



8v8 Rules

Starfire Sports' **Modified 8v8 Outdoor League** shall be governed by the official United States Soccer Federation laws with the following exceptions as indicated. All games will be played in compliance with local and state public health guidelines as it pertains to COVID-19 or any other relevant public health emergency.

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: 70-85 yards

Width: 45-50 yards

Goals

The maximum distance between the posts is 18 feet and the distance from the lower edge of the crossbar to the ground is 6 ½ feet.

LAW 2 – THE BALL

Each team must supply at least one soccer ball suitable for use as a match ball. The referee will be responsible for the ball during half-time and will return to the team or player after the game.

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, meaning the gender of the goalkeeper does not affect the number of males or females permitted on the field. A minimum of 2 females on the field 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 (not tournaments), 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.

LAW 5 – THE REFEREE

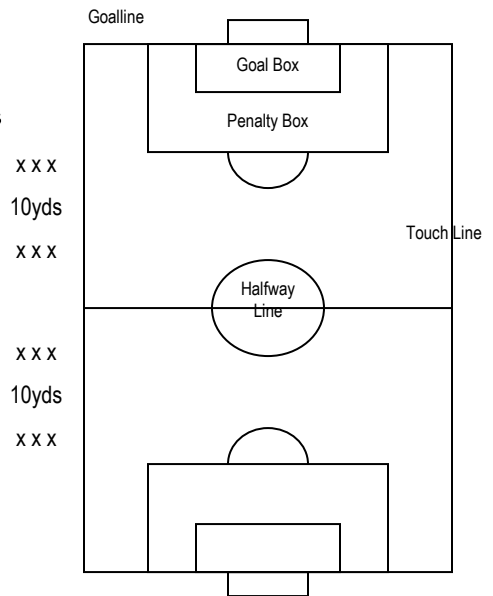
The Authority of the Referee

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 22.5 minutes. The match shall be played with a running clock and may be stopped at anytime according to the referee's discretion.



Substitution Diagram

Half-Time Interval

Teams shall switch halves of the field during the half-time interval. Half-time 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. Each shootout will last for five seconds or until the ball is in the goal, out of play, or controlled by the goalkeeper. *Coed divisions must alternate gender when taking overtime shootouts.*

LAW 11 – OFFSIDE

No Offside

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, score a goal, save a ball from exiting the field of play, or intercept a pass is permitted provided that no one is within a 5-yard radius of the sliding player.

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.

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. All penalty shootouts shall commence from the top of the arc bordering the penalty box, with all other members of the team positioned within the center circle. Play is live at the referee's whistle and all players (including the goalkeeper) may advance towards the shooter.

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 for the remainder of the match. The ejected player is suspended for a minimum of one additional match and subject to the disciplinary procedures described in the Points of Emphasis section.

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

All free kicks shall be direct in nature (with the exception of an intentional pass back to the goalkeeper) and all opponents must be at least 10 yards from the ball. In the event that a goalkeeper handles a pass from that goalkeeper's team inside the penalty box, the opposing team shall be awarded an indirect free kick from the spot of the foul, no closer than the perimeter of the goal box.

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. This kick shall be a direct free kick.

LAW 16 – THE GOAL KICK

When the whole of the ball passes over the goal line having last touched a player of the attacking team, the goalkeeper shall restart play with a throw, drop-kick, or a spot kick from any point within the penalty box. The ball must clear the penalty area within 5 seconds of the goalkeeper gaining possession of the ball. The ball can be touched by another player inside the penalty area, but still must clear the area within 5 seconds.

POINTS OF EMPHASIS

Team Fee Payment Policy

Each team shall reserve their place in the league by paying a non-refundable deposit in accordance with the league requirement. The entire league fee is due prior to participating in the first league match. Teams failing to comply will not be allowed onto the field, shall have the match terminated, and the team may be removed from the schedule. Any team with a balance after the second week will be eliminated from playoff contention.

Player Roster & Eligibility Policy

Prior to participating in any game, every player on every team must be on the roster and have: (1) a DASH account with a signed waiver, (2) a valid Starfire Sports membership (unless otherwise stated on Starfire website), and (3) a player photo on their DASH account, which can be taken at the Starfire front desk.

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 goal differential, (3) wins, (4) total goals allowed, (5) coin toss. If there is a tie between more than two teams, the head to head win/loss record will be judged by evaluating total points from head to head play between all tied teams, provided that each tied team played each other an even and equal number of times during the season.

Forfeit Fee

If a team must forfeit the match, a minimum of 48 hours notice must be given to avoid the forfeit fee. **A \$100 forfeit fee shall be charged to the team by the close of business the night following a forfeit.** This fee must be paid prior to the team's next match. 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 3-0 loss for the offending team. Should the team that is trailing cause the match to be forfeited, the score shall remain.

Match Reschedule Policy

A match shall be rescheduled provided at least two weeks' notice is given to the League Manager. *Please note that due to scheduling conflicts, byes and double-headers may be part of a team's league schedule.* Forfeited matches shall not be rescheduled. Please note that in the event that a match cannot be rescheduled due to forces beyond Starfire's control (e.g. weather, facility power outage, team withdrawing from league), a refund will not be issued.

Player Suspensions

A player receiving a red card is automatically suspended for the team's next match (current match does not count towards this suspension) and must leave the fenced area surrounding the field immediately. *Any individual suspended from 8v8 league play shall not be allowed to participate in any other Starfire league game, regardless of date, until the player's suspension has been completed.* For example, if a player plays 8v8 on Sundays, Indoor on Tuesdays, and Coed Outdoor on Thursdays but is suspended for three weeks for misconduct, then that player cannot participate in any match until their suspension has concluded.

Referee Abuse – No Tolerance Policy

Abuse of a match official will not be tolerated and can result in a longer suspension. Threatening a match official through verbal means will result in an immediate red card and a minimum suspension of three match weeks. Physical intimidation of a referee will result in a minimum suspension of one season, while physical abuse of a referee results in a lifetime ban. These are minimum suspension lengths and, in many cases, will be longer based on the circumstances and the decision of the judicial committee.

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. 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.