

Plain Township Parks Department
Canton, Ohio



Diamond Youth Soccer

League (DYSL)

Rules and Procedures

**This document outlines the rules and procedures for participation in the above listed league provided by the Plain Township Parks Department. All rulings are subject to the interpretation by the Plain Township Parks Department.

Updated: January 28th, 2026

About Us:

This is a competitive youth soccer league hosted by Plain Township Parks that will include a series of regular season and tournament play games. This league is not affiliated with any specific youth soccer club or organization. The league will follow FIFA and US Youth Soccer Rules and Regulations with some modifications per rules established by the Parks Department. All rules and procedures will be made clear and posted publicly at all times.

League Format:

*Teams are guaranteed to be scheduled 8 regular season games plus guaranteed seeding into the end of the season tournament (U8 does not have a tournament). U18 is guaranteed to be scheduled 8 regular season games **with only the top 4 teams qualifying for the post-season tournament.**

*Team Fees: These fees are collected in full during registration.

<u>Age Group</u>	<u>Team Fee</u>
U8 (6v6)	\$325
U10	\$400
U12-U18	\$425

Referee fees (All referees will be required to have an active USSF, OHSAA, or other approved referee registration): The parks will provide an assignor to take care of all scheduling. Each team is responsible for paying the fees below per game including the tournament and rescheduled games.

<u>Age Group</u>	<u>Referee Fee</u>
U8 (6v6)	1 referee, \$15 per game per team
U10	1 referee, \$20 per game per team
U12	1 referee, \$25 per game per team
U14	2 referees, \$45 per game per team
U18	3 referees, \$85 per game per team (\$70 for center, \$50 for ARs)

Game Days:

*All games will be played on primarily Saturday afternoons/Sundays (Spring) and Sundays (Fall) at Diamond Community Park (2782 Diamond St Canton Ohio) and Al Leno Park (U14-U18 only). **Please note the league can be played on both days depending on the number of registrations. For spring 2026, U10/U12 games can be played on Friday evenings depending on total registrations.**

*U18 will primarily play games on Fridays and Sundays in the spring. U18 is not offered in the fall.

*Make-up games can be played throughout the week or on the secondary weekend day based on team schedules and availability of fields. This is at the sole discretion of the Parks Department.

*Teams will be responsible for their own practice space though fields can be rented at Diamond if space is needed.

Regular Season Stats:

*All regular season games will be played for points:

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

*The team with the most points at the end of the season will be declared the division champion.

*Seeding and division playing will determine placement in the end of season tournament with the higher divisions being offered the higher seeds.

*Tie breakers are listed below in order of procedure:

- Goal Differential
- Head to Head
- Goals Against
- Lowest Number of Red Cards
- Kicks from the Mark until a winner is determined

Team Declarations:

*Plain Township Parks will be responsible for providing a method for teams to declare teams.

*Team Declaration information is integral for the scheduling process and knowing what leagues to offer for the spring/fall sessions

*A team declaration DOES NOT guarantee a spot in the league. Teams are only guaranteed their spot when the team fee is paid in full by the registration deadline.

Registration/Player Cards:

*Team Managers will be required to register their team by the listed deadline. Plain Township Parks is not required to accept teams past the registration deadline.

***Coaches and Parents are responsible for ensuring all fields are filled out correctly and that the information is truthful. This includes a proper photo ID, copy of a players birth certificate and correct birthdate to be used on the player/coach card. Frauding information used for the rosters and/or player cards is strictly prohibited and can be grounds for complete removal and permanent ban from the league.**

*Coaches will be required to input a roster on Team Sideline and ensure all their players are enrolled before the roster submission deadline. Any player or coach enrolled after the deadline (late) will be assessed with a \$15 per person fee. Players or coaches will not be eligible for any matches until the fee is paid in full.

Roster Rules/Regulations:

-Players can only be registered on one roster per age division (see below for cases with multiple divisions) and limited to two rosters per age group league.

Example: The same player CAN be on 1 U10 and 1 U12 roster but CANNOT be on 2 U12 or 2 U10 rosters that are playing in the same division. A female player can be on both a U12G team and a U12B team.

-Coaches are permitted to be on multiple rosters in the same age group.

- In the case of leagues with multiple divisions, players can only play on ONE roster per division (divisions are defined as 1, 2, or 3) and are limited to only two teams of the same age group (age group is defined as U10, U12, or U14) and only one team for the tournament (primary team declared when rosters are finalized week 1, the primary team will be the player's playoff team)

-In a case where a player is on two rosters in one league (not the same division), the player will only be issued a primary player card for their primary tournament team and a secondary pass for their other team. After the regular season concludes, the player will be deleted from the secondary team's roster before the tournament begins and their secondary pass will become invalid. This declaration CANNOT change after rosters are finalized week 1.

Example scenario: Player A is rostered on team 1 in U14 division 1. Player A is also rostered on team 2 in U14 division 2. This is allowed under the new roster adjustment for multiple divisions for spring 2023. However, team 1 and 2 coaches will need to determine week 1 which team Player A will play on for the post season tournament and finalize that on their roster. If team 1 is determined to be the primary team, then Player A would only receive a primary player card for that team and a secondary pass for their other team. They will be deleted from the team 2 roster at the end of the regular season and before the start of the tournament and their secondary pass will become invalid.

Player/Coach Passes:

*Plain Township Parks will be responsible for printing player cards and an official roster for each team. Coaches are NOT permitted to duplicate or reproduce any player or coaching card in the league for any season.

*Coaches may take pictures of their player and coach pass to use for check in to games as long as the image is able to be clearly seen during check in.

*Any player or coach needing a replacement card will be assessed a \$5 fee per card.

*Player cards must have the official Plain Township stamp to be considered an official card in the league.

*Player cards from the current season are to only be used for that season. Player cards from previous seasons do NOT count as official passes for the current season.

*Any player or coach without a proper pass from the league will NOT be permitted to play or be on the team side of the field, including the technical areas during the match.

Roster Eligibility:

*Age group qualifications will be based on July 31st. Plain Township can also refer to a player's school grade when determining eligibility to play on a roster.

*Players are only permitted to play up one age group unless given special permission by the Parks Department. Players are NEVER allowed to play down an age group.

*Only players on the roster are permitted to play in a game. Guest players must follow the Guest player procedures outlined in this rules packet.

*Rosters are considered **closed** once the first games kick-off. After this point, there will be no additions to the rosters unless given approval by the Parks Department.

Roster Minimums/Maximums:

*U8 (No GKs)- 4 min 9 max, 4 coaches max

*U8 (with GKs)- 6 min 13 max, 4 coaches max

*U10- 7 min 15 max, 4 coaches max

*U12- 9 min, 19 max, 4 coaches max

*U14- 11 min, 23 max, 4 coaches max

*U18- 11 min, 23 max, 4 coaches max

Guest Players:

We will allow guest players on teams as long as they are carded in our league and follow the below guidelines: These rules will apply to U10 and above. For U8, a guest player only needs to be an active player in the league for the current season and have their player card on site.

- Must be already registered in our league for the current season
- Must have their official player pass on site
- Must be labeled on the game report **BEFORE** the game begins
- Teams must be in compliance with the below game day roster maxes as long as they have the minimum number of players from their roster, listed below, checked in on the game report. Teams cannot exceed these numbers for that game.

U10- 10 player game day roster max, 6 min from their roster

U12- 12 player game day roster max, 8 min from their roster

U14/U18- 14 player game day roster max, 9 min from their roster

- The guest player and team must follow the guest player rules for the entire game if they start the game with the guest player checked in for that game.

*Guest players are defined as players who are not on the teams roster at the start of the season and are being used on a temporary basis.

*Violation of the Guest Player policy will result in an automatic loss of 3-0 to the violating team. A dual violation will result in a 1-1 tie.

*Guest players WILL NOT be permitted to play in a tournament game under any circumstances. Violation of this rule will result in an automatic forfeit of the tournament game.

Coaching Certifications/Rules:

*Coaches are not required to hold any type of coaching credentials to be in the league. Coaches will only be required to complete the following enrollment fields during their registration to be certified as a coach in the league:

- Complete the facility waiver for the current season
- Complete the Lindsays Law requirement for the current season
- Sign and agree to the Plain Township Coaches Code of Conduct
- Submit an up to date concussion course certificate (recommend NFHS)
- Pass a background check provided by the Township (Protect Youth Sports)

*All teams must have an adult head coach (18+) present for all games. Youth coaches (ages 14-17) can only be utilized as assistant coaches on a roster and must have an adult head coach present at all times during the game.

*All coaches will be issued a coaching card that must be present at all games. No adult will be permitted to coach on the sidelines without proper identification issued by the league.

*Coaches are responsible for the conduct of their spectators and will be required to inform their spectators of the expectations and identify anyone violating them at the request of the Township. Failure to cooperate in identifying spectators can result in the coach accepting the consequence up to the team being suspended or banned.

*Coaches are only permitted to move from the center line to the top of the penalty box that is located on the half their bench is located. **Coaches are not permitted to enter the field of play unless given permission by the referee.**

*Coaches can be shown a yellow and/or red card for any misconduct during the game. Referees are not required to issue any warnings before showing a card.

*If a coach is shown a red card. The coach will be required to leave the playing area immediately (out of sight and sound). All red cards will be a minimum 1 week suspension from all competitions at Diamond pending further review by the Parks Department.

*At least one (1) coach or team representative must attend the mandatory coaches meeting as set forth by the league.

*In the case of a coach shortage, a parent or other coach can be given temporary authorization by the league to “sit in” for the game to continue. This person is subject to all rules and consequences of the league.

Game Day Roster/Check In Procedures:

*Referees will be responsible for checking in both teams before the match may kick off. No match may start until all players and coaches are checked in before the game. Players who arrive late must be checked in by the referee or Parks staff before playing in the match.

*Coaches must provide the player passes for all players participating in the match. **Do not forget to get the passes from the referee(s) before you leave!!**

*The coach and referee will verify player numbers for the match and make sure they are recorded properly on the game report.

*All players must be a different number from each other on the field of play. Duplicate numbers must be resolved with the referee.

*Teams will be required to pay the referees the proper fees before the match begins. Exact change is expected from each team as the referee(s) or facility is not responsible for making change. **Failure to pay the referee will result in a fine of the original fee plus \$50.**

*Coaches are responsible for making sure all of their players are properly and legally equipped and providing at least one game ball that is properly pumped and safe to use in the current match.

*Coaches are responsible for making sure their bench area is at least 5 feet away from the touchline unless field space designed by the Parks makes it impossible.

*At the end of each contest, one coach from each team and the referee will sign the game report to verify the score before the referee submits the report to the staff on site. Coaches' signatures are not required for the score to be official. Teams have 48 hours to dispute any score. After that time, the score will remain final.

*In the event of a red card, the referee will take the pass of the participant (player or coach) that was shown a red card. The league will hold onto the pass until the suspension is over. It is not necessary for the referee to retain these cards for disciplinary action to take place.

Matchday Conduct:

*Spectators are expected to sit on the opposite side of the field from the coaches and players. Only players and coaches with proper cards issued by the league are permitted in the technical areas.

*Spectators are not permitted to sit on the goal lines or corners to watch a game. They must also be at least 5 feet away from the touchline.

*Spectators are not permitted to move up and down the touchline on their side to “coach” the game.

*Except for the referee(s) and players, no other person (except Parks staff) is allowed onto the field of play unless authorized by the referee.

*Fighting, loud verbal abuse or physical/verbal assault of the referee, shall be grounds to immediately suspend the match if the referee chooses. Such a decision is that of the referee or Parks staff alone. The coach of the team at fault will be held responsible. Plain Township Parks also has the right to begin disciplinary proceedings in the event Parks staff witness such actions, even when the referee does not choose to take action.

*If a referee suspends play, or if a match is interrupted for any reason, the outcome of suspended matches will be decided solely by the Plain Township Parks Department based on the referee's written report, staff reports and game report.

*Poor conduct by a team, leading to suspension of a match, will be grounds for forfeiting a match by a score of 0-6.

*All patrons (players, coaches, and spectators) are expected to display good sportsmanship throughout a match. Any of the following actions are considered unacceptable by the Parks and violations can lead to be escorted from the facility, including possible suspension/ban:

- Booing, Jeering, Dissension that is public/provocative
- Using language directed to referees, players, coaches and/or other spectators in a derogatory, insulting, and/or discriminatory manner
- Using profanity that is foul and/or abusive towards referees, players, coaches, and/or other spectators

Forfeits:

*Any team that is a no show or qualifies for a forfeit in any other circumstance shall record a loss with a score of 0-6.

*Teams are given a 15 minute grace period after the scheduled kickoff time to meet the minimum number of eligible players. **If a team fails to show, that team will be fined the full referee rate plus \$50 facility charge.**

*Any team that forfeits 2 or more matches in a given season for any reason can be removed from the league at the discretion of the Plain Township Parks Department.

Running Up Scores:

*The intention of the league is for the enjoyment of the game of soccer. No score line will be recorded past a 6 goal differential in the standings. There is no benefit to running up a score line.

*In the case of lopsided scores, coaches are encouraged by the league to exhaust all measures related to keeping the score line at a reasonable differential. This can be in the form of switching player positions, playing a possession game, setting challenges for the players, and/or set a minimum amount of touches or passes.

Game Rules/Procedures:

*All rules and procedures related to the game of soccer will derive solely from the FIFA Laws of the Game of the current year with some modifications (listed below) by the Plain Township Parks Department.

*The Plain Township Parks Department is responsible for the maintenance of all playing fields on the property. Any issues should be immediately referred to the Parks staff to be resolved

based on priority (ie player safety concerns). Referees are responsible and required to make sure goals are properly anchored and secured before allowing a match to play. A match can be played without corner flags if a situation occurs where corner flags cannot be present.

*Plain Township reserves the right to change field assignments for any matches for any reason at any time.

*At least one game ball must be provided by the home and away team. The referee is responsible for checking to make sure the ball is safe and properly inflated.

*The away team is responsible for changing jerseys in the case of a color conflict.

***All players are required to wear size appropriate shin guards each game.** No player will be permitted to play without the proper player equipment per USSF Law 4.

*Players are NOT permitted to play with jewelry in the game excluding required medical or religious items. Diabetic pumps are allowed as long as it is safely secure. Taping jewelry does not make it legal.

*Headgear must be soft and secure on a player's head. The purpose is for protection not an added danger to the game. The referee will decide if the headgear is appropriate for the game. Ball caps are not permitted to be worn by any player on the field.

*Player casts must be covered with at least 2 inches of foam. Casts are not to be used in a dangerous way. This needs to be checked and approved by the referee prior to the game starting.

Number of players on the field for a game:

- U8 w/o GKs- 4v4 (3 players minimum to play)
- U8 w/ GKs- 6v6 (5 players minimum to play)
- U10- 7v7 (5 players minimum to play)
- U12- 9v9 (6 players minimum to play)
- U14 & U18- 11v11 (7 player minimum to play)

Substitutions:

*Substitutions are unlimited and can happen on any stoppage at the discretion and only with the permission of the referee. The referee has the discretion to disallow substitutions if he/she feels it is being used as a time wasting tactic.

*A substitution cannot take place until the referee clearly signals for the substitution to occur. Players must leave the field of play before a substitute can enter the field of play.

*Play cannot restart until the referee signals for play to restart after the conclusion of the substitution.

*Substitutes can only enter from the midfield line. Players may leave the field of play at any point on the field.

*Players who leave the field of play for an injury cannot enter the field from the goal line and must be beckoned by the referee before being allowed to reenter the game.

Length of games:

U8- 4x 12 minute quarters (size 3 ball)

U10- 2x 25 minute halves (size 4 ball)

U12- 2x 30 minute halves (size 4 ball)

U14- 2x 35 minute halves (size 5 ball)

U18- 2x 40 minute halves (size 5 ball)

*There is no overtime for regular season games.

***After the conclusion of the first half of any game, it will be considered an official game.**

Only the Plain Township Parks Department will determine if the games will be made up and be responsible for rescheduling the game.

Offside:

*All age groups U10 and above will observe offside in all matches in accordance with the current season of the FIFA Laws of the Game

*U8 teams are encouraged to not teach the kids to “cherry pick” in games

Heading:

*There will be no use of the head to intentionally play the ball in any league U10 and below per the USSF recommendation of U11 and below. U12 and above will be permitted to head the soccer ball during games. Heading the ball will result in an indirect free kick at the spot of the infringement. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area to the nearest spot and award an indirect free kick to the opposing team.

Slide Tackling:

*The league will allow slide tackling so long as it follows the FIFA Laws of the Game and is not used in a reckless or dangerous manner. This is at the discretion of the referee. If, in the opinion of the league, this action is endangering participants in the league, this rule can be retracted at a moment's notice.

Build Out Lines (U10 only)

*A build out line will be in effect for **goal kicks only** in the U10 league. This means that during a goal kick, all opponents must be behind the build out line until the ball is put into play. The team taking the kick does not have to wait for all opponents to be behind the line to take the kick if they choose to go quick. Offside will be observed starting at midfield.

U8 (6v6): Special Rules

*Goal kicks- will be taken normally, all opponents must be on their own half of the field during the taking of the goal kick. Opponents can cross the line once the ball is put back into play which is when it is kicked and moves.

*Free kicks- opponents must be at least 5 yards away on all free kicks

*Referee Expectations- referees are encouraged to teach the laws of the game during games to players rather than resort immediately to a yellow or red card. In addition, referees can order the retake of a goal kick, corner kick, throw in, etc. to allow players a chance to conduct the restart correctly.

Referee Authority:

*The referee has complete authority to enforce all the rules and procedures of this league from the time they arrive on site until the time they leave the property. This includes all pre and post

match activities. All referee decisions are final and shall not be challenged before, during, or after a game.

*The referee holds the official time for each match. The clock runs continuously throughout the game unless stopped by Parks staff for extenuating circumstances. The referee does have the authority to add time onto the end of each half to make up for time lost during the game.

*There is no appeal process for any decisions made by the referee during any regular season or tournament games.

Weather:

*Minimum 30 minutes for each sighting of lightning and the sound of thunder per USSF. The facility will be in charge of delaying games via siren and opening fields back up to resume play.

*Referees are NOT permitted to delay or cancel games due to weather. They must wait for the siren/signal initiated by the facility.

*Referees and staff will instruct people to cars. Staff will meet to assess the situation and make decisions.

*Communication/updates will be sent through our Team Sideline email and texting feature to all coaches and parents impacted.

*Teams that choose to leave during a weather delay will forfeit their game at the time they alert the facility of leaving. In the event both teams decide to leave, the game result will stand unless the game has not started which will fall on who decided to leave first.

Scheduling Policy:

*Plain Township Parks understands that there are other things in life besides soccer. **Teams can make schedule requests before the preliminary schedule is initially released.** Plain Township Parks will attempt to meet schedule requests to the best of our ability. All schedule requests will be taken on a case by case basis. Teams can request adjustments to the preliminary schedule even if they did not make a formal request before the schedule was sent.

Schedule requests allowed:

*Needing time off for a specific school function or tournament (max of 2 days allowed to be requested in a given season)

*Scheduling multi division time alignment for teams using a coach for multiple teams (limit of spacing to 2 teams) Ex: Keeping a U12 and U14 teams separated because of shared players.

Schedule Requests not allowed:

- *Requesting more than 2 teams to be separated
- *Being available for only a certain time on a weekend
- *Requesting a weekend off for an unapproved reason (ie holidays)
- *Other league or facility conflicts

Division Assignments:

For leagues that offer multiple divisions, teams will initially choose the division they want to play in during registration. This **DOES NOT** guarantee placement into that division. The league will have the final decision on division assignments that can be based on previous factors such as previous season results, team information, etc.

Rescheduling an already scheduled game:

Once the final schedule is sent as live, it is an official schedule. All changes must adhere to the policy below:

*After the final schedule is posted, a late schedule change window will open for all teams. During this window, teams can make schedule change requests but these changes will be made in coordination with the league and the team requesting the change will be charged \$10 per change. After the late window closes, all requests will follow the facility reschedule policy.

*Any schedule change request made after the window closes must be submitted in writing at least 72 hours prior to the kick off of the game to the league and will follow the below guidelines. This request can be accepted or declined by the league on a case by case basis per multiple considerations.

Time until original kickoff time of the game	Reschedule Fee Charged to Team (if approved)
Above 7 days	\$20
4-7 days	\$35
Below 4 days	\$50
Below 3 days	Will not be accepted
Same Day	Will not be accepted

*The league must approve the change before it can be made official. Coaches are encouraged to make arrangements with other coaches before submitting the request to the league but this does not guarantee a change (field availability, referee coverage, etc. are considered by the league).

***The game is not officially changed until a written statement by the league is sent to all impacted teams and the change is reflected in the online schedule.**

*There will be no rescheduling of games that are canceled by the team, no shows, or forfeits. Games canceled by the Township may be made up on a case by case basis.

*Coaches are NOT permitted to schedule league matches not sanctioned by the league, especially off site. Any game played off site and not sanctioned will not be permitted or accepted by the league.

*There will be no schedule requests granted under any circumstances for the post-season tournament.

Game Cancellations by a team:

*Teams that cancel their game(s) above 72 hours: Forfeit

*Teams that cancel their game(s) above 48 hours: Forfeit + facility fee (equal to half of referee fee for age group)

*Teams that cancel at 24 hours or less: Forfeit + full referee fee + \$5 facility fee

Cancellations by the league:

*The Plain Township Parks and Recreation Department is the only authority with the power to cancel games in the league. Games can be canceled for weather, field conditions, or other circumstances.

*In the event of a cancellation, Plain Township will send a mass email and text to each team's roster that is impacted by the cancellation through our Team Sideline system.

Teams Dropping from the league:

*If a team withdraws itself from the league after registering and paying its fee, the team's refund will be deducted the following percentages based on when the team withdrew from the league.

-Before preliminary schedule: Online transaction fee

-Before final schedule: Online transaction fee + 25% team fee

-Before 2nd final schedule: Online transaction fee + 50% team fee

- Before the 1st game: Online transaction fee + 75% team fee
- After 1st game: 100% of all fees

RED CARD POLICY:

*In the case of a red card issued to a player, substitute, or coach, a minimum one week suspension will be in effect barring further review by the Parks Director and Soccer Manager. The Parks Director reserves the right to extend any suspension up to expulsion from the league on a case by case basis. The suspension will be one week of games and does not count holidays or breaks. Suspensions are also in effect across all leagues (i.e a player who receives a red card on Friday night will not be able to coach or play Saturday morning).

Outstanding Fees/Fines:

*Any team that has any outstanding fees or fines owed to the league for any reason will not be eligible for the post-season tournament.

Referee Expectations:

*Referees are required to arrive on site and check in at the indoor building at least 30 minutes prior to the start of their first game. If a referee does not check in at that time, the league will attempt to contact the referee. If contact cannot be made, the league will immediately replace the referee to keep the games running on time.

*Referees are required to pick up the clipboard of game reports and ensure that all paperwork is filled out and filed properly with the league. All players must be labeled with a shirt number on the game report and both coaches are required to sign the game report. At the end of their set of games, referees must return all materials.

*Referees are required to hold a current referee certification through USSF, OHSAA, NISOA, or some other acceptable certification as approved by the league.

*Referees must agree to abide by the most current version of the assignor's policy and referee expectations policy

Method of Communication:

*Plain Township Parks is committed to maintaining clear means of communication with all of its participants, coaches, and club officials. To streamline the process, we will use the team manager and head coach listed on the roster as the primary contacts.

*Each team's designated contacts (team manager and head coach) will be responsible for speaking on behalf of parents or other coaches in league related issues.

*Disciplinary issues will be directed to the listed team manager and head coach.

*The league will send information over our Team Sideline system. The primary method will be email. Depending on importance and priority, we can send a mass text in addition to an email. We encourage all parents to enroll at least one reliable mobile device to receive text alerts in the case of emergencies.

***We hope everyone enjoys a fun and competitive league! If you have any questions or concerns please do not hesitate to contact us: diamondindoor2782@gmail.com