



SOCCER IS PASSION. PASSION LIVES HERE. LIVE YOUR PASSION.

2016 INDOOR JAMBOREE RULES

1. Matches shall be played in conformity with the Rules of FIFA and US Indoor, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters.
2. Official player cards and rosters are NOT required for Starfire jamboree tournaments, though we do ask that all players create a DASH account through Starfire and have their parent or guardian sign the online waiver. To create an account, please visit www.starfiresports.com and select Starfire Member Login in the bottom right-hand corner of the scrolling graphic on the home page.
3. All teams must arrive and check-in to the tournament headquarters at least 30 minutes prior to the start of the first game.
4. State select, provincial select or development teams may only take part at the discretion of the Tournament Committee in the age division assigned by the Tournament Committee. Such teams will always play in a division at least one year older than they normally would.
5. All divisions will play 4-a-side with all field players and no goalkeepers. Each team is limited to a roster of 10 players. Any teams with players exceeding age group restrictions will forfeit each game that player participates in.
6. No heading of the soccer ball is permitted for ages U11 and younger.
7. All teams will play a minimum of three matches.
8. For all matches, the home team will kickoff and the away team will get to choose the side.
9. When possible, divisions shall be separated into equally sized groups with teams playing matches against every other team in their group. Groups shall be seeded and, when possible, drawn to avoid placement of teams from the same area in the same group.
10. As this is a jamboree, recreational tournament, no official scores or standings will be kept.
11. The duration of each match will consist of two, 12-minute halves.
12. Every team must have two sets of uniforms: dark and light jerseys. When the color of the team shirts conflict, the team listed as "Home" must change to an alternate color.
13. Substitutions are unlimited and are allowed "on the fly" at any point during the game.

14. All restarts after a foul or dead ball will be indirect kicks with a five yard "no-entry" radius, meaning only players from the kicking team may enter the area.
15. All red cards will result in a one-match suspension. If the offense is of a serious nature, the Judicial Committee reserves the right to impose a longer suspension. Following the match, that player and his or her coach must report to the Judicial Committee within 30 minutes to receive possible further punishment.
16. **All games are FINAL.** No protests are accepted; decision on the field is final.
17. Coaches are held strictly accountable for the conduct of their teams, parents and supporters. Abusive behavior toward the referee, opponents or tournament staff will not be tolerated. Such misconduct and breaches of sportsmanship shall be turned over to the Tournament Judicial Committee for possible suspension.
18. Neither the Tournament Committee, nor Starfire Sports are responsible for games cancelled because of unplayable fields. Such cancellations are for the safety of the players and referees and no liability will be assumed.
19. **Born in the year below or after:**

U-6	2011
U-7	2010
U-8	2009
U-9	2008
U-10	2007
U-11	2006