

PBFC Spring 2026 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. The referee will start the game on scheduled time even if a complete team is not on the field.

IV. Teams will field all their players up to the maximum number required by league rules for their age group.

V. Teams have 10 minutes after the scheduled start of the game to have at least the minimum number of players available (U10 is 5, U12 is 7, and U15 is 9). If not, the game is forfeited by the team without the minimum number of players. A forfeit game score will be recorded as 4-0. A shutout bonus point will not be awarded to the declared winner in a forfeit game when using the group play point system format. After a game has been officially forfeited the teams can divide up/loan players in an effort to play an un-official game with the remaining game time allotted if they desire.

VI. Games will always be played with an equal number of players on the field for each team. The number of players should be first determined by allowing each team to have at least one substitute on the bench and also having the minimum number of players on the field that is outlined in the rules above. The exception to this rule is if a player receives a red card (or two yellow) cards during the game. A team is not allowed to replace a player that has been disqualified because of a red (or two yellow) cards. If a team “only” has the minimum number of players allowed, then the minimum number of players will start the game on each side. This would mean that a team(s) will not have a substitute player on the bench. If an injury or other circumstances forces a team to no longer have the minimum number of players on the field during a game, then the game will be paused for up to 5 minutes to allow the injured/impacted player to return to the game. If the player is unable to return to the game and play, then the game is forfeited by that team. No substitute players may be used unless authorized in advance by the Rec Manager and/or Rec Director. All players for a team must be registered PBFC recreational program players assigned to the team roster. VII. RED CARD – If a player or coach receives two YELLOW cards in one game which results in a RED card being shown the player or coach must sit out the next scheduled game. If a player or coach receives a straight RED card, the player or coach must sit out a minimum of the next scheduled game. Additionally, the tournament discipline committee (which is made up by the Tournament Director/Rec Director and two tournament marshals) will review all reports around the issuing of two YELLOW cards or a

straight RED Card to review the player/coach conduct. The discipline committee may reduce the suspension or recommend further suspensions up to the duration of the tournament based on the severity of the incident(s). Any player or coach receiving two YELLOW cards which results in a RED or any player receiving a straight RED card will need to immediately leave the game/field area. This area includes the spectator side of the field.

VIII. Game Length: Each game will have a 3–5-minute halftime. **Water breaks during each half 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 (weeknight games may be reduced to 30-minute halves)

IX. During group phase games (instead of an elimination style bracket) 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.

X. The results from the group phase will determine who moves on to the knockout 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”)

d. Shootout using rules described below in section XII.

XI. In the event of a tie at the end of regulation during a game that is part of an elimination bracket format tournament or a knockout round after a group phase format or to break a two-team positional tie at the end of group phase format (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 taken their shot.
- d. ALL players are eligible for the shootout. Each coach will select five shooters. All other players must remain on the sidelines.
- e. Shooters go to the center circle and goalkeepers go to the penalty area to wait for the referees to start the shootout.
- f. One-touch shots only. More than one touch by the 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.

XII. 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)

XIII. The Tournament Director (which is the Executive Director of Operations unless otherwise identified in the Tourney Rules) can use broad discretion to help resolve any issues that may arise around group standings, tiebreakers, advancement in the tournament, and game schedules.

XIV. Teams must clear the field and sidelines immediately after the game. Postgame snacks, pep talks, etc., need to be done away from the field and bench area.

XV. Follow Regular Season League and Park Rules.

XVI. All players must play at least ½ of the game. Violations (indicated by referee or rec committee member) will result in forfeit of game. XVII. 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.

XVIII. Tournament officials may reduce the time of game prior to start to remain on schedule.

XIX. The Tournament Director (which is the Executive Director of Operations unless otherwise identified in the Tourney Rules) interpretation of the foregoing rules and regulations shall be final.

XX. Tournament Officials/Marshals are listed below:

Jimmy Holmes

Drew Stringfellow

Tina Wood

Nick Armendariz

Vivian Johns