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COED OUTDOOR LEAGUE RULES

For our outdoor leagues, Starfire Sports continually utilizes the *most recent* version of FIFA Laws of the Game. Official rules are available at www.fifa.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. No slide tackling is allowed in any level of Starfire Sports outdoor leagues; sliding is permitted so long as it does not endanger a player in the area of the ball (ex: sliding to save a ball from going out of bounds is permissible).
2. Each player must be on a team’s roster with a valid Starfire Sports membership with player photo before playing in a game. A roster including player photos will be collected by the referee or Starfire staff member to check in teams and report any disciplinary issues.
3. Each team shall reserve their place in the league by paying a \$200 non-refundable deposit. 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.
4. To start the game each team must have a minimum of seven players; one has to be the goalkeeper. In COED leagues, teams must have a minimum of 2 women to start the game, and 4 on field throughout the remainder of the game, regardless of the gender of the goalkeeper.
5. Each team shall supply at least one soccer ball suitable for use as a match ball.
6. 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.
7. There is no limited to the amount of substitutions a team can make during a game. Once a player is substituted they are still able to return to the game. A male player may not substitute for a female player. However, females can substitute in for males.
8. Equipment Notes: Turf shoes, flat soled shoes, or outdoor cleats are allowed. NO SCREW-IN CLEATS ALLOWED. No jewelry or other potentially dangerous articles during game play. Any cast must be wrapped before play on the field and approved by the referee. Shin guards must be worn at all times during play on the field.
9. 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.
10. Games will consist of two 40-minute halves with a halftime of three minutes. Games times are scheduled in 90 minutes slots and will be started promptly in those intervals. Time will start between games and after halftime regardless if the teams are on the field.
11. A forfeit is declared when a team is unable to put the minimum number of players on the field after 5 minutes of game play. If a team must forfeit a game, we must receive at least 48 hours' notice in order for the team to avoid a forfeit fee. Reschedule efforts will be made but not guaranteed as field scheduling and team flexibility may not agree. A forfeit fine of \$100 will be levied if Starfire is notified less than 48 hours prior to kickoff and the fee will be charged to the card on file by the close of business the night after the forfeit.

12. 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. 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.
13. Semifinal and Championship games that are tied at the end of regulation will be decided by two, five minute "golden goal" periods, and then a shootout, if still tied. Kick takers must alternate genders in this shootout.
14. A player receiving a red card will be ejected from the game and must leave the playing field and bench area. The player is subject to the Judiciary Committee process and an additional suspension depending on the severity of the penalty. During the period between the ejection and the Judiciary Committee meeting, the player is prohibited from any Starfire league play (indoor and outdoor). Ejections will carry over into another season if necessary.
15. Any individual suspended from outdoor league play shall not be allowed to participate in any other indoor or outdoor Starfire league game, regardless of date, until the player's suspension has been completed. For example, if a player plays on Mondays, Tuesdays, and outdoor on Fridays but is suspended for three weeks for misconduct during a Friday outdoor match, that player cannot participate in any match until their suspension has concluded.
16. A player that is in the Judiciary Committee file three times is subject to a lifetime suspension at the discretion of the Judiciary Committee Chairman. Any player using what the referee deems excessive inappropriate language will be subject to a penalty determined by the referee. This can range from a yellow to a permanent ban from Starfire Sports. Inappropriate language is defined as follows: racial, sexually demeaning or foul language.
17. If a referee judges a player to be under the influence of alcohol or any narcotic substance, the player will not be allowed to continue playing for whatever period remains
18. 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.