

PBFC Fall 2019 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 seven minutes after the start of the game to have at least the minimum number of players (U10 is 5, U12 is 6, and U15 is 7). If not, the game is a *forfeit*, but play may continue if both coaches agree. A forfeit will be recorded as 4-0. A shutout bonus point **will not** be awarded to the declared winner in a forfeit game. No substitute players may be used for the tournament unless authorized in advance of the tournament by the Rec Committee and/or Rec Director. All players for a team must be registered PBFC recreational program players assigned to the team roster.
- 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 assuming the minimum number of players is being met. 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 straight RED card, that player cannot play for the remainder of the tournament. If a player receives two YELLOW cards in one game which results in a RED card being shown the player must sit out the next scheduled game.
- IX. Game Length: Each game will have a 5 minute halftime. Water breaks during each halve are at referee's discretion or when requested by the coaches.
 - a. U10 2-25 minute halves
 - b. U12 2-30 minute halves
 - c. U15 2-35 minute halves
- X. During group phase games a team will earn **3 points for a Win, 1 point for a Tie, and 0 points for a Loss**. A team will earn **1 additional point for a Shutout Win**. If the game ends in a scoreless draw (tie), both teams will earn only one point and will not earn an additional point for a shutout. The additional bonus point will not be awarded to the declared winner of a forfeit game. The recorded score of any game will not allow for a larger goal difference than four (4) goals. For example, if a team wins 10 - 2 the officially recorded score for the game would be 6-2. That score will be used to officially calculate goals allowed, goals for, and goal difference.
- XI. The results from the group phase will determine who moves on to the knock out rounds. 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.
 - a. Head to head game
 - b. Fewest goals allowed
 - c. Goal Differential (“Goals Allowed” subtracted from “Goals For”)
 - c. Shootout using rules described below in section XII.
- XII. In the event of a tie at the end of regulation during the knockout rounds 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 select five shooters. All other players must remain behind the midfield line.
- e. Shooters go to center circle and goalkeepers go to penalty area to wait for the referees 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:
 - a. Fewest goals allowed
 - b. Most shutouts
 - c. Goal differential
 - d. 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:

Jimmy Holmes
Bruce Crumedy
Tony Hammerling
Natalie McRoberts
Kelly Wilder
Vivian Johns
Tina Wood
Kevyn O'Nan