



2026 BASA Spring Rec Tournament

U8 Division RULES

Games are two (2) 10-Minute Halves with a 3-minute Halftime – There is minimal time between games so please have your team ready to go at the field so when a game ends you can get on the field as soon as possible. Referees will be instructed to offer the yellow team choice of sides to defend – and blue team will have 1st kickoff –

There are 12 teams in the U8 Girls Division and 12 teams in the U8 Boys Division –

Each team will play 2 “round-robin” games against random teams -

Points will be given depending on the result - 6 points for a win - 3 points for a tie - 0 for a loss-

Additionally - teams will be given one point for each goal scored up to 6 goals

(Example - Team A wins game 5-3 - they get 6 points for the win and 5 points for the goals scored - totaling 11 points - Team B gets 0 points for the loss and 3 points for the goals scored - totaling 3 points) After all teams have played two games - the points are totaled, and all of the teams will be seeded into a knockout bracket (providing each team a third game. Knock out games are played until a winner is determined. In the case that there are ties for seeding purposes, the set of tiebreakers are as follows –

1 – Head-to-head – if the two tied teams played each other during the round – the team that won would place in front of the other team

2 – Goal Differential – Goals Scored (6 max per game) minus Goals allowed - Biggest Difference advances)

3 – Goals Allowed (total) – Least amount allowed advances

4 – Goals Scored (Total – 6 max per game) – Most scored advances

5 – Coin Toss

After each game the ref will ask both coaches to initial the game card. Please make sure the score and winner is accurate, and the winning team shall send someone over to the pavilion to turn in the game card. In the event of a tie – the yellow team shall send someone to return the card. After the round robin portion of the tournament is complete the knockout bracket will be determined as fast as possible. Coaches – please come to the pavilion after the round-robin games are done to see when and where you will be playing next, and please have your team ready to go at that time.

In the knockout rounds, games cannot end in ties, so if both teams are tied at the end of regulation the following overtime rules will apply –

1st round and Quarter Final – In the first two rounds of the knockout – teams will play until a goal is scored – the first goal scored will end the game.

Semi Finals and Finals – Teams will play a full 5-minute overtime...The overtime will play the entire 5 minutes regardless of who scores first - meaning that multiple goals can be scored and that overtime can end in a tie as well. If the overtime ends in a tie - a second overtime will be played with the first goal scored being the winning goal.

Reminder of rules for the gameplay -

1. All Free Kicks in U8 are Indirect - and must be touched by a second player for the ball to go in the goal and count. If a ball goes directly into the net without touching another player (from either team) then the goal will be disallowed and the defending team will be given a goal kick.
 - a. AS we discussed in the Coaches meeting – this condition applies to the Kickoff as well - Kickoffs cannot be kicked directly into the goal without touching another player (from either team).
2. For the tournament the rule where a team can add a player when down 4 goals is not applicable.
3. Subbing – With 10 minute halves, the game is very fast – subbing will be allowed on every game stoppage – as long as your subs are ready to go and on the middle line. When there is a stoppage, please let the ref know you have a sub and they will allow you to make the change.
4. Coaches should do their best to play all players a minimum of half the game.

Tournament Rules -

U10 Division -

Games are one 25 minute game with no half time. There is minimal time between games so please have your team ready to go at the field so when a game ends you can get on the field as soon as possible. Referees will be instructed to offer the yellow team choice of sides to defend – and blue team will have 1st kickoff –

In order to maintain fairness with the conditions (wind, Sun in eyes, etc) – teams will switch sides midway thru the game at a stoppage in play – the clock will not stop during this switchover so this needs to be done very quickly

There are 10 teams in the U10 Boys and 10 teams in the U10 Girls Divisions –

Each team will play 2 “round-robin” games against random teams -

Points will be given depending on the result - 6 points for a win - 3 points for a tie - 0 for a loss-

Additionally - teams will be given one point for each goal scored up to 6 goals

(Example - Team A wins game 5-3 - they get 6 points for the win and 5 points for the goals scored - totaling 11 points - Team B gets 0 points for the loss and 3 points for the goals scored - totaling 3 points)

After all teams have played two games - the points are totaled, and all of the teams will be seeded into a knockout bracket (providing each team a third game. Knock out games are played until a winner is determined. In the case that there are ties for seeding purposes, the set of tiebreakers are as follows –

- 1 – Head-to-head – if the two tied teams played each other during the round – the team that won would place in front of the other team
- 2 – Goal Differential – Goals Scored (6 max per game) minus Goals allowed - Biggest Difference advances)
- 3 – Goals Allowed (total) – Least amount allowed advances
- 4 – Goals Scored (Total – 6 max per game) – Most scored advances
- 5 – Coin Toss

After each game the ref will ask both coaches to initial the game card. Please make sure the score and winner is accurate, and the winning team shall send someone over to the pavilion to turn in the game card. In the event of a tie – the yellow team shall send someone to return the card. After the round robin portion of the tournament is complete the knockout bracket will be determined as fast as possible. Coaches – please come to the pavilion after the round-robin games are done to see when and where you will be playing next, and please have your team ready to go at that time.

In the knockout rounds, games cannot end in ties, so both teams are tied at the end of regulation of the knockout games, the following tiebreaker rules will apply –

1st round and QuarterFinal – Teams will advance immediately to a 3-player penalty kick shootout –

- Each team will select 3 players to take PK's against the opposite teams goalie. Teams alternate

Tournament Rules -

U10 Division -

taking the kicks for 3 kicks – the team with the most goals after three kicks is the winner. If the teams are tied after three kicks, both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.

In the semifinal or final round, there will be a 5-minute overtime...The overtime will play the entire 5 minutes regardless of who scores first - meaning that multiple goals can be scored, and that overtime can end in a tie as well. If the overtime ends in a tie – A penalty kick shootout will determine the winner.

- Each team will select 5 players to take penalty kicks against the opposite team's goalie.
- Each team will alternate taking kicks for 5 kicks – the team with the most goals will be the winner
- If there is still a tie after the five kicks both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.

Tournament Rules -

U12 Coed Division -

Games are two (2) 15-Minute Halves with a 3-minute Halftime - There is minimal time between games so please have your team ready to go at the field so when a game ends you can get on the field as soon as possible. Referees will be instructed to offer the yellow team choice of sides to defend – and blue team will have 1st kickoff –

There are 8 teams in the U12 Coed Division –

Each team will play 2 “round-robin” games against random teams -

Points will be given depending on the result - 6 points for a win - 3 points for a tie - 0 for a loss-

Additionally - teams will be given one point for each goal scored up to 6 goals

(Example - Team A wins game 5-3 - they get 6 points for the win and 5 points for the goals scored -

totaling 11 points - Team B gets 0 points for the loss and 3 points for the goals scored - totaling 3 points)

After all teams have played two games - the points are totaled, and all of the teams will be seeded into a knockout bracket (providing each team a third game. Knock out games are played until a winner is determined. In the case that there are ties for seeding purposes, the set of tiebreakers are as follows –

- 1 – Head-to-head – if the two tied teams played each other during the round – the team that won would place in front of the other team
- 2 – Goal Differential – Goals Scored (6 max per game) minus Goals allowed - Biggest Difference advances)
- 3 – Goals Allowed (total) – Least amount allowed advances
- 4 – Goals Scored (Total – 6 max per game) – Most scored advances
- 5 – Coin Toss

After each game the ref will ask both coaches to initial the game card. Please make sure the score and winner is accurate, and the winning team shall send someone over to the pavilion to turn in the game card. In the event of a tie – the yellow team shall send someone to return the card. After the round robin portion of the tournament is complete the knockout bracket will be determined as fast as possible. Coaches – please come to the pavilion after the round-robin games are done to see when and where you will be playing next, and please have your team ready to go at that time.

In the knockout rounds, games cannot end in ties, so both teams are tied at the end of regulation of the knockout games, the following tiebreaker rules will apply –

1st round and QuarterFinal – Teams will advance immediately to a 3-player penalty kick shootout –

- Each team will select 3 players to take PK's against the opposite teams goalie. Teams alternate taking the kicks for 3 kicks – the team with the most goals after three kicks is the winner. If the teams are tied after three kicks, both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.

Tournament Rules -

U12 Coed Division -

In the semifinal or final round, there will be a 5-minute overtime...The overtime will play the entire 5 minutes regardless of who scores first - meaning that multiple goals can be scored, and that overtime can end in a tie as well. If the overtime ends in a tie – A penalty kick shootout will determine the winner.

- Each team will select 5 players to take penalty kicks against the opposite team's goalie.
- Each team will alternate taking kicks for 5 kicks – the team with the most goals will be the winner
- If there is still a tie after the five kicks both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.

Tournament Rules -

U15 Coed Division -

Games are two (2) 20-Minute Halves with a 3-minute Halftime - There is minimal time between games so please have your team ready to go at the field so when a game ends you can get on the field as soon as possible. Referees will be instructed to offer the yellow team choice of sides to defend – and blue team will have 1st kickoff –

There are 5 teams in the U15 Division –

There are 12 teams in the U8 Girls Division and 12 teams in the U8 Boys Division –

Each team will play 2 “round-robin” games against random teams -

Points will be given depending on the result - 6 points for a win - 3 points for a tie - 0 for a loss-

Additionally - teams will be given one point for each goal scored up to 6 goals

(Example - Team A wins game 5-3 - they get 6 points for the win and 5 points for the goals scored -

totaling 11 points - Team B gets 0 points for the loss and 3 points for the goals scored - totaling 3 points)

After all teams have played two games - the points are totaled, and all of the teams will be seeded into a knockout bracket (providing each team a third game. Knock out games are played until a winner is determined. In the case that there are ties for seeding purposes, the set of tiebreakers are as follows –

- 1 – Head-to-head – if the two tied teams played each other during the round – the team that won would place in front of the other team
- 2 – Goal Differential – Goals Scored (6 max per game) minus Goals allowed - Biggest Difference advances)
- 3 – Goals Allowed (total) – Least amount allowed advances
- 4 – Goals Scored (Total – 6 max per game) – Most scored advances
- 5 – Coin Toss

After each game the ref will ask both coaches to initial the game card. Please make sure the score and winner is accurate, and the winning team shall send someone over to the pavilion to turn in the game card. In the event of a tie – the yellow team shall send someone to return the card. After the round robin portion of the tournament is complete the knockout bracket will be determined as fast as possible. Coaches – please come to the pavilion after the round-robin games are done to see when and where you will be playing next, and please have your team ready to go at that time.

In the knockout rounds, games cannot end in ties, so both teams are tied at the end of regulation of the knockout games, the following tiebreaker rules will apply –

1st round and QuarterFinal – Teams will advance immediately to a 3-player penalty kick shootout –

- Each team will select 3 players to take PK's against the opposite teams goalie. Teams alternate taking the kicks for 3 kicks – the team with the most goals after three kicks is the winner. If the teams are tied after three kicks, both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.

In the semifinal or final round, there will be a 5-minute overtime...The overtime will play the entire 5

minutes regardless of who scores first - meaning that multiple goals can be scored, and that overtime can end in a tie as well. If the overtime ends in a tie – A penalty kick shootout will determine the winner.

- Each team will select 5 players to take penalty kicks against the opposite team's goalie.
- Each team will alternate taking kicks for 5 kicks – the team with the most goals will be the winner
- If there is still a tie after the five kicks both teams will continue with new kickers one at a time until there is a winner – since both teams may not be the same size – when the smaller team runs out of player, both teams can go back to the front of the line.