

Section 7 Spring Season Rules and Regulations

(Updated September 14, 2015)

CATEGORY	RULE
1. PURPOSE	A. The safety and welfare of players, the fairness of competition and the enjoyment of the game by everyone is paramount. These Rules and Regulations, along with the Section Seven, Hawaii Guidelines, provide guidance to the Spring Season Coordinator (SSC), the Spring Season Division Directors (SSDD) and the Regions in the running of the Oahu AYSO Winter/Spring Program for the League. If there is any conflict between the Section Seven, Hawaii Guidelines and these Rules and Regulations, the Section Seven, Hawaii Guidelines shall control.
2. SECTION SPRING SEASON December 1 through May 31:	<p>A. The AYSO Section Seven Spring Select Season (Oahu) is a secondary program that allows Regional teams in U10 through U19 to travel and compete against teams from other Regions in stratified levels. The Season will be coordinated and administered by the SCC, the Area Directors from 7E and 7O and the SSDDs.</p> <p>B. The SSC, with assistance from the Regions, will assign SSDDs who will be responsible for coordinating their respective age group divisions and shall report directly to the SSC. The Season will continue to operate under the same AYSO objectives as the Basic Season:</p> <ul style="list-style-type: none"> • OPEN REGISTRATION • BALANCED TEAMS • EVERYONE PLAYS • POSITIVE COACHING • GOOD SPORTSMANSHIP • PLAYER DEVELOPMENT
3. DIVISION STRATIFICATIONS	<p>A. Stratified levels are provided in both the boys and girls divisions. Players are assigned to different levels of play to enable them to achieve their personal development goals. For purposes of stratified play, the following standards should be used in forming teams:</p> <ul style="list-style-type: none"> • Gold Division - Highly skilled players • Silver Division - Average to highly skilled players • Bronze Division - If there are a sufficient number of Regions who would like to field teams in a Bronze Division for players in the U14 age group that are not selected for a Gold Division or a Silver Division team, the SSC with the assistance of the ADs, RCs and SSDDs may establish a Bronze Division for that age group. Bronze Division games may be small-sided in a 7, 8 or 9 player format.
4. THE SEASON	<p>A. The Season will be divided into two halves.</p> <ol style="list-style-type: none"> 1. Dates: 1 DEC – 31 MAR / Age Groups: U10-U12 2. Dates: 1 MAR – 31 MAY / Age Groups: U14-U16-U19 <p>B. The Kirk Banks Tournament necessitates a one-week break in regular season scheduling.</p> <p>C. The annual Section 7 EXPO will necessitate a second one-week break in regular season scheduling (normally late April).</p>

<p>5. SPRING SEASON FEES</p>	<p>A. Spring Season Fees will be charged on a per team basis. B. The Spring Season Fees will cover the cost of Spring Season Pins and other expenses. C. The SSC will determine season fees and the payment deadline by no later than October 1st prior to the start of the Spring Season.</p>												
<p>6. BUDGET</p>	<p>A. The Section Treasurer is responsible for overseeing the budget and dispersing funds for the Spring Season.</p>												
<p>7. SECTION SPRING COORDINATOR (SSC)</p>	<p><u>Team/Field Count Forms</u>: Approximately 60 days before the first game of each half of the Spring Season, each Regional Commissioner (RC) must be sent a completed Team and Field count form to the SSC listing the number of gold and silver teams, boys and girls, that will be participating in the upcoming season listing and the available fields and dates they are available, plus which Divisions they are sized for as outlined in the following table:</p> <p>Measurements are the MINIMUM DIMENSIONS that should be provided for the corresponding divisions:</p> <table border="1" data-bbox="412 747 1526 1003"> <thead> <tr> <th>DIVISION</th> <th>FIELD LENGTH</th> <th>FIELD WIDTH</th> </tr> </thead> <tbody> <tr> <td>U19 thru U14</td> <td>110 yards</td> <td>60 yards</td> </tr> <tr> <td>U12</td> <td>100 yards</td> <td>60 yards</td> </tr> <tr> <td>U10</td> <td>80 yards</td> <td>50 yards</td> </tr> </tbody> </table> <p>The name, address and the cell phone number of the Regional Spring Coordinator (RSC) must also be provided to the SSC.</p> <p><u>Team Rosters</u>: Along with the Team and Field count form, a clean copy of the eAYSO Team Roster that is duplicable must be sent to the SSC and each respective SSDD no later than 30 days before the first game of the each half of the season.</p> <p><u>Spring Coach Information</u>: Along with the Team and Field count form, copies of the Coach Information Form must be sent to the SSC and each respective SSDD. (See Appendix 1)</p> <p><u>Team Count</u>: From the team count forms the SSC will compile a list of the number of gold and silver teams for each division, boys and girls, from each Region.</p> <p>A compiled team count list will be turned over to the respective SSDDs for use in game scheduling.</p> <p><u>Game Field Matrix</u>: From the field count form, the SSC must make a Master Matrix of the fields (Matrix) as provided by the Regions.</p> <p>The Matrix must indicate which division, by sex, will have games scheduled at a given field, on a given date.</p> <p>The Matrix may combine two different divisions on the same field per day.</p> <p>Changes to the Matrix can only be made by the SSC.</p> <p>The SSC must give to each AD, RC, SSDDs and RSCs of the participating Regions copies of the Spring Season Rules and Regulations and the Section Seven, Hawaii Guidelines, the Referee Laws of the Game, a compiled Team Count Matrix, a Game Field Matrix and their respective Coaches Information Form.</p>	DIVISION	FIELD LENGTH	FIELD WIDTH	U19 thru U14	110 yards	60 yards	U12	100 yards	60 yards	U10	80 yards	50 yards
DIVISION	FIELD LENGTH	FIELD WIDTH											
U19 thru U14	110 yards	60 yards											
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U10	80 yards	50 yards											
<p>8. DIVISION DIRECTORS</p>	<p>As noted above, the SSC will assign SSDDs for each age group.</p>												

<p>9. DUTIES AND RESPONSIBILITIES</p>	<p><u>Format of Play:</u> The schedules will be prepared by the respective SSDDs for each age group. The schedule for the entire season will be prepared and distributed not less than two (2) weeks before the first week of play. No playoffs will be held.</p> <p>Identify teams as Team 1 or Team A, Team 2 or Team B, etc. to facilitate the matching of opponents in accordance with AYSO Publication 370. Determination of team number/alpha designations should be done at random.</p>
	<p><u>Game Scheduling:</u> All scheduling will be centralized and distributed by the SSDD and posted on the Hawaii AYSO website (www.hawaiiayso.org.) Any schedule questions or inquiries must be made in writing to the SSC. Game schedules should conform to the following:</p> <ul style="list-style-type: none"> •Sunday will not be used as the primary day for games. •Sunday may be used only for make up games or due to a lack of available fields on a Saturday. •Sunday games, used for the above reasons, are not to start before 12:30 p.m. <p>Minimize occurrences where either on or both teams must travel to the other side of the island for an 8:00 a.m. game.</p> <p>Schedule Regions which are close to the game field for the first game of the day.</p> <p>If two teams competing are from the SAME REGION, do not schedule their game across the island where they will have to travel. Schedule the entire division to play at their field or at an adjacent Region. If both teams want to play their scheduled game in their own Region, allow them to do so. If they take that option, they must arrange for their own referee and the Spring Season Director from that Region MUST be notified.</p> <p>Designated Home Team is listed first in schedule and has choice of sides in first half.</p> <p>The host team must be scheduled to play the first or last game of the day.</p> <p><u>Game Times:</u> Game start times and duration will depend on the age level and whether or not the game is played on either a Saturday or Sunday.</p> <p>For U10 thru U14, normally six (6) games can be scheduled on a Saturday, with the games starting at 8:00 a.m. if there will be six games at the field.</p> <ul style="list-style-type: none"> •Saturdays: 8 a.m., 9:30 a.m., 11 a.m., 12:30 p.m., 2 p.m. & 3:30 p.m. •If there are less than six (6) games to play and there are no other divisions using the field, games may be scheduled to start at a later time. <p>For U16 & U19, normally five (5) games can be scheduled on a Saturday, with the games starting at 8:00 a.m.</p> <ul style="list-style-type: none"> •Saturdays: 8 a.m., 10 a.m., 12 noon, 2 p.m. & 4 p.m. •If there are less than five (5) games to play and there are no other division using the field, games may be scheduled to start at a later time.
<p>10. DIVISION ADMINISTRATION</p>	<p><u>Coaches Meeting:</u> The SSC will schedule a meeting with the coaches, to:</p> <ul style="list-style-type: none"> •Hand out the Spring Rules and Regulations. •Hand out the game and referee schedule (if available) •Outline the procedure for collecting of games cards and scores. <p>Besides the coaches, game schedules should be sent to the Section Director, the Section Coach Administrator, the Section Referee Administrator, Area 7-E and 7-O Directors, and the Regional Commissioners.</p> <p><u>Rain Outs:</u> Each RC is responsible for determining if games scheduled in their Region will be called off due to rain. If games are to be called off due to the weather, the SSC must be notified BY PHONE no later than two (2) hours before the start of the first game.</p>

The SSC will then notify by phone the coaches playing and coaches refereeing for the first games of the day. All other coaches are responsible to check the AYSO Hawaii website for rain-out information (<http://hawaiiayso.com/select12-info.htm>)

Rescheduling of Games: Games shall be rescheduled at the discretion of the SSC, with concurrence of the respective SSDDs.

Coaches are to be notified no later than the Wednesday following the rainout on the disposition of the make up games.

11. SEASON FORMAT

The following formats, with the corresponding number of teams in your respective division, should be used, with the concurrence of the SSC.

- For a Division that has three or less teams, there shall be no Season schedule.
- Formatting applies to all Divisions. The only variance is in U-10, since no win-loss records are kept, in this case randomly schedule cross-pool play.

1. Game Schedule Format 4 thru 12 Team Counts:

A - 4 Teams: Season would consist of three rounds of three games per round.

- The total win, loss and tie record for all three rounds would determine final standing.

B – 5 Teams: Season would consist of two rounds of four games per round. Each team would have two byes.

- The total win, loss and tie record for all two (2) rounds would determine final standing.

C - 6 Teams: Season would consist of two rounds of five games per round.

- The total win, loss and tie record from both rounds would determine final standing.

D - 7 Teams: Season would consist of two rounds.

- First round would consist of each team playing each other once.
- Based on the record of each team at the end of the first round, the second round would consist of the top three teams playing each other and the bottom four teams playing each other. At the end of the two rounds, all games will be combined to determine the final

E - 8 Teams: Season will consist of two rounds.

- First round would consist of each team playing each other once.
- Based on the record of each team at the end of the first round, the second round would consist of the top four teams playing each other and the bottom four teams playing each other.
- At the end of the two rounds, all games will be combined to determine the final standings.

F - 9 thru 12 Teams: Schedule each team to play each other once.

- The total win, loss and tie record for the one round would determine final standing.

Game Schedule Format 13 - 20 Team Counts: When team counts total 13 or more teams, the division will be split into two pools.

- If a Region has more than one team within a Division, spread them out evenly between the pools, so that they are not all in the same pool.

13 Teams (One pool with 6 and one with 7.) Season will consist of two rounds.

- First round would consist of each team playing each other once, within pool.
- Based on the record of each team at the end of the first round, the second round would consist of CROSS POOL play. The top three teams will play each other and the bottom teams will play each other.
- At the end of the two rounds, all games will be combined to determine the final standings, with in each pool.

	<p>14 Teams: (Two pools of 7.) Season will consist of two rounds. •First round would consist of each team playing each other once, within pool. •Based on the record of each team at the end of the first round, the second round would consist of CROSS POOL play. The top four teams playing each other and the bottom teams playing each other. •At the end of the two rounds, all games will be combined to determine the final standings, with in each pool.</p> <p>15 Teams: (One pool with 7 and one with 8.) Season will consist of two rounds, using the format outlined in C-1-c and C-1-e respectively.</p> <p>16 Teams: (Two pools of 8.) Season will consist of two rounds, using the format outlined in C-1-e.</p> <p>17 Teams: (One pool with 8 and one with 9.) Season will consist of two rounds and one round respectively, using the format outlined in C-1-e and C-1-f.</p> <p>18 Teams: (Two pools of 9.) Season will consist of one round, using the format outlined in C-1-f.</p> <p>19 Teams: (One pool with 9 and one with 10.) Season will consist of one round, using the format outlined in C-1-f.</p> <p>20 Teams: (Two pools of 10.) Season will consist of one round, using the format outlined in C-1-f.</p>
<p>12. UNIFORMS AND EQUIPMENT</p>	<p><u>Game Dress Code:</u> Players should look neat on the field, with shirts tucked in and socks pulled up and covering the shin guards.</p> <ul style="list-style-type: none"> • Sliding/bike pants are allowed beneath the uniform shorts. Players choosing to wear these pants may do so, but they must be of the same color as the shorts being worn by the team. • If there is a conflict with uniform colors, home team has to change uniforms or wear pinnies, bibs or vests of a different color. Coaches are recommended to plan ahead for color conflicts (i.e. buy a set of pinnies.) • No sponsors name or other wording can be on any part of the game uniform except as approved by AYSO (e.g. Meadow Gold, Fox Sports). <p><u>Shin guards:</u> MANDATORY at all games. A player will not be allowed to participate without appropriately-sized shin guards completely covered by the socks.</p> <p><u>Eye Wear:</u> It is HIGHLY RECOMMENDED that players who need glasses or contact lens in order to play should wear either unbreakable glasses or sports glasses at all games.</p> <p><u>Field Equipment:</u> To be supplied by the host Region. Information for goals, goal nets and corner flags for game day are outlined in Rule 13 below.</p>
<p>13. GAMES</p>	<p>Games shall be conducted in accordance with FIFA Laws of the Game and Decisions of the International Football Association Board (IFAB).</p> <p><u>Slide tackling and heading for age groups U10 & U12 should not be encouraged.</u></p>
<p>Game Day</p>	<p>1. <u>Rain Outs:</u> The general policy is that games will be played “rain or shine”, which means that teams should assume that games will be played that day. However, each RC is responsible for determining if games in their region will be called off due to inclement weather. If the RSC feels that the field might become unplayable, and taking into consideration the safety of the players and the damage to the field, the RSC may postpone games and notify the SSC and the SSDD TWO HOURS prior to the scheduled time of play of the FIRST GAME.</p> <p>2. <u>Fields:</u> Regions must provide a game bag and the field equipment for that day. Field must be ready for play ONE HOUR before the first scheduled game.</p> <p style="padding-left: 40px;">Both teams of the first game, should kokua in setting up the nets and corner flags.</p> <p style="padding-left: 40px;">Both teams of the last game, should kokua in breaking down the nets and corner flags.</p>

3. **Games:** It shall be mandatory for a team to play a regularly scheduled game.

Designated Home Team has first choice of sides.

A 10 MINUTE grace period will be allowed for late starts.

- The grace period will commence from the scheduled start time of that game.

Failure to be on the field to play a regularly scheduled game, will result in a loss for the offending team.

- Game will be scored 3-0 and 0 sportsmanship points awarded.

If a team refuses to continue a game (i.e., leaves the field), that team shall forfeit the game by a score of 3-0 or the score at the time the game was terminated, whichever is more disadvantageous to the forfeiting team. Coach of the team that forfeited the game must notify the SSDD, within 48 hours, on why he forfeited. The Director must then notify the SSC immediately.

Length of the games and number of players on the field are:

DIVISION	GAME LENGTH	MAX PLAYERS	MIN PLAYERS
U19	2 x 45 min.halves	11	7
U16	2 x 40 min.halves	11	7
U14	2 x 35 min.halves	11	7
U12	2 x 30 min. halves	9	6
U10	2 x 25 min.halves	7	5

Games will be played with CONTINUOUS RUNNING TIME in each half. Clock does not stop between quarters.

Quarter breaks shall be approximately the halfway point of either half.

Half time breaks shall be approximately 5 minutes in duration.

Substitutions are done at the quarter breaks for all divisions.

A scheduled game shall not commence or be continued if one or both teams cannot field the minimum number of players.

Team Standings: To be kept for U19 thru U12 only. Standings will be determined by the following point system:

2 Points for a WIN, 1 Point for a TIE, 0 Points for a LOSS

In case of a tie at the end of the season, tie breakers in order are:

- HEAD TO HEAD
- GOAL DIFFERENTIAL (3 MAX)
- SPORTSMANSHIP POINTS
- GOALS ALLOWED
- GOALS SCORED
- COIN TOSS

U10 will not have standings

Playing Time Rules: If a player shows up at the field suited up (proper uniform, shin guards and soccer or other acceptable shoes), that player must be played. Exceptions would be if the player gets sick, or for disciplinary reasons, but in these cases, the Referee of the game must be notified.

U-19 thru U-12:

- All eligible and suited up players at the field must play a minimum of TWO (2) QUARTERS.
- If a player arrives during the first quarter, the player must play a minimum of TWO (2) QUARTERS.
- if a player arrives during the second or third quarter, player must play a minimum of one (1) QUARTERS.
- Exceptions can be made if a player gets hurt or sick during the course of the game and is unable to play, but in this case the Referee of the game must be notified.

U-10: Each child shall play a minimum of THREE (3) QUARTERS except if the number of players at that day's game does not allow it. (Coaches are encouraged to play everyone only 3 quarters.)

- If a child plays 2 quarters, that child shall be rotated thru the season. The object is to have each child have equal playing time.
- An exception would be if the child is physically unable to play three quarters, but in this case the Referee of the game must be informed.

Goal Keepers:

U19 thru U14: Goalkeeper may play the whole game in the goal.

U12: A Goalkeeper shall play no more than TWO (2) QUARTERS in the goal and must play ONE (1) FULL QUARTER on the field.

U10: A player shall play no more than ONE (1) QUARTER in the goal.

14. PLAYER ELIGIBILITY

Section Seven, Hawaii Guidelines, Article Seven, apply.

<p>15. TEAM ROSTER</p>	<p><u>Submittal</u>: Roster is to be submitted to the SSC and the respective SSDDs at least 14 days before the first game of the Spring Program.</p> <p>Changes may be made by sending a new and updated roster to the SSC and the respective SSDDs, by mail, email or fax before the next scheduled game. Changed rosters must again be signed by the RC.</p> <p><u>Number of Players:</u></p> <p>Roster Size</p> <ul style="list-style-type: none"> • U19 and U16 rosters shall have no more than 18 players. • U14 rosters shall have no more than 15 players. • U12 rosters shall have no more than 12 players. • U10 rosters shall have no more than 10 players. <p>Team Size:</p> <p>See Rule 13 above.</p>
<p>16. COACHES</p>	<p>The AYSO coaching program is designed to “develop” the skills of soccer players that is age appropriate, while ensuring each player has a positive image of themselves, their teammates, coaches, game officials and opponents. Coach training is the key to the 6th philosophy, “player development”. It is the goal of AYSO that every coach is trained and certified for the age group they are currently coaching.</p> <p>Beginning August 1, 2009, coaches (head and assistant) who participate in secondary play (i.e., Spring Season, Extended Play, etc.) and tournaments (area, section and national) will be trained (age specific course) and certified (safe haven) for the age of players they are coaching.</p> <p><u>Game & Practice Guidelines:</u></p> <p>Coaches must have registration forms of all his/her players, plus a blank insurance form with them at every game.</p> <p>Coaches are NOT ALLOWED to smoke on the field during a game.</p> <p>Coaches may not enter the field of play, unless requested or authorized by the referee.</p> <p>Coaches are responsible for the conduct of his/her team parents.</p> <p>Sideline coaching shall be limited to the head coach and/or one assistant coach.</p> <p>WINNING Coach must call in their game score to their respective SSDDs within 48 hrs.</p> <ul style="list-style-type: none"> •If the SSDD receives no call, the game may be entered as a tie. •In case of a TIE, the HOME team of the game must call in the score. •U-10 coaches are exempted <p>Dissent with Referee calls WILL NOT be allowed</p>
<p>17. HOST REGIONAL TEAM</p>	<p>Provide the game bag and field equipment for the day.</p> <p>At the conclusion of all the games, please pass the game cards to the next center referee. The last center referee will mail the game cards to the approximate SSDD – see the website (http://hawaiiayso.com/select12-info.htm) for more details.</p>

<p>18. REFEREES</p>	<ul style="list-style-type: none"> • It is STRONGLY recommended that the referee team be approved by the teams' respective Regional Referee Administrator. • The diagonal system with one (1) Center Referee and two (2) Assistant Referees of the best caliber possible is required to be used. • The Referee team must be of the appropriate ability and age when refereeing. They must be not less than TWO (2) YEARS OLDER than the team competing in the game. • Center Referee must be in appropriate attire. (Referee shirt/solid black pants, black socks & shoes) <p>Referee assignments will be equally distributed among teams within each division.</p> <p>Each team is to provide a center referee and 2 Assistant Referees for refereeing assignments.</p> <p>Referees for a game shall be assigned from regions not in the game being played if possible.</p>
<p>19. PROTESTS</p>	<p>Protests will not be permitted. Coaches may file with their respective Regional Referee Administrator a written report within 48 hours after the end of the game of any misapplication of the basic rules by a referee, EXCLUDING judgment calls.</p> <p>The game WILL STAND as played</p>
<p>20. CONDUCT AT THE FIELDS</p>	<p>ALCOHOLIC BEVERAGES ARE NOT PERMITTED IN THE GENERAL VICINITY OF THE GAME FIELDS. (i.e.: parking lots)</p> <p>DO NOT kick balls against school or park buildings, residential fences & walls or restroom facilities.</p> <p>At school fields, DO NOT run thru the school halls or walkways at any time, especially with muddy shoes.</p> <p>Cars and trucks are to be parked in the appropriate areas.</p> <p>Help to keep THE fields neat and clean by disposing of trash, including cigarettes butts. All teams shall be responsible for cleaning up all their trash after their game.</p> <p>No dogs or other animals are permitted at the fields.</p> <p>Please be considerate, because Regions may lose their privilege of using the fields, if we do not kokua and help follow these simple rules.</p>
<p>21. REIMBURSEMENTS</p>	<p>Any expenditure used to copy and distribute information, will be reimbursed by the Section, through the SSC.</p>
<p>22. DISCIPLINARY ACTIONS</p>	<p>A. SUSPENSION OF PLAYERS</p> <ol style="list-style-type: none"> 1. Prior clearance must be obtained from the Regional Commissioner or a duly authorized representative before a coach may suspend or expel a player from a team. If a player is suspended from a game, the referee and opposing coach must be informed of the suspension before the game. 2. Prior clearance must be obtained from the Area Director or Section Director, as appropriate, or their duly authorized representative to suspend a player from Area or Section games.

	<p>B. CAUTIONS (Yellow Cards)</p> <p>1. Any player or coach cautioned (receiving a yellow card) during a region, inter-region, playoff or tournament game must be reported to the proper authority (event director, section director, area director, regional commissioner) by the game referee immediately following the termination of the game.</p> <p>2. An accumulation of three (3) cautions (yellow card) during the course of regional, inter-regional, playoff or tournament games shall result in a one game suspension for the next Section 7 AYSO sanctioned game. Cautions are carried over from regional, interregional, playoff or tournament play. Section, Area and Tournament committees must report all cautions to the regions. Regions are responsible to track and discipline players.</p> <p>C. EJECTION (Red Card)</p> <p>15) Any player or coach sent off (e.g., red card) during a regional, inter-regional, playoff or tournament game must be reported to the proper authority (event director, section director, area director or regional commissioner) by the game referee immediately following the termination of the game.</p> <p>16) The penalty for a player or coach who is sent from the field (e.g., red card) is a one (1) game suspension (the following game), unless otherwise specified by the appropriate Disciplinary Committee.</p> <p>17) Any player or coach sent off (red carded) for fighting will be suspended for the remainder of that Season.</p> <p>18) Stronger penalties may be imposed depending on the circumstances.</p> <p>19) Penalties may not be appealed.</p>
<p>23. CONDUCT NOTIFICATION</p>	<p><u>Referee:</u> All Yellow & Red cards issued must be reported to the SSC and the SSDDs within 48 hours. A Referee Misconduct Report Form must be filled out and sent to the respective SSDD.</p> <p><u>Director:</u> All Yellow and Red cards issued must be reported to the SSDD and the Section Referee Administrator (SRA) immediately.</p> <p>About a Suspended Player and Coach: The SSDD shall:</p> <ul style="list-style-type: none"> •Notify the Coach of the opposing team scheduled to play the suspended person’s team the following week about the suspended person. •Notify the Referee team assigned to referee the next scheduled game of the suspended person’s team, about the suspended person.
<p>24. INTERPRETATIONS</p>	<p>Any request for clarification of these Rules and Regulations must be directed to the SSC.</p> <p>Teams participating in the Spring Season will adhere to the approved Spring Season Rules and Regulations, NOT THEIR RESPECTIVE Region’s rules and regulations.</p> <p>Any changes to these Rules and Regulations are to be made only by a vote of the Section Executive Members; provided, however, that the SSC, with the consent of the Section Director for good cause shown on a case by case basis, may approve waivers of the Rules and Regulations.</p> <p>Any of the aforementioned rules and regulations may be superseded by the policies, bylaws, rules and regulations set forth by AYSO National and the Section Seven, Hawaii Guidelines.</p>

APPENDIX 1

COACH INFORMATION FORM—SECTION 7 SPRING SELECT SEASON

AYSO Region (Name and Number): _____

Division: ___ U10 ___ U12 ___ U14 ___ U16-19 ___ G ___ B

AYSO Coach Certification: ___ U10 ___ U12 ___ Intermediate ___ Advanced ___ National

Safe Haven Certification Date: _____

AYSO Volunteer No. (Current Year): _____

Name: _____

Mailing Address: _____

Tel. Nos.: _____ (Cell) _____ (Other)

Approved: _____

Regional Commissioner

Date: _____