



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

# 2023 INDOOR TOURNAMENT RULES

1. Matches shall be played in conformity with the Rules of FIFA and US Indoor, and Starfire Sports Indoor “House Rules,” 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 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](http://www.starfiresports.com) and select Member Login in the top right-hand corner of the home page.
3. Masks are NOT required for players, coaches, and spectators but please refer to the guidelines stated by the CDC and King County Public Health’s mask guidance for public indoor spaces as of November 2022.
4. All teams must arrive and check-in to the Starfire athletic center at least 30 minutes prior to the start of the first game.
5. Boys and Girls U8 through U11 divisions will play 7-a-side with six field players and one goalkeeper using a size 4 soccer ball. U12 will play 6-a-side with five field players and a goalkeeper using a size 4 soccer ball. U13 and older age divisions (including adult) will play 6-a-side with five field players and a goalkeeper using a size 5 soccer ball. Each team is limited to a roster of 20 players.
6. **U12 and Younger:** Heading of the soccer ball is **not allowed** in U11 and younger games. Any header, whether intentional or unintentional, will result in a stoppage. 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.
7. Any teams with players exceeding age group restrictions will forfeit each game that player participates in. This applies for both youth and adult age divisions. No player may participate on more than one team playing in the tournament for that specific date and division.
8. All teams will play a minimum of three matches.
9. For all matches, the home team will kickoff and the away team will get to choose the side.
10. 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 or league in the same group.
11. A **fifteen-point system** shall be employed to determine the order of finish in group play as follows:
  - Nine points for a win
  - One point per goal up to five goals
  - One point for a shutout
  - Four points for a draw

The team with the most points in group play will be the winner of the group; the rest of the teams shall finish in order of most points. If there are an uneven number of teams in one bracket, and a team must play four games, their score will be divided by .75

If teams are equal in points, then tie-breakers, in order of importance, shall be:

- A. Head-to-head result
- B. Goals difference (maximum of +/- 5 per game)
- C. Goals allowed
- D. Goals for (maximum of 8 per game)
- E. Fewest losses
- F. Most shutouts

G. Coin toss or penalty kicks

\*If there is a three-way tie, the tiebreakers shall be followed, starting at #2, until one team advances or is eliminated. Then, the tiebreaker will be started again at #1 for the two remaining teams.

- 12. Section 3.1.b of Starfire Indoor House Rules referring to Additional Attacker does not apply. A team trailing by 6 goals or more does not gain an additional attacker. However, a team winning by 8 goals or more still cannot score inside the arch (see: Scoring Inside the Arch Restriction).
- 13. The duration of each match will consist of two, 11-minute halves, wherein half-time will solely consist of teams switching sides of the field. For adult tournaments, the two halve system may be substituted for one, 22 minute match (no half-time)
- 14. In group play and consolation matches, a draw shall stand as played. In the semi-finals and finals, matches that end in a draw shall be decided by a penalty shootout. **No overtimes.**
- 15. 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.
- 16. Substitutions are unlimited and are allowed “on the fly” at any point during the game.
- 17. Sliding on the ground at any time is not permitted.
- 18. Players must have turf shoes or flat-soled shoes designed for play on artificial surfaces. **Outdoor cleats, including artificial grass cleats, are strictly prohibited.**
- 19. 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.
- 20. **All games are FINAL.** No protests are accepted; decision on the field is final.
- 21. 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.
- 22. Neither the Tournament Committee, nor Starfire Sports are responsible for games cancelled because of unplayable fields or adverse outdoor weather conditions. Such cancellations are for the safety of the players and referees and no liability will be assumed.
- 23. **Born in the year below or after:**

<b>U-9</b>	<b>2015</b>
<b>U-10</b>	<b>2014</b>
<b>U-11</b>	<b>2013</b>
<b>U-12</b>	<b>2012</b>
<b>U-13</b>	<b>2011</b>
<b>U-14</b>	<b>2010</b>
<b>U-15</b>	<b>2009</b>
<b>U-16</b>	<b>2008</b>
<b>U-17</b>	<b>2007</b>
<b>U-18</b>	<b>2006</b>
<b>U-19</b>	<b>2005</b>

**For the 2023/2024 Season (“High School” divisions are U19 and younger)**