled.

## **21. RULES INTERPRETATION**

The Tournament Director shall interpret and apply the tournament rules to the optimum benefit of all Tournament participants.