DANVERS INDOOR SPORTS

Today's Athlete and Tomorrow's Champion

2026 - 2027 Season

Soccer Rule Book

Coaches: Welcome to Danvers Indoor Sports!

What Is At The Top Of Our Priorities?

Welcome to Danvers Indoor Sports. Safety and Sportsmanship are the top of our priorities. Supporting that priority is to hold each and every visitor accountable for their individual behavior at DIS. Any aggressive play, fighting, or verbal abuse by any coach, player or guest will result in an immediate dismissal and will be subject to further review by Danvers Indoor Sports. Contact Persons must set a good example by abiding by all the rules and regulations set by Danvers Indoor Sports. Contact Persons are expected to reiterate our Zero Tolerance Policy among their respective group(s). Danvers Indoor Sports expects that all of its participants conduct themselves in a positive manner which includes: treating others with the highest respect and only expecting that respect is reciprocated, positively reinforcing and supporting those around you, avoiding negative or detrimental situations, respecting house rules and policies as you would expect in your own home, be patient and understanding when communicating with Children, respect official's duty and respect our officials without necessarily agreeing with them at all times. Any behavior that falls short of these expectations are quickly assessed and reviewed. Actions are taken swiftly. If negative situations require further inquiries, that action is taken.

RULE BOOK CONTENTS

- BUILDING POLICIES (pages 2-3)
- TEAM MANAGEMENT (pages 4-7)
- GAME RULES (pages 8-16)
- TOURNAMENT RULES (pages 17-19)
- FIELD DIAGRAMS (page 20)

BUILDING POLICIES

Can Equipment Be Brought Inside Danvers Indoor Sports?

No balls are to be brought into the building for the safety of all our players and spectators. DIS will provide practice balls for each team and will also provide the game ball. Balls are restricted to playing fields only. Special arrangements for private rentals or clinics can be made so that personal equipment, approved by DIS staff, such as additional practice balls may be used provided they are kept in equipment bags until you are on the playing fields. Please communicate your needs to us in advance so that we can accommodate you.

Supervision

For the safety of all our guests, we must insist that all juveniles be supervised while they are on the property – there are no exceptions. Please be sure to pass along this policy to all participants of the league and their families.

Who Is Allowed in the Bench Areas and on the Playing Fields?

Only coaches (a maximum of two per team), players on the coach's current roster, designated instructors, assigned referees, or DIS Staff are allowed in the bench areas or on the playing fields. This applies before, during, or after any game. In the absence of coaches, parents may be asked to act as coaches and are required to abide by DIS rules and regulations.

What is NOT Allowed in the Bench Areas or on the Playing Fields?

To keep the playing surfaces in top condition, it is necessary to restrict all **Candy, Food, Gum, Coffee, Soda Cans,** etc. from entering designated warm up areas, benches, or the playing fields. All fruits are not allowed inside our playing fields or bench areas. Water bottles with covers or lids may be brought into the bench warm up or playing areas. No **Casts,** watches, bracelets, **earrings**, or other pieces or jewelry that may be hazardous to self or others may be worn while on playing surfaces. Beads are not permitted to be worn in players' hair. Coaches, please advise your players that new piercings that have non-removable studs are not allowed. Players must remove all jewelry before entering the playing surfaces, benches, or warm up areas.

Video Recording Policy

Recording video on your cellphone or other devices within our coaching areas on all playing surfaces is strictly prohibited. We ask if you wish to record a match that it can be done from our designated spectator areas.

Please Drive Safely

DIS insists that all vehicular traffic adhere to cautious awareness and follow all traffic rules and patterns. There is a 25 MPH speed limit on all DIS access roads. Please be reminded that we share these roads with other local businesses.

Tobacco, Smoking & Drink Use

Tobacco and Smoking use of any kind is not allowed in the building, including the entryways and the restrooms. There is absolutely no alcohol permitted at DIS or on the premises of the business.

We ask that you cooperate with us in the matter.

Holiday Closures

DIS will be closed on Thanksgiving, Christmas Eve, Christmas Day, New Year's Eve, New Years Day, Easter Sunday, and July 4th. Special conditions apply.

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TEAM MANAGEMENT

Player Rosters

All players must be properly registered and rostered on DaySmart prior to the start of your first game. Players may not be rostered on two different teams within the same age group and division (i.e. on the same schedule). Players may be rostered on multiple teams across different divisions (ex. players can be rostered on both a Girls U12A and Girls U12B roster).

Rosters lock after week 3 of each Session. You may not add any more players onto your roster after that deadline until the start of the following session. Rostered players who have outstanding issues, expired memberships, waivers, and age verifications, after this deadline are no longer eligible to play until the start of the next session and will be dropped from the roster accordingly. We will have Coach Handout sheets for the coaches every week that will show all the above-mentioned player information for review each week. It is important that these are NOT thrown away as they will also be used as a tool to forward other important information as well to coaches, renewal deadlines, team fees, etc.

Coaches

All coaches must be registered and rostered on DaySmart prior to the start of your first game. These individuals will have access to their team's portal via DaySmart and will be listed on all emails out to teams from league directors as well as listed on all coach contact sheets for other teams in the league.

There is no maximum number of assistant coaches that may be added to a team's roster; only a maximum of 2 coaches may be on the bench/field with a team per game. To add any coach to a roster, contact your corresponding league director to have them added and given the proper permissions. Please ensure those individuals have accounts in DaySmart before contacting the director to have them added.

Age Verifications

These can be completed by parents bringing in or emailing the office (info@danversindoorsports.com) a copy of their child's birth certificate or passport. Additionally, if they play for a town team and you have access to the official town roster that may be used as well. We do not keep any of this information on file for security purposes, everything is deleted once it is used for verification. So, if emailing a town roster and then a player is added onto your roster later in the season you will need to re-send that roster over for that player's verification. Age verifications are only needed once as our system will track the age verifications of players once they are confirmed.

Waivers

These are done online only and through DaySmart on the parents/players accounts. Outstanding waivers will also be noted on the coach's handouts mentioned above. When signing into their accounts the system will prompt parents to sign the waiver if they have not already done so. If they system does not prompt them, please reach out via email: info@danversindoorsports.com or phone number: 978-777-7529 and our staff will send a password reset to refresh the account to check for a waiver. If still having difficulty, please stop by our office in person and our staff will be more than happy to walk you through the process to get it resolved.

Club Team Policy

Our policy for club teams is identified as: "teams with three or more players from different towns" these "Club" teams are required to play in a league higher than their age classification. Teams from regional districts are not considered "Club" teams unless they have more than two players from outside their primary town/district.

With careful consideration, a club team can be considered for appropriate "age eligible" play by the discretion of the league directors. At any time, league directors may enforce the above-mentioned policy to have those "Club" teams play in a higher age group which, depending on availability of team slots, may result in the team being moved to the waitlist for the following session.

Team Financials

Team fees are due by week 3 of each session. Balances must be paid in full to renew for the next upcoming session.

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Registration, Renewal & Deposit Procedures

We often receive requests and deposit information on joining our indoor leagues. Below is a breakdown of our procedures for teams currently registered in our league for future/current sessions/seasons and new teams looking to join.

- Pre-Season Registration: During the ending weeks of our last session teams who are currently registered will have priority to register for session 1 of the upcoming season. These teams will be able to submit their renewal and request league changes on an availability basis for the following indoor season until the end of April. Starting on May 1st registration is open to all teams looking to register for the upcoming indoor season. All deposits submitted at this point will be $100 to secure a spot for a team based on the league you are registering for and league availability. Deposits are refundable through Oct. 1st.

- Waitlist: In the event a particular league is full, DIS does keep an active waitlist in the event a currently registered team drops for any reason. There is no deposit necessary to be on the waitlist. To be added to the waitlist you will need to reach out to the corresponding league director with a team name to be identified as, the league you are looking to join with corresponding play day availability, and a point of contact for that team (Head Coach/Manager) to be added to the team. That point of contact must have a DaySmart account made prior to the team being waitlisted so that their contact information is available to the director. If a team slot becomes available, the league director will contact them directly and give them a time frame before needing to move onto another team on the waitlist.

- In-Season Renewal: Toward the end of each session teams who are currently playing, and are in good standing, have registration priority for the next session. If a team does not renew going into the next session DIS will begin the process of recruiting from our waitlisted teams.

Vacation Weeks & Game Cancellations

You may find that you are unable to field a team during school vacation weeks or on a normal game day. If you are unable to field a team, please be sure to contact your opponent as soon as possible via phone call and email; not just one or the other. Coaches are provided a Coach Contact sheet at the beginning of each session along with their schedules to aid with these situations.

For the opponent whose game was "Forfeited", these are your options:

1.) Coordinate with your original opponent to have an inter team scrimmage using players from both teams who can make it. (Be sure to bring pinnies as needed)

2.) Contact another opponent via the coaches contact list to see if they would be willing/able to field a team to play you at your originally scheduled time and approved by your corresponding league director.

3.) Use the field time as a practice hour for your team. This can be a parents vs kids' night as well!

4.) Take the night off.

Regardless of the option chosen/planned please be sure to contact the DIS Office and your corresponding league director via phone call and email to let us know as soon as possible.

In the event of a DIS closure due to weather concerns we will do everything we can to schedule make-up games for those missed games however they are not guaranteed due to our limited field availability during league season.

League directors will be in communication with the head coach of each team about these make-up games along with any cancellations as mentioned above. If your team declines to come in due to weather concerns and DIS has remained open, we will do our best to try and schedule a makeup as normal; your opponent will still have the same options as if it was a normal game cancellation.

DIS GAME RULES

Referees

DIS will provide the best available referees. USSF certified referees will be assigned whenever possible. If you have a dispute with a referee's call or performance, discuss it with DIS staff and not on the field with the referee. Any attempt to intimidate the referee or publicly criticize the referee will be considered a breach of our Zero Tolerance Policy. We will deal with these problems in a mature, civilized manner with all parties involved.

Game Clock Procedures

We are frequently asked why we do not stop the clock when there is a player injured. The reason of course is that teams coming in to play want to start their game on time. If we did stop the clock each time a player remained on the floor for any length of time, we would virtually have no games starting on time. This would disrupt the lives and schedule of all our patrons and guests with games starting late into the night hours. The first consideration in the facility is for the safety of the players, and when a player is injured, we will suspend play until such a time that we feel that the player is not seriously injured and has received proper treatment. If the injury occurs within the last 2-minutes of the game, and the score is within one goal, or tied, we will add up to 2-minutes to the game clock. The game will then be completed by diminishing warm up time and/or the half time from subsequent games.

Danvers Indoor Sports - Soccer Rules and Regulations

The current "FIFA" Laws of the Game" will be used as the basis for all decisions relating to the playing of the game except as noted in this document. In addition to this document there are rules and regulations governing the behavior of players, spectators, and coaches, which DIS Staff will enforce. *Rule variations between boarded and un-boarded fields will be noted where applicable. *

Rule 1 The Number of Players

The match is played by two teams. It is mandatory for both teams to have a designated goalie on the field during playing periods. On the large and small sized field of play, a team consists of not more than 7 players. A match may not start if either team consists of fewer than 5 players.

Rule 2 Benches

Benches are restricted to a maximum of two coaches during games. All coaches and players must be properly registered to their respective team rosters to be allowed on the benches/play area. Un-rostered players and siblings are not permitted.

Rule 3 Match Play

Each league game will consist of two 25-minute halves, running time with a 3-minute warm up and a 2-minute half time (Note: warmups & halftimes may be shortened to ensure future games start on time). No overtime is played during the regular season. On all kickoffs the ball must travel 30 inches before being played by any player. On all kickoffs, the ball need not travel forward. The home team will kick off in the first half, the guest team kicks off in the second half. The Home team is designated as the team listed closest to the top of the physical session schedules between the two teams.
(It is also noted in DaySmart which team is Home vs Guest)

Rule 4 Team Equipment

The home team must supply its **own** alternate jersey/pinnie when a color conflict exists between opposing teams. All players must wear shin guards, covered with socks, at all times. Shin guards must provide sufficient protection; at least 50% of the shin must be covered by the shin guard. Teams must wear coordinating shirts with numbers. Goalies must wear contrasting colors for both teams. All players must wear approved turf or flat-soled shoes - cleats are NOT allowed. Players found wearing cleats will NOT be allowed to play.

Rule 5 Forfeitures

Games must start on time. Any team without the minimum number of players ready to play (See Rule 1) within 10 minutes of the start of the match will forfeit the match. Their opponent shall be awarded one goal to designate the win.

Rule 6 Game Balls

Size four balls will be used in all U8, U10, and U12 games, all other age groups will use a size five ball.

Rule 7 Offsides

There are no offsides for Indoor Soccer.

Rule 8 Substitutions

There are two types of substitutions “On the Fly” Substitutions and Free Substitutions.

On the Fly Substitutions may occur on an unlimited "On the Fly" basis, provided the player leaving the field is on the bench before the replacement player enters the field. Failure to do so results in a 2-minute penalty. Jumping over the bench boards, before, during or after the game results in a 2-minute penalty. When a team has more than 7 players on the field there will be a 2-minute penalty.

Free Substitutions occur when the ball goes over the walls* into the side or end nets. Free substitutions are made by sending your subs on the floor immediately and do not need to wait for their players to come off the field first. Only the offensive team (with possession) has the initiative to make a free substitution. The defensive team may then make a free substitution. The referee will restart the game with a whistle as soon as they consider the placement of players is fair, even if the departing players have not left the field.

Coaches **MAY NOT** have a free substitution when the ball hits the ceiling, during two-line violations or when a foul has been called.

*On the un-boarded fields, free substitutions may be made any time the offensive team has possession when the ball is put out of play, or during a kickoff. *

Rule 9 Free Kicks

On all free kicks the ball must travel 30 inches before being played by another player. On all free kicks, 5 seconds will be allowed to put the ball back into play. If the offensive team fails to put the ball back into play within five seconds from the time the referee indicates start of play, they lose possession. On all free kicks, only the player taking the kick may be next to the ball - on the large fields all other players must be at least 5 yards away from the ball, on the small field all other players must be at least 3 yards away from the ball (encroachment area). The Offensive team does not have to ask for room.

Defensive encroachment of the required yardage will result in a 2-minute penalty. A second offensive player within the encroachment area results in loss of possession.

All free kicks are indirect **unless** resulting from going to ground (Note Rule 20) which results in a direct free kick. The direct free kick is taken from the point of infraction unless inside the penalty area where it will result in a penalty shot. (Note Rule 17).
If there are three or more defenders in a wall, offensive players are not allowed to be part of the wall. In addition, offensive players must be 5 yards or more away from the ball. The referee will not start play until all offensive players are in a proper, and legal position.

*On all free kicks on the un-boarded field, the encroachment area is 5 yards. *

Rule 10 Ball Out of Bounds

Balls out of play over the walls are restarted from the spot where the ball went out of bounds*. Balls out of play over the end walls restart with either an indirect corner kick (offensive possession) or a goal kick from inside the goalie box (defensive possession).

Balls that hit the ceiling or pass out of the playing area are out of bounds. This will result in an indirect free kick under the spot where the ball hit the ceiling or went out of bounds. If the ball hits the ceiling in either penalty area the ball shall be placed on the middle of the penalty area line at the top of the penalty area ("top of the box"). The free kick is indirect.

*Balls put out of play over the sidelines result in a stationary "kick-in" on the sideline at the point where the ball was out of play. Defensive players must be AT LEAST five yards away from where the kick-in is being taken. "Kick-in" restarts are indirect.

Rule 11 "Two-line" violations

This violation occurs when the ball travels in the air over any two designated lines without being touched by a player or contacting a side wall. Violations will result with the ball being awarded to the opposition. The ball is placed on the first "cross field line" it crosses. **The free kick is indirect.**

Exceptions to the "two line" violation:

1). Uncontrolled balls played out of the penalty area on goalie saves.
2). Shots taken from outside the offensive "cross field line".

*On the un-boarded fields if a player plays the ball from the penalty area, over the halfway line in the air without the ball being touched by another player, play will restart with an indirect free kick from the halfway line for the opposing team. *

Rule 12 Goalie Restrictions

All violations of the goalie restrictions rule will result in a change of possession, indirect free kick from the top of the penalty area.

A) After controlling the ball with their hands, the goalie has five seconds to release the ball back into play.
B) The goalie cannot handle the ball with their hands after releasing it until the ball changes possession.
C) The goalie cannot pick up a ball that is played back to them intentionally by a field player on their team.
D) The goalie is not allowed to punt or drop kick the ball into play.
E) The goalie cannot play the ball back into the penalty area and then pick it up.

Note: Once the ball is released from the goalie's hands, the ball is in play, including "dribbling".

Rule 13 The Goalie's Box and Penalty Area

(See Diagrams on page 23)

All offensive players are restricted from entering the Goalie Box until the ball enters the Goalie Box first.

Players cannot intentionally obstruct the opposing goalie. Violation results in indirect free kick for the goalie's team. During goal kicks, offensive players are not allowed in the Penalty Area until the ball is kicked, moved, and successfully left the area.

Rule 14 Definition of Penalties, Fouls & Misconduct

A) A 2-minute penalty or "soft penalty", as defined, requires a team to play shorthanded for 2-minutes; this is denoted with a Blue Card. The penalized player is sent to the bench and will be released if the opposing team scores a goal or the 2-minutes are up, whichever happens first.

B) A 5-minute or "hard penalty" is either a Yellow or Red Card. A hard penalty, as defined, requires a team to play short-handed for 5-minutes, even if the opposing team scores goals while the penalty is being served. Red Cards are also accompanied by an immediate ejection from the field and will serve a one game suspension for the following game. A recurring red card to the same player will lead to full year suspensions from DIS. Two yellow cards equate to a red in terms of suspensions regardless of what game/session the second offending yellow was given.

C) When a team accumulates five fouls that do not require a penalty, a 2-minute penalty will be assessed. After a 2-minute penalty is assessed and served, a team's penalty count is reset to zero. The penalty count does not carry over from the first half to second half. When a team's foul count is, for example, two and they are given an unrelated 2-minute penalty, the foul count remains at two.

D) "Boarding", unsportsmanlike conduct, and other violent and/or intentional fouls will result in a 5-minute "hard penalty" with an assessed Yellow or Red Card dictated by the official.

E) Major misconduct, such as attempting to injure, will result in an immediate Red Card.

F) Bench personnel can be awarded yellow and red cards according to IFAB rules.

G) The penalty time for the above starts when the ball has been put back into play. The full amount of time for the penalty will be served which may include serving time in the second half.

Rule 15 Penalties Regarding Goalies

If a goalie receives a Yellow or Red Card, he/she must serve the penalty time. If a goalie receives a 2-minute penalty a field player may serve the penalty in their place.

Rule 16 Penalty Forfeiture

A team cannot play with more than two players serving a penalty. If a third player receives a penalty while 2 of their teammates are serving penalty time the referee has the option to put the third player in when the first penalty time is served OR terminate the game. The team with the three penalties will be awarded a loss by forfeiture. If the game is tied at this point the opposing team is awarded one goal to designate the winner.

Rule 17 Penalty Kick Procedure

The offending player is assessed a 2-minute penalty, and then the player is sent to the bench. If the penalty shot results in a goal the penalized player is released as normal, and no penalty is served. If the penalty shot does not result in a goal the penalized player serves a 2-minute soft penalty as normal from that point forward.

The penalty kick location is directly in the middle, at the top of the penalty area six inches away from the edge of the penalty area. The referee will identify the shooter and tell that player to wait for the whistle. All other field players must remain outside the cross-field line until the ball is struck.

On the un-boarded fields, the penalty kick spot is located 12 yards from the goal line

The referee will then check with the goalie to see that at least one of the goalie's feet are touching the goal line, and that the goalie is ready. Prior to the kick, the goalie is only allowed to move side to side and/or to jump up and down (as long as their feet do not cross over the goal line). The referee will then signal the shooter to shoot.
Play is live if no goal is scored. The shooter cannot touch the ball again until it has been touched by another player.

There are no penalty shots for games that take place on a small field (U8 and U10). However, denial of an obvious goal scoring opportunity on a small field will result in a 2-minute penalty (blue card) being given to the offending player for their first offence. Subsequent offences by the same team may result in yellow/red cards given to offending players.

We discourage the awarding of penalty shots for games on the small-boarded fields. However, if a referee believes that an obvious goal scoring opportunity has been denied and the play would have resulted in a goal, the referee may award a penalty shot.

Rule 18 Handballs

An intentional handball results in a 2-minute penalty. An intentional handball by the defensive team within the penalty box will result in a Penalty Shot. (Note Rule 17).

Rule 19 Heading

All players in age groups U8, U10, and U12, shall not engage in heading the ball during league play. An indirect free kick at the location of the infringement is awarded to the opposing team if a player, in the opinion of the referee, deliberately heads or attempts to head the ball.

If, in the opinion of the referee, a deliberate header or attempt to head occurs within the penalty area, the indirect free kick will be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred. If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play shall continue.

Rule 20 Definitions of Going to Ground (Previously Sliding)

DIS considers this to be dangerous for players to go to ground (i.e. making an act that results with a player on the ground). Below are types of going to ground that are recognized and will result in the appropriate penalties.

A) A Reaching Shot/Steal (dropping to one or both knees) is considered going to ground indoors.

-Penalty: Loss of possession, Direct free kick.

B) An uncontested slide towards the ball.

-Penalty: Loss of possession, Direct free kick & 2-minute penalty for the offending player.

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C) Slide Tackling, a contested slide toward an opponent and the ball.

-Penalty: Loss of possession, Direct free kick & 2-minute penalty for the offending player.

D) A Slide Tackle is also considered when a player slides within playing distance of an opponent.

-Penalty: Loss of possession, Direct free kick & 2-minute penalty for the offending player.

E) Any high risk plays that result in a player(s) losing control and landing on the turf not on their feet are considered going to ground/dangerous play.
(Bicycle Kicks, Jumping Kicks/Diving Headers etc.)

-Penalty: Loss of possession, Direct free kick & 2-minute penalty for the offending player.

Additionally, any of the above occurring in the Penalty Area, by a defensive player, will result in a Penalty Shot (Note Rule 17).

If any of the above infractions occur that endanger a players safety, a 5 minute penalty may be called, at the officials discretion, with the awarding of a Yellow Card.

Rule 21 Play Along the Boards/Walls

Players can place their hands on the walls to protect themselves or to "feel" the walls when they turn. However, a player possessing the ball cannot touch the boards continuously while playing the ball. Doing so will result in loss of possession and an indirect free kick awarded to the opposing team.

If the referee feels as though it could possibly be unsafe for play to continue along the boards, the referee may issue a drop ball which will be contested by both teams.

*Play along the board's rules do not apply on the un-boarded fields. *

Rule 22 Last Defender

If the "last defender" makes a deliberate or dangerous foul from behind, after the offensive player crosses into the offensive third, the "break-away rule" will apply. A foul results in a Yellow Card, a 5-minute "hard penalty" and a Penalty Kick (Note Rule 17).

The penalized player will not be released if a penalty shot results in a goal. If the foul is flagrant or dangerous, the penalty is then a Red Card, resulting in ejection, 5-minute "hard penalty", and Penalty Kick (Note Rule 17).

Rule 23 Injuries and Stoppage of Play

When play is stopped for an injured player, after that player has been attended to that player MUST leave the field for a substitute. The player can return on a normal substitution thereafter. If the injury occurs within the last 2-minutes of the game, and the score is within one goal, or tied, we will add up to 2-minutes to the game clock if time runs out prior to completion of the game.

Danvers Indoor Sports – Tournament Playoff Details

Tournament Structure
Prior to your tournament, please understand the tournament structure and realize that different groups can have different tournament structures. Please note that crossovers exist with teams from other brackets in some groups. In crossover situations, it is necessary to wait until all preliminary games have been completed to understand quarter final or semifinal pairings. It is our policy to try and avoid any team playing "back-to-back" games whenever possible, but it may be unavoidable. Coaches, if for any reason you feel it necessary to protest a tournament game you must file the protest immediately following your game.

Eligibility
All participating teams must be properly registered, and have properly rostered players/coaches with DIS. Teams that are not properly registered will forfeit (0-1) any games until properly registered.

Players must have played at least three regular season games to be eligible for tournament play. They are also NOT allowed to play for more than one team that is in their same division/grouping just like in the regular season games.

Clock Procedures
For our tournaments to be successful, games must start on time. Please help us by being on time and having yourself and your team prepared to play. During a game there are no time outs. The clock will not be stopped for any reason other than an injury and then only if there is less than two minutes left in the game, and the score is within one goal or tied. All coaches must understand that the clock will remain on time, always. At the discretion of the league director, he or she may add up to 2-minutes onto the clock of any game that was stalled due to injury or other circumstances.

Awards
For those **players in attendance** on tournament day, DIS will provide up to 14 gold medals for 1st place and up to 14 silver medals for second place. Please note that players in our U8 leagues do not play for medals, every U8 player present that day will receive a medal.

Point System
A team will receive 2-points for a Win, 1-point for a Tie, and 0-points for a Loss. Points are only given for the preliminary games and are used for seeding in the next phase where needed.

Tie breakers are used in situations when necessary. Teams will advance beyond the preliminary games based on:
1) Most Points
2) Head to Head
3) Least Goals Against
4) Most Goals For
5) Most Wins
6) A 3 Player Shoot Out (See Shoot Out Procedure for details)

U8 leagues do not use the "Most Goals For" tie breaker. In instances where three or more teams are tied in points, tie breakers will be used to determine winners. After one team has been eliminated, the remaining teams reset their tie breakers from the beginning.

Overtime Period Procedure
No overtime periods will be played when a game ends in a tie for:
1) Preliminary Games; 2) Consolation Games; 3) U8 League Finals.

Overtime is only used during the Finals of each playoff tournament grouping. When an overtime period is required, the referee or DIS Staff will put 3-minutes on the clock and both teams' coaches will be given 10 seconds to remove two field players that are currently on the field. The referee will start the overtime period with a drop ball at the Kickoff Spot.

In overtime teams will play with 4 field players and a goalie, provided that all penalties have been served. No substitutions are allowed between regulation and overtime but are allowed normally once play has been started.
A 2-minute penalty will be assessed if a coach attempts to substitute during the change over from regulation to overtime. There will only be one overtime period played.

Determining a Winner During Overtime
The first goal scored in overtime determines the winner
(i.e. sudden victory). If no goals are scored during the overtime period, a 3 player Shoot Out will be required to determine the winner.

Shoot Out Procedure

Prior to the Shoot Out, DIS Staff will do a coin toss to see who will shoot first, the higher seeded team will call the coin toss. The winner of the coin toss will pick to shoot first or second. The Shoot Out will consist only of the 4 players who are on the field at the end of the overtime period: 3 shooters and a goalie from each team. (a goalie can be swapped to be a shooter before the Shoot Out begins)

All remaining players and coaches will remain on the bench - there are no exceptions. Goalies may NOT be substituted for the Shoot Out unless they are injured at the end of the overtime period or during the Shoot Out. One goal will be awarded for each penalty shot made. If, after all shooters have shot and the score is tied, a Sudden Victory Shoot Out will be necessary to determine a winner. (See Below)

Sudden Victory Shoot Out Procedure.

Players who took a penalty shot during the Shoot Out are not eligible to participate in the Sudden Victory Shoot Out until all other rostered players on the bench from their team have taken a penalty shot.

This will be a "one for one" Shoot Out. Each team will send one player from the bench for a penalty shot. If, after both penalty shots have been taken, the score is still tied, the "one for one" process will be repeated until there is a winner.

Players Carded During Our Playoff Tournaments.

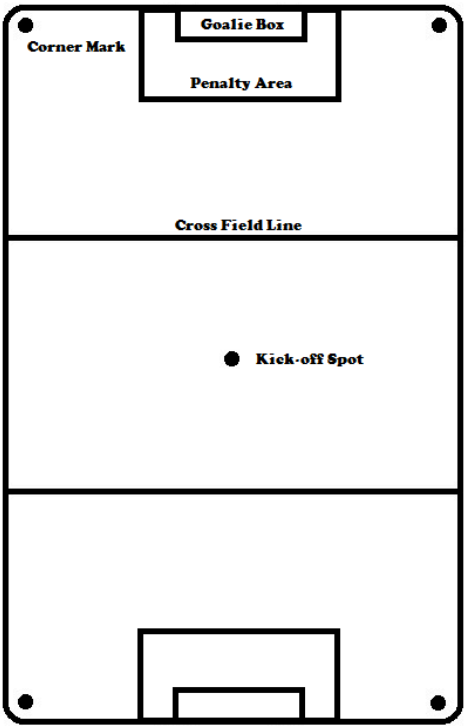
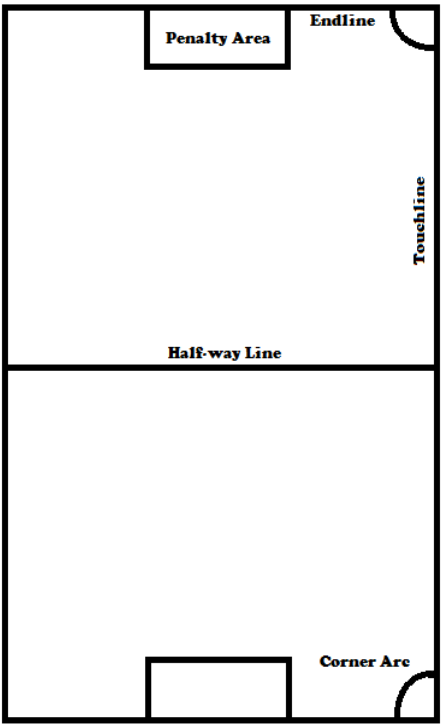
Any player that receives a Red Card during tournament play will not be eligible to play for the remainder of the tournament. Players awarded yellow or blue cards are still eligible to play but note that two yellow cards to the same player is still regarded as a red card and will lead to disqualification from the tournament as normal.

Players who play on multiple teams may be suspended from playing for those team's playoff tournaments as well on a case-by-case basis determined by the corresponding league directors.

All Coaches, Players and Parents are to respect these rules above without exception.

Coaches are expected to advise their players and parents about these rules

Fields 1-4



Fields 5 & 6