



Diamond Youth Soccer League Tournament Rules and Regulations

The tournament will follow our Diamond Youth Soccer League Rules and Procedures packet for the current season with the below additions/modifications:

- Each round will be single elimination based on seeding from the regular season. All games must have a winner (see Overtime procedures below). The teams that lose will be eliminated from the tournament. Rounds will continue to occur until a winner is determined. Standings will be communicated via Team Sideline and physical brackets on site.
- Teams are only permitted to play with those listed on their primary permanent roster. **Guest players are NOT permitted to play during any stage of the tournament.** If a team is caught using a player, not on their official roster, the game can be forfeited on the spot.
- Referees will be asked to do a coin toss and explain any tournament rules to the captains and coaches. This will be done no later than five minutes prior to the start of the game.
- Teams will still pay regular referee fees for every stage of the tournament. Referees are responsible for submitting the game reports to the league after each match.
- Games will be regulation times for each age division. Added time is at the discretion of the referee and not required.
- Referees will be responsible for checking in all players and coaches before the game begins.
- There will be no guaranteed time on the field for teams to warm-up. Every effort will be made to start all games at their designated time. It is the responsibility of the teams to show up on time to allow time for them to warm up.
- Teams can be given a 10 minute grace period past the scheduled kickoff to meet the minimum number of players to start the game. If a team cannot meet the minimum number of players, the game will result in a forfeit.
- All red cards (coach or player) will be a minimum of one round suspension of tournament play. This includes the next round of the division where the card was shown and all games that occur between the round where the card was shown and the eligibility return round (the game that follows the suspension round in that division).
- **Overtime**- In the event of a tie game at the end of regulation time, the game will be decided by kicks from the mark. This will start with 5 kickers (best of 5) then “1 for 1” if it’s still tied alternating teams each kick. All players including the goalkeeper must kick before anyone else can retake a kick.
 - Only players on the field at the final whistle can participate in kicks. Substitutes on the line cannot kick unless they were summoned by the referee before the final whistle.
 - Only 1 coach can be on the field to determine the lineup of kickers. All other coaches will remain in the bench area with substitutes.
 - Red carded players cannot participate. Teams will reduce to equate if there is not even numbers. Teams will not reduce to equate if the red card occurs during kicks from the mark.
 - Substitutions cannot occur during kicks from the mark with the only exception of the goalkeeper in situations where the goalkeeper is injured and cannot continue in kicks.