

PBFC Fall 2018 Rec – Tournament Rules

- I. The kickoff to start the game will be decided by a coin toss.
- II. Games will start at the scheduled time.
- III. **No on field warm-ups between games.**
- IV. The referee will start the game on scheduled time even if a complete team is not on the field.
- V. Teams will field all of their players up to the maximum number required by league rules for their age group.
- VI. Teams have five minutes after the start of the game to have at least the minimum number of players (2 players less than maximum). If not, the game is a *forfeit*, but play may continue if both coaches agree. A forfeit will count as a 1-0 loss. No substitute players may be used for the tournament. All players for a team must be on a roster provided to the coach by the league commissioner.
- VII. If one team is short players but has the minimum of players the other team must play down to match numbers of players on the field. If an injury forces a team to play down then the other team must match numbers. If a team elects to play down on their own accord the opposing team does not have to match numbers.
- VIII. **RED CARD** – If a player receives a RED CARD, that player cannot play for the remainder of the tournament.
- IX. **Game Length:** All tournament games will have halves 5 minutes shorter than regular season games. Each game will have a 5 minute halftime. Water breaks during each half are at referee's discretion when requested by coaches.
 - a. U10 2-25 minute halves
 - b. U12 2-30 minute halves
 - c. U15 2-35 minute halves
- X. During group phase a team will earn 3 points for a win, 1 for a tie, and 0 for a loss. A team will earn an additional point for a shutout win. If the game ends in a scoreless draw, both teams will earn only one point. There is no overtime or penalty kick shootout during the group phase.
- XI. The results from the group phase will determine who moves on to the championship round. In the event of a tie in the standings at the end of group play the following will be used to determine the standings. These will only be used if it is necessary to break a point tie to determine who advances to a semifinal and/or championship games. T
 - a. Head to head game
 - b. Fewest goals allowed
 - c. Shootout using rules described below in section XII.
- XII. In the event of a tie at the end of regulation during a **Semifinal or Championship game** or to break a two team positional tie at the end of group phase (see section above) after tiebreakers have been applied a 5-person shootout will be used to determine winner as follows:
 - a. Referee will pick the goal that favors the goalie, i.e. sun not in the goalie's eyes.
 - b. Coin toss determines who will shoot first.
 - c. Shooters alternate between teams until all have shot.
 - d. **ALL** players are eligible for the shootout. Each coach will send out five shoots. All other players but remain beyond mid field outside of center circle.
 - e. Shooters go to center circle and goalies go to penalty box to wait for referee to start the shootout.
 - f. One-touch shots only. More than one touch by same team is a missed goal.
 - g. Goalies selected for the shootout **CAN** be used as shooters.
 - h. If there is a tie after the first five players then it goes to sudden-death shootout. The sudden-death shooters will be selected out of the remaining players. The initial 5 shooters will not shoot again until the other

players have shot. Each team shoots once. If one team makes their shot and the other one misses the game is over. If both make or both miss there will be another round until one team makes their shot and the other misses. In sudden-death, you stay in the same order as the shootout and remain in that order until one team wins.

- XIII. In the event of a three team positional tie at the end of group phase the following methods will be used to determine a winner:
- Fewest goals allowed
 - Most shutouts
 - Goal differential (3 goal maximum per game)
 - 3 Way PK Shootout (Tournament Official will explain)
- XIV. The Tournament Director (Rec Director) can use broad discretion to help resolve any issues that may arise around group standings, tiebreakers, advancement in the tournament, and game schedules over the course of the tournament.
- XI. Teams must clear field and sidelines immediately after game. Postgame snacks, pep talks, etc., need to be done away from the field and bench area.
- XVI. Follow Regular Season Park Rules.
- XVII. All players must play at least ½ of the game. Violations (indicated by referee or park official) will result in **forfeit** of game.
- XVIII. Only players and coaches are allowed in the bench area during the game. **Each team is allowed two registered coaches on the bench at a time.** All others need to sit on the spectator side of the field.
- XIX. Tournament officials may reduce time of game prior to start to remain on schedule.
- XX. Coaches of the winning teams are responsible for turning in the results to a Tournament Official. Please get your final scores to your age group commissioner or another tournament official who can update the standings. Tournament standing will be updated as soon as possible. All tournament standings signs will be posted in a central location around rec shed during tournament weekend.
- XXI. Tournament Officials are listed below:
- Kelly Merriman (Tournament Director)
 - Jimmy Holmes
 - Bruce Crumedy
 - Tony Hammerling
 - Natalie McRoberts
 - Russ Torgesen
 - Vivian Johns
 - Tina Wood