



Fall 2020 Developmental and All Girls JV/V Tournaments October 31, 2020

**The Tournament will be played at Holy Sepulcher
6515 OLD ROUTE 8 NORTH, BUTLER, PA, US**

Tournament Operation

1. Arrival and Check In: All coaches should check in at the DSL Registration tent before their first game. **When checking in, coaches must turn in a signed Playoff Roster and the Tournament Fee.** Coaches should sign the roster which verifies that all players listed go to their school and are in the grades listed. Any exceptions should be brought to the attention of the DSL Coordinator or the school risks forfeiting their game(s). Game Cards are NOT needed for the Developmental Tournament.
2. Playoff fee: The playoff fee is \$100 per team. **The fees are used to pay the referees so coaches should pay in cash.**
3. Game Schedule: **Games are every 25 minutes.** Also, we will be running ahead of schedule. **For morning games, coaches must have their teams at their field 10 minutes before your scheduled game time. For afternoon games, coaches must have their teams at their field 15 minutes before your scheduled game time.** The DSL **will not** be able to walk around the Campus looking for teams. If a team is not at its designated field at game time, it will likely be a forfeit and we will move on to the next game.
4. Changeover between games and warm Up: When finished playing your game, coaches must move their teams off the bench. This will allow the next team to take the bench. Teams should ensure that their empty drink bottles and other trash are thrown away. For warm up, coaches should warm up their team before walking on their game field. **Unless you are playing the first game of the day, there is no warm up time on the field between games.** The game schedule is tight so as soon as the game before you ends, coaches should move their teams to their bench. Within minutes, the referees will call for captains.
5. First Aid Kit, Ice, and Lost & Found: These will be available at the DSL tent.
6. Game Balls: The DSL will provide game balls for every game.
7. Uniforms: Coaches are encouraged to bring pullover “pinnies” to wear in case there is a uniform issue. If there is a uniform conflict the designated home team will be expected to change.
8. Playing Field: The Developmental Tournament will be played on a grass field.
9. Fan conduct: It is important that fans do not yell at referees at any time. If this happens, parents will be warned, if it happens repeatedly, the parents will be asked to leave the field. If an extreme circumstance, a red card will be issued to the coach and/or a forfeit by the team. **Parents or family members are not allowed on the field, by the player bench, or behind their goalies.**



10. Weather: In the event of lightning, players, coaches, and families should move to their vehicles until play resumes.

11. Championship Games: After the Championship Games, there will be a ceremony at the DSL tent.

12. Clean Up: Schools that have food at the tourney are responsible to clean up their garbage.

13. COVID Protocol – Due to the fact that things are still very fluid with COVID numbers, responses, and protocols, separate COVID protocols will be circulated the week before the tournament. In the interim, the tentative COVID protocols circulated by the DSL Director on 9/23 should be used as guidelines.

Rules for Tournament

1. The format is 4 field players plus a goalie so 5 v 5 on the field. Field dimensions will be approximately 120' by 80'.
2. Players can only play on one (1) team; If players play for more than one team both teams are subject to forfeiture. Coaches can coach multiple teams.
3. Maximum of 2 coaches on bench; no parents are to be on the sideline. Parents should not come to the bench.
4. Coaches should check with the referee to confirm the final score after their game. Once the score is posted at the DSL tent, the score will be considered final.
5. Group play games are 20 minutes running clock; quarterfinal games are 20 minutes running clock; semi-final games are 20 minutes running clock and championship games are two (2) 15 minute halves.
6. All teams will play at least 3 games in group play. If a team plays more than 3 games in order to allow the other team to get their 3 games in, the 4th game will not count for the standing of the team that is playing their 4th game. The team with the most points after 3 games will advance to the knock out round (quarterfinal or semifinal depending on the number of teams). In group play, points will be awarded as follows: 3 points for a win, 1 point for a tie, and 0 points for a loss.
7. If two teams are tied after group play, tie breakers will be used. The tie breakers are as follows:
 - #1 Head to head between the two teams that are tied
 - #2 Goal Differential between the two teams that are tied (max +4 per game)
 - #3 Fewest Goals against
 - #4 Shootout (From 8 yard spot)

If two teams in the same bracket have won all three of their games, the tie breaker will be decided by a shootout (5 players from each team will shoot From 8 yard spot)(“PK’s”). For the knockout rounds, if the game is tied after regulation play, the game will go directly to PK’s



8. The following infractions will be called:

- Off sides
- Headers
- Bad throw in's
- Slide tackling or slide kicking
- Yellow cards for dissention by coaches or players.

9. All restarts are indirect. In other words, there are no direct kicks. The only direct kicks will be if a game goes to PK's. All restarts will be moved to at least 12 yards out. This will ensure that the goalies stay safe. The only exception is corner kicks which will be direct which means if the corner kick goes directly into the goal, it will count.

10. Normal substitution rules apply. In other words, coaches can sub on their corner, throw in or on either team's goal kick. There is no subbing directly from the bench.

11. Scoring can only happen in the offensive half of the field, in other words past the mid line. No goals will be counted if the ball is shot from the defensive half, even if it is a deflection.

12. We **will** be playing with the BUILD OUT Rule for Developmental, but not for the All girls tournament.

13. Playing time is a school/coach decision. Note that there are no points for goals so this should enable coaches to give adequate playing time to all players on the team.

14. There will be goal kicks but NO punts. After gaining possession, goalies must distribute via throws or kick passes.