

Pfall Cup 2026 - Tournament Rules

Team and Spectator Behavior

All players, coaches, and spectators are expected to show good sportsmanship at all times. Failure to do so will lead to the disqualification of the team from the tournament with no discount given.

Coaches are responsible for the conduct of their team and supporters. Spectators, players, and team staff involved in any physical or verbal abuse towards anyone including: tournament staff, opponents, and especially toward referees, will be ejected from the tournament and their team disqualified.

ID Cards

All Coaches and players must have approved, laminated ID cards from the team's association, including a picture. *Any exceptions to the player card requirement must be approved by the tournament director.*

Players

A player can play with up to two teams as long as the second team is a different age group than the player's primary team and he/she must be written in on the roster of the second team and noted that the primary team is in the event. Players can only play in their division or age group or in an older age group. Teams that have guest players or club pass players that are rostered regularly to a higher division league than their team will automatically be placed in the highest competition level for their age group.

Coaches/Rosters/Size of Teams

Each team's final roster signed by their association registrar (including guest players written in on the bottom) must be submitted online and will be verified prior to the first game played. Coaches should have a copy available at each game. A max of 3 coaches and 1 manager will be allowed on the roster and on the sideline. A guest coach not listed on the roster may be used if approved by the tournament director and only in the event of a team/coaching conflict or other conflict outside of ejection from a game. If

the coach listed on the roster is removed from the game by the referee either the manager becomes the coach or the game is forfeit and completed at that point.

- Maximum roster size for 3v3 is six (6) players. Each team is allowed Two (2) guest players.
- Maximum roster size for 4v4 is eight (8) players. Each team is allowed Two (2) guest players.
- Maximum roster size for 5v5 is ten (10) players. Each team is allowed Two (2) guest players.
- Maximum roster size for 7v7 is twelve (12) players. Each team is allowed Three (3) guest players.
- Maximum roster size for 9v9 is sixteen (16) players. Each team is allowed Four (4) guest players.
- Maximum roster size for 11v11 is twenty-two (22) players total, with a limit of 18 eligible to play in any single match. Each team is allowed Five (5) guest players.

Age Brackets/Competitive Levels/Number of Games

- U6 and under to play 3 versus 3 format
- U7 to play 4 versus 4 format
- U8 to play 5 versus 5 format
- U9 to U10 will play 7 versus 7 format
- U11 to 12 will play 9 versus 9 format
- U13 and up will play 11 versus 11 format

Game times may be adjusted depending on tournament conditions.

Single age brackets and formats will be formed if the number of accepted applicants supports this grouping.

If it is not possible to group teams into individual age brackets, age groups may be combined.

We will offer at least two competitive levels for each age group if the number of teams supports this grouping. Teams will be asked to choose their competitive level based on their Fall season record, the experience level of their players and the ages of the players on their teams. Bracket assignment is ultimately the decision of the tournament director.

Each team is guaranteed to play at least three (3) games. Depending on the number of teams in the age group bracket, only the top scoring teams will advance to the finals.

Game Scheduling

All teams must be prepared to play at 8 a.m. on Saturday morning.

Game Formats

Teams will play round robin games on Saturday and Sunday. Depending on bracket sizes, some brackets may have quarter-final games on Saturday or Sunday. All games will utilize a one or three referee system with offside calls. Round Robin games:

- U6 - 12 min halves with no overtime for tie-breaking.
- U7/8 - 15 min halves with no overtime for tie-breaking.
- U9/10 - 20 min halves with no overtime for tie-breaking.
- U11/12 - 25 min halves with no overtime for tie-breaking.
- U13+ - 30 min halves with no overtime for tie-breaking.

All Semifinal and Finals games will be full length games:

- U6 - 15 min halves
- U7/8 - 20 min halves
- U9/10 - 25 min halves

- U11/12 - 30 min halves
- U13+ - 35 min halves

In the event of a tie at the end of Semi-final or Finals:

- No overtime periods will occur
- Teams will go directly to FIFA Penalty Kick Shoot-Outs - 5 kickers. No overtime periods will occur

Advancement

- 4 team flights will play round robin for their first 3 games. Upon completion of the round robin, the top two teams will play the final.
- 5 team flights will play round robin. Top 2 teams based on points will receive 1st and 2nd place.
- 6 team flights will be divided into two brackets of 3 teams and will play each team in their own division. The top team in each division will play the second place team in the opposite division in a semifinal with the two winners facing off in the final. The two third place teams will play a consolation game.
- 7 team flights will play 2 prelim games at random. The top team will earn a bye to the semi-finals. The remaining teams will play in quarterfinals matchups to determine which teams move on to semifinals and finals.
- 8 team flights will be divided into two brackets of 4 teams and will play round robin against opponents from the same bracket (3 games). The top team from each bracket will play the final.

Scoring

The 10 Point Scoring System will be used as follows:

- Win – 6 points

- Tie – 3 points
- Loss – 0 points
- Goals Scored (max 3) – 1 point each
- Shut Out – 1 point (0-0 tie awards 1 point to each team)
- Any team that suffers a forfeit within their bracket will be awarded 8 points.

In the event of a one-sided game, coaches are required to be considerate of the score.

Tie Breakers

Tie Breakers will be determined as follows:

1. Head-to-Head.
2. Team with most wins.
3. Goal difference (total goals for minus total goals against; 5 goals per match limit).
4. Goals for (6 per match limit).
5. Number of shutouts.
6. Fair Play Rules (team with least number of red cards, then team with least number of yellow cards advances)
7. If the same number of cards were issued to both teams then a coin-flip will decide the winner.

Player Substitutions

- Prior to your throw-in; Or on the throw-in for the opposing team if they are subbing also
- Prior to goal kick by either team

- After a goal, by either team
- At half-time
- After an injury, by either team when the referee stops play
- At refs discretion based on field conditions and stoppage of play

Equipment

- All players must wear numbered jerseys. Each team must have an alternative color jersey for each player in case of color conflict. The first team listed on the schedule is the home team and must change jerseys, if deemed necessary by the referee. Home teams should wear dark jerseys and visitors should wear light/white jerseys. Jersey numbers can be temporary numbers. (Multiple jersey numbers are allowed.)
- Shin protection: All players must have adequate shin protection. No player will be allowed to participate without proper equipment.
- Sliding shorts/bicycle pants: no sliding shorts or bicycle pants will be allowed to extend below the uniform shorts unless the shorts or pants are the same color as the uniform shorts. This is in accordance with FIFA rules. The center referee shall have final authority as to what is a proper uniform.
- Game balls: The home and visitors team shall each provide a suitable game ball.
- Casts: No casts, hard or soft, padded or not are allowed. Final approval will reside with medical personnel at the field.
- Jewelry: No jewelry (including earrings) are allowed except for medical alert bracelets, etc

Penalty Cards

A player receiving a red card will be ejected from the game and prohibited from participating in the next game. A second red card to the same player results in that player being expelled from the tournament. Violent conduct, spitting, and abusive

language violations will be addressed by the tournament director and may result in the offending player being expelled from the tournament. A player accumulating three (3) yellow cards in the course of the tournament will be suspended for the next scheduled game.

Reporting Misconduct

Referees are required to report all disciplinary actions taken before, during, or after a game on an official game report, and to separately report all cases of serious misconduct to tournament headquarters immediately following the game in which the serious misconduct occurred. All yellow and red cards are reported to STYSA on the official Post Tournament Report immediately following the tournament. All referee decisions are final. No protests are allowed. The Tournament Director will have final jurisdiction over all matters related to the tournament.

Awards

First and second place finishers in each age flight (U9 and above) will receive individual awards. U8 and younger will be receiving participation medals and results and scores for this age group will not be recorded

Inclement Weather Procedure

In case of inclement weather, the Tournament Director will determine if games are to be played or if on-going matches are to be stopped. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed, the score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game must be rescheduled if it affects the outcome of the tournament and if weather and field availability permit. The Tournament Director shall have the ultimate authority in determining whether or not the fields are playable. Please check the tournament website at paysl.org/fields for information and weather updates. The Tournament Director reserves the right to readjust game length times or to change fields.

Refunds

There is a \$150 non-refundable admin fee. After the \$150 admin fee is deducted, we will refund as follows:

- If the tournament is canceled before the first game is played due to weather there will be a 100% refund given (after the \$150 admin fee)
- Once the first game in the event is kicked off the refund is as follows:
 - 0 games played by a team: 100% refund (after the \$150 admin fee)
 - 1 game played 50% refund (after the \$150 admin fee)
 - 2 games played: no refund

Teams that fail to load their check-in documents into the online system by 8am Thursday before the event will forfeit their right to a refund in the event of weather cancellation.

Rules of Play

4v4 Matches

- Throw-ins, corner kicks, goal kicks
- No offsides
- For a goal to be scored all players from the team must be in the attacking half of the field. The restart is a goal kick for the opposing team.
- For goal kicks, opposition players must retreat past the midfield line until the ball has been touched by a 2nd player or crosses the midfield line
- All free kicks are “indirect”

5v5 Matches

- Same as 4v4 matches, with the addition of goalkeepers
- All players are NOT required to be on the attacking half of the field for a goal to be counted

7v7 Matches

- Playing with the build-out line
- Offsides are marked at the build-out line (not at midfield)
- Restart play at Goal kicks and when the Goalkeeper has the ball in his/hers hands:
 - All opponent players must retreat behind the BOL
 - Once the ball has been played by the goalkeeper, the player receiving the ball must touch it before the opponents are allowed to cross the BOL
 - In case the ball crosses the BOL it is in play.
 - Note: The referee is not required to wait for the attacking team to retreat. This rule is in place as a protection for the team to build out of the back. If the goalkeeper wants to quickly counter attack and not wait for the retreat, then this rule is basically mute on that play and it's just a live ball. This rule applies when the goalkeeper wants to let the other team retreat and then play out to a defender.
- The goalie can not punt the ball

Laws of the Game

FIFA laws shall apply as modified by USYSA and STYSA, except as noted on this document.