



8v8 Laws of the Game

Starfire Sports' **Modified 8v8 Outdoor League** shall be governed by the official United States Soccer Federation laws with the following exceptions as indicated.

LAW 1 – THE FIELD OF PLAY

Dimensions

League matches shall be played on a modified field. The length of the touch line shall be greater than the length of the goal line.

Length	minimum 85 yards
Width	minimum 50 yards

Goals

The distance between the posts is 10 ½ feet and the distance from the lower edge of the crossbar to the ground is 5 ½ feet.

LAW 3 – THE NUMBER OF PLAYERS

Players

A match is played by two teams, each consisting of not more than 8 players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than 5 players.

Coed matches. For coed matches each team must have 4 males, 3 females, and a goalkeeper of either gender. A minimum of 2 females is required to begin the match. Teams may play with additional females but not additional males.

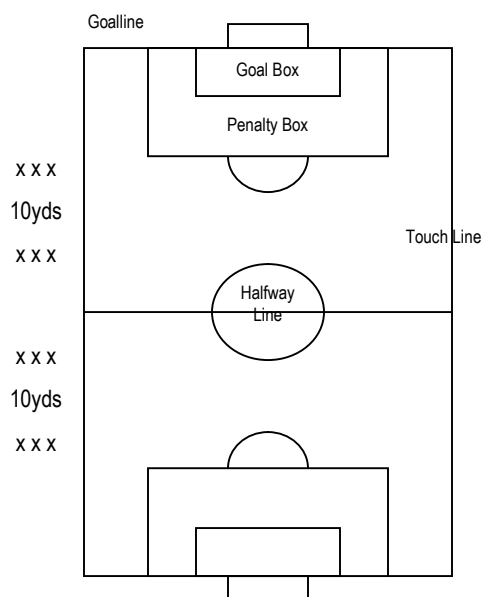
If a team falls behind by 5 goals an **additional player** may be added to play. If the team is coed, the additional player may be of either gender.

A player may participate on only **one team per division** unless permitted by Starfire Sports' management.

All participants playing in an adult league must be **18 years of age** prior to participating. For Over 30, Over 40 and Over 50 leagues, players who will turn the minimum age in the calendar year may participate.

Substitution Procedure

To replace a player by a substitute, *the substitute only enters the field of play after the player being replaced has entered the substitution area.* The substitution area shall be 10 yards wide and shall begin 10 yards from either side of the halfway line.



Substitution Diagram

LAW 5 – THE REFEREE

The Authority of the Referee

Each match is controlled by one or two referees who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

LAW 7 – THE DURATION OF THE MATCH

Periods of Play

The match shall consist of two equal periods of 25 minutes. The match shall be played with a running clock and may be stopped at anytime according to the referee's discretion.

Half-Time Interval

Teams shall only switch halves of the field during the half-time interval. The half-time interval shall not exceed 3 minutes.

Tied Matches

Post-season matches that are tied at the end of 50 minutes of play may be resolved with an additional 5-minute, golden goal period. Should the match remained tied after this golden goal period, teams shall alternate shootouts beginning with 5 participants; followed by alternating participants for each team. *Coed divisions must alternate gender when taking overtime shootouts.*

LAW 11 – OFFSIDE

No Offense

The offside provision shall not be used for this league but teams are encouraged to not be in an offside position.

LAW 12 – FOULS AND MISCONDUCT

Sliding and Slide Tackling

A direct free kick is awarded to the opposing team if a player slide tackles an opponent.

Slide tackling, creating contact or a dangerous situation with another player while sliding, is not permitted. Sliding to block a shot or score a goal is permitted provided neither provision is violated.

Halfway Line Violation

A direct free kick, from the center mark, is awarded to the opposing team if a goalkeeper restart does not strike the ground or is not played by another player before crossing the halfway line.

Direct Free Kick

All free kicks awarded shall be direct in nature.

Penalty Shootout

A penalty shootout, dribbling against the goalkeeper, is awarded for any offense committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

Disciplinary Sanctions

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned. The red card is used to communicate that a player, substitute or substituted player has been sent off.

Any player receiving a **red card** shall be sent off, shall not be eligible to participate in the remainder of the match and the total number of players shall be reduced.

Discipline issues shall be handled by Starfire Sports' Judiciary Committee. Player appeals must be submitted within 48 hours of the match.

LAW 13 – FREE KICKS

Direct/Indirect

Free kicks shall be direct in nature and all opponents must be at least 10 yards from the ball.

LAW 15 – THE THROW-IN

Throw-ins shall not be used. Players shall kick a stationary ball, from the touch line, from the point nearest where the ball left play.

LAW 16 – THE GOAL KICK

The goalkeeper shall restart play with a throw or drop-kick when the whole of the ball passes over the goal line having last touched a player of the attacking team. The ball must clear the penalty area within 5 seconds and may not be touched by the goalkeeper until another player plays the ball.

POINTS OF EMPHASIS

League Standings Tie Breakers

The following tie breakers will be used to determine league standings for all Starfire Sports leagues: (1) head to head win/loss record, (2) total goals against, (3) total goal differential, (4) coin toss.

\$75 Forfeit Fee (beginning Winter 2012)

Upon registering a team, the team manager shall keep a credit card on file in the event that the team is subject to a forfeit fee. If a team must forfeit the match, a minimum of 48 hours notice must be given to avoid the forfeit fee. **A \$75 forfeit fee shall be charged by the close of business the night following a forfeit.** Due to limited field availability, matches that are forfeited may not be rescheduled.

Forfeit Procedure

Should the team that is leading cause the match to be forfeited, the score shall be recorded as a 5-0 loss for the offending team. Should the team that is trailing cause the match to be forfeited, the score shall remain.

Guidelines on Handling Contests during Lightning Disturbances

When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Play shall be suspended and cover should be sought immediately.

Thirty-minute rule. Once play has been suspended, play shall not resume until 30 minutes has passed since the last thunder is heard or flash of lightning is witnessed. Any subsequent thunder or lightning after the beginning of the 30-minute count shall result in the count being restarted.

Starfire Sports reserves the right to amend the official league rules at any point in the season. Team managers shall be notified should a rule be added, amended, or deleted.