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INDOOR LEAGUE RULES

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. 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: Teams must field a minimum of 4 players for any indoor match.

Coed Leagues: For all coed matches each team must have a minimum of 1 female to start the match. Coed teams shall consist of no more than 3 males and 3 females and at no time may the number of males exceed this number except during the "Additional Attacker" period.

Youth Leagues: 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 size 4 ball
- U11/U12 brackets play by U12 rules, unless otherwise agreed upon

Additional Attacker: If at any time a team falls behind by 6 goals, an additional player-of either gender- may be added. Once the goal difference is less than 6, the additional attacker must leave the field.

Addition by Subtraction (Youth Leagues Only): If at any time a team leads by 8 goals or more, the leading team shall remove one field player.

Rosters: Teams may have a maximum of 20 players on their roster for a given season.

3.1.b Situation: Team A only has 1 female and 5 males in attendance. The team begins the match with a male GK, 2 male field players and 1 female field players. **Ruling:** Legal, as the team has not exceeded 3 males on the field.

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. The official game clock shall begin and the time shall not be added. If a team fails to field the minimum number of players, a forfeit shall be recorded 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 away from the team benches. Please observe all signage indicating where spectators may view the game.

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.

3.5.b Starfire Player Cards: Starting January 2014, adult leagues will require a player card, which will be used as identification for check-in prior to each game. A referee or Starfire staff member will check each player in and keep the players cards for the duration of the game. In the event that a player does not have his player card, an ID can be used, but only for one game per season.

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.) Players cannot be added to the roster following the seventh week of a ten week season. For seasons shorter than 10 weeks, rosters freeze two weeks prior to the end of that season (ex: after week four of a six week season).

3.6.b Player Age Restrictions: All participants playing in an adult league must be eighteen years of age prior to participating. For Over 30, Over 40 and Over 50 leagues, players who will turn the minimum age in the calendar year may participate.

Rule 4 – The Player's Equipment

- 4.4 Footwear:** Players must have turf shoes or flat soled shoes designed for play on artificial surfaces. Outdoor cleats, including artificial grass cleats, are strictly prohibited.
- 4.5 Player Uniforms:** All members of a team must wear jerseys of the same color. Goalkeepers must wear uniforms distinguishable from the uniforms worn by the other team and the opposing goalkeeper and the referee. In case of a uniform color conflict, the HOME team is responsible for changing into an alternate color. If a color conflict occurs, the players, not the referee, must change. Note: Team uniforms don't need to be the same exact shirt or jersey (though this is encouraged!). The team uniforms just need to be the same 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 league game shall consist of two 22:30 minute halves. This is for league games only and not indoor tournaments.
- 6.2 Period Intervals:** A one minute Halftime or Overtime Intermission Period may be used. Overtime periods shall not be played during regular season matches. The referee shall notify both teams involved if overtime shall be played following the conclusion of full-time.

Rule 7 – The Start and Restart of Play

- 7.5 Goalkeeper Punting:** For U11 and below, goalkeepers may punt the ball when it is in play but not when a different restart is expressly required (i.e. perimeter wall violation.)

Rule 10 – Fouls & Other Violations

- 10.1 No Headers - U11 and Younger:** In accordance with US Soccer's Player Safety Campaign, heading of the soccer ball will no longer be allowed in U11 and younger games. Any header, whether intentional or unintentional, will result in a stoppage in play to assess the player's safety and knowledge of the new rule. Play will resume based on which team had possession at the time of stoppage. If no team had possession and no clear possession was going to be obtained, the result will be a drop-kick at the restart point closest to the header.

Rule 13 – Coed D Rule (a.k.a the "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 Kicks 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.

POINTS OF EMPHASIS

No Sliding: For the safety of all players, sliding of any kind is not permitted in any indoor league. The only exception to this rule is that the goalkeeper is permitted to slide within that goalkeeper's penalty arch.

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, (3) total goal differential, (4) 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 a forfeit fee. A \$100 forfeit fee shall be charged to the team account by the close of business the night following a forfeit. Due to limited field availability, matches that are forfeited will not be rescheduled.

Forfeit Policy: **MATCH FORFEITS WILL NOT BE RESCHEDULED.** Efforts to schedule an opponent shall be made provided advance notice is given. Teams causing a forfeit shall have the score recorded as a 5-0 loss. Teams forfeiting two or more matches, in a single session, shall not be eligible to participate in that session's championship match.

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.

Player Ejections & Suspensions: A player receiving a red card is automatically suspended for their team's next match (current match does not count towards this suspension). Any individual suspended from indoor 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 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. This applies for all leagues – indoor, outdoor coed, 8v8, and SPSL. A suspension carries over for all leagues.*

Player Using Fake or Incorrect Name: Any player using a fake or incorrect name in a game, particularly after receiving a red card, shall be subject to a \$50 individual fine. In the instance that a player is ejected from a game and is incorrectly identified by another team member, the team will receive a \$50 fine for deliberately misleading the Starfire judiciary committee. Any fine must be paid prior to participation in the next match.

Player Appeal Process: Players receiving a suspension greater than 1 match may appeal their suspension by submitting a \$50 non-refundable administrative fee to Starfire Sports and by providing new evidence that the player did not commit the offense. The \$50 fee shall NOT be returned under any circumstance.

Team 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 shall be removed from the schedule.