



YOUTH INDOOR RULES

For our indoor leagues, Starfire Sports utilizes the US Indoor Official Rules of play as provided by the United States Indoor Soccer Association. There are official rule books available at the front desk or online at www.usindoor.com. Below is a list of Starfire Sports "House Rules" which are in addition to the existing rules for reasons of safety and fairness.

1. Players on the Field

- Every player on every team must have a Starfire Sports membership before playing in a game, valid for one year from purchase date
- To start the game each team must have a minimum of four players, one has to be the goalkeeper.
- In COED leagues at least half the players have to be women to start the game, this is the same during the game
- In COED leagues a male player may not substitute for a female player, however, females can substitute in for males
- The division a youth player participates in is determined by their birthday as of August 1st of the session year. Example: A U-11 player has not had their 11th birthday before August 1st
- Players can only play on one team per division unless noted otherwise by Starfire management. Divisions are separated by different levels of play and different days.

2. Equipment

- Turf shoes or flat soled shoes designed for artificial surfaces must be used. NO CLEATS ALLOWED
- No jewelry or other potentially dangerous articles during game play
- Any cast must be wrapped before play on the field
- Shin guards must be worn at all times during play on the field
- All players on the same team must wear the same color jerseys/shirts to distinguish themselves from the other team. If two opposing teams wear the same color, the home team is responsible for wearing an alternate color. Goalkeepers must wear colors that distinguish themselves from all other players.

3. Special In Game Rules

- For all games involving youth players U11 and younger the following rule changes apply
 - Keepers may punt the ball when it is in play, not when it is a keeper's throw due to the ball leaving play
 - U11 teams and younger will use 7 players on the field including the goalkeeper, and may use a size4 ball.
- If any team falls behind by 6 goals or more they are allowed to add one player to the field, male or female
- To encourage good sportsmanship, Starfire Sports will not award any team a victory of more than a ten goal deficit. Example: A 21-0 victory will be recorded as a 10-0 in the standings
- Sliding or playing the ball while on the ground is not permitted
- All fouls committed by the offensive team inside the defensive team's penalty arch will result in the free kick being taken from the red dot
- In the event that the goalkeeper is issued a time penalty, the keeper MUST serve their own penalty
- A "macho" rule is applied in COED D leagues for the protection of female players against overly powerful shots and tackles by male players other than the goalkeeper. The "macho" rule is defined as a shot taken above the waist of a female player (excluding female goalkeepers) where the female player is deemed to have been intimidated.

4. Game Time Management

- Games will consist of two 22:30min halves with a halftime of one minute

- Game times are scheduled in 50 minutes slots and will be started promptly in those intervals; Please be ready to play at your scheduled time
- Time may be stopped at the discretion of the referee due to injury. If a player is injured they must be substituted. A goalkeeper is allowed to remain on the field and play after an injury timeout
- Time will start between games and after halftime regardless if the teams are on the field
- A forfeit is declared when a team is unable to put the minimum of 4 players on the field 5 mins prior to start
- Tournament game times consist of two 10:00min halves with a halftime of one minute

5. Tie Breakers

- Head to head
- Goals Against
- Goal Differential

INDOOR TOURNAMENT RULES

- No Cleats
- Blue cards 1 minute
- No Sliding
- U11 7-A-Side. And may use a size 4 ball
- U12 6-A-Side
- U11/12 Brackets play by U12 rules