



## Starfire Sports' Supplemental House Rules

For our indoor leagues, Starfire Sports utilizes the US Indoor Official Rules of Play as provided by the United States Indoor Soccer Association. An official copy of the rule book may be downloaded directly from US Indoor's website, [www.usindoor.com](http://www.usindoor.com). The following is a list of supplemental House Rules which are in addition to the existing rules of indoor soccer.

### Rule 3 – The Players

**3.1.b Number of Players:** For U11 and below, no fewer than 4 or more than 7-including the goalkeeper-are allowed. For adult matches, no fewer than 4 or more than 6 players-including the goalkeeper-are allowed. For all coed matches each team must have a minimum of 2 females to participate. However, if at any time a team falls behind by 6 goals or more, an additional player-of either gender-may be added.

**3.1.c Grace Period & Forfeits:** Teams shall be granted a grace period of 5 minutes-from the match's printed start time-to field the minimum number of players. If a team fails to field the minimum number of players a forfeit shall be recorded, a score of 1-0 shall be the result, and there shall be no referee assigned to the match.

**3.1.d Team Bench Area:** Only active players and designated coaches are allowed to accompany the team into the team bench area during a match. All other spectators must remain in the designated area.

**3.5 Starfire Memberships:** Every player on every team must have a valid Starfire Sports membership prior to participating in any game. Starfire Memberships are valid for one year from the purchase date.

**3.6 Player Restrictions:** A player may participate on only one team per division unless noted by Starfire Sports' management (i.e. a player may participate on a team in the Coed C Yellow and Green divisions.)

**3.6.b Player Restrictions – Adult Leagues:** All participants playing in an adult league must be eighteen years of age prior to participating.

### Rule 4 – The Players' Equipment

**4.4 Footwear:** Players must have turf shoes or flat soled shoes designed for play on artificial surfaces. OUTDOOR CLEATS ARE STRICTLY PROHIBITED.

**4.5 Player Uniforms:** In case of a uniform color conflict, the HOME team is responsible for changing into an alternate color.

### Rule 5 – The Referee

**5.4 Game Report:** To encourage good sportsmanship, Starfire will not award any team a victory of more than a 10 goal deficit. For example, a 15-3 victory will be recorded as 13-3 in the league standings.

**5.5 Multiple Match Officials:** When 2 or more officials are present they shall have equal authority and responsibility in controlling the match. If a scoreboard operator is present, he/she will keep a record of the game and act as an additional match official.

### Rule 6 – The Duration of the Game

**6.1 Periods:** A regulation game shall consist of two 22:30 minute halves.

**6.2 Period Intervals:** A one minute Halftime or Overtime Intermission Period may be used.

**6.3 Grace Period:** Teams failing to meet the minimum player requirements will be given 5-minutes to field a legal team. Teams unable to field the minimum player requirement will forfeit the game; recorded as a 1-0 loss. The 5-minute grace period will be deducted from the first half.

### **Rule 7 – The Start and Restart of Play**

**7.5 Goalkeeper Punting:** For U10 and below, goalkeepers may punt the ball when it is in play but not when another restart is expressly required (i.e. perimeter wall violation.)

### **Rule 10 – Fouls and Other Violations**

**10.4 d Sixth Team Foul:** Each team shall be allowed 5 fouls per half. On the 6<sup>th</sup> foul of the half, the team is issued a 2-minute penalty and must play short-handed. If a player receives a time penalty for a severe foul and it is the team's 6<sup>th</sup> foul, the player will receive a time penalty and the team will also receive a 2-minute time penalty. The team penalty is erased first if a goal is scored.

The team's foul count shall restart at the beginning of the 2<sup>nd</sup> half or following the completion of the time penalty. A team's foul count shall remain continue to count upward upon entering any overtime period.

### **Rule 13 – Coed D “Macho” Rule**

**13.1 Free Kicks:** All free kicks must be taken by a female player, no exceptions. This provision applies to any kickoff, any free kick resulting from a foul, any kick-in along the perimeter, any shootout or penalty shot, any kick resulting from a “Macho” Rule call, and any other free kick instance that occurs.

**13.2 Striking a Female Player:** Any kick from an opposing male player, that directly strikes a female player above the waist, shall result in a free kick for the female player from the spot of the occurrence. A goalkeeper's throw shall not be penalized if it strikes a female player above the waist.

**13.3 Shooting Provision:** Any shot taken by an opposing male player may not pass above the waist of a female player nor intimidate the female player in the referee's judgment. The restart shall be kicked-in by a female player and must take place from the top of the penalty arch.

**13.4 Header Exception:** Any shot headed by an opposing male player will not be regulated with the Coed D “Macho” Rule even if it strikes a female above the waist.

**Player Suspensions:** Any individual suspended from indoor league play shall not be allowed to participate in any other indoor league game, regardless of date, until the player's suspension has been completed. *For example, if a player plays on Mondays, Tuesdays, and Fridays but is suspended for three weeks for misconduct that player cannot participate in any match until their suspension has concluded.*

**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, and (3) total goal differential.

**Policy Concerning Team Payments:** Each team shall pay either the entire league fee before the first game or shall pay three equal installments during each of the first three games of the season. Teams failing to pay the entire balance before the third game of the season shall not be allowed onto the field and the game shall be terminated.