

Florida Club League (FCL) Handbook 2020/2021 Season



A US Club Soccer Sanctioned League



Updated: Sept 1, 2020

The goal of this handbook is to provide assistance to clubs, coaches and managers to ensure the Florida Club League (FCL) operates smoothly and is a positive experience for all involved – players, coaches, managers, club officials, referees, and parents.

When competing in FCL, the club is responsible for overseeing their coaches, players, parents and club personnel – administratively, on and around the field. Each club is responsible for ensuring all club members understand and meet the following requirements and follow FCL Rules and Code of Ethics.

Quality – Clubs and their teams must be committed to striving for excellence with respect to play, sportsmanship, fields, referees and the total soccer experience.

Director of Coaching – Clubs must have a named Director of Coaching listed on the FCL website with a working email address. The Director must be familiar with each team in their club and the team’s involvement in the FCL Programs.

Fields – Clubs should have at least one high-quality field (5-time slots) per eight teams. Teams traveling long distances deserve to play on decent fields! Teams may ask that they play all away games.

Referees – Clubs must have a current USSF certified Referee Assignor and enough current year USSF licensed referees available to cover all their teams entered in a competition.

Administrator – Clubs must have an administrator responsible for helping teams maintain their club and team information on the FCL website. This person should have a working email address and be available to assist team managers with all administrative tasks.

Good Standing – Clubs must be in good standing with US Club Soccer and FCL.

FCL Premier Mission

MISSION: The Florida Club League’s mission is to provide an opportunity for youth to develop and grow in our community through participation in athletic competition. Our goal is to provide a welcoming, enjoyable, safe, and competitive environment which will assist in the development for children of all skill levels. Our goal is to create the most competitive league structure with tiers that will provide the most success for our members and community.

FCL Premier Vision

VISION: To be Florida’s premier youth soccer league where all teams can play and develop regardless of race, creed, sex, ability, or economic status. We strive to develop and prepare our clubs for the future. We pledge to give back to our members in the form of player development, business development, coach, and referee education, and provide financial aid platforms for the membership community.

FCL Premier Core Values

Safety - FCL will always make the players health and safety a priority in all decisions that are made.

Accountability - Every FCL member club will be measured meeting league standards as well as contributions toward improved player development for growth of the game.

Collaboration – FCL will encourage collaboration and cooperation between clubs in developing programs and promoting the best interests of players and the game.

Commitment – FCL will work with clubs to develop programs which appeal to all players of all skill levels and will encourage lifelong connections between the clubs, players and the game.

Competition – FCL will facilitate the highest competitive leagues throughout the state of Florida while focusing on the best interest of each member club.

Education – FCL promotes a holistic approach to the player and parent education, with best in class resources available to promote club, coach, referee, player education and development, as well as player health and welfare. The key to player development is coaching development – better coaches develop better players, and better clubs develop better coaches.

Integrity - FCL will act in a fiscally responsible and businesslike manner in everything it does.

Florida Club League (FCL) Minimum Standards Compliance

The minimum standards for competition in the FCL are applied to all clubs. Minimum standards define the “minimum” level which clubs must attain in the various management aspects of running a club. Clubs that do not meet the minimum standard requirements run the risk of jeopardizing their status as members of FCL.

Compliance with minimum standards

Clubs are required to comply with the defined minimum standards. The FCL director shall have the power to penalize clubs, individual clubs’ members or BODs for non-compliance with minimum standards with penalties consisting of warning, loss of points, fines or permanent suspension from sanctioned league activities.

The FCL BOD will regularly monitor for compliance. In addition, clubs are encouraged to report situations where clubs appear to be non-compliant with the league minimum standards. Reporting non-compliance on the part of other clubs should not be viewed negatively, but rather a positive attempt to maintain consistency within the league that will ensure professionalism and fairness, both on and off the field.

Minimum requirements that EVERY club must meet:

1. Have a Director of Coaching charged with technical oversight of all teams and coaches within the club.
2. Be a registered corporate entity, either for-profit or not-for-profit, in good standing according to federal and state law, and have a club logo.
3. Have a mission statement identifying the primary purpose for the club’s existence and its goals in player and personal development of its players. The mission statement should be realistic based on the club and community resources.
4. Have either a formal governance board or an advisory board to provide guidance and assistance in financial, legal, real estate, and other general business matters.
5. Have a conflict of interest policy that addresses the recusal of board members that have children in the club in situations that directly involve their children.
6. Have a clear, hierarchical organizational chart with all staff and their responsibilities, with job descriptions for all full-time staff.
7. Background checks must be conducted on all coaches and on any adults that will interact with players on a regular basis.
8. Have a minimum of three teams in the same gender to be considered a “club” for that gender of players.
9. Have a player and parent code of conduct.
10. Have a coach’s code of conduct emphasizing that high degrees of professionalism, personal integrity, and maturity are required from all staff.
11. Have an annual player registration process managed by a club registrar / administrator.

Minimum FCL Standards

ECNLR (must enter teams both boys and girls U11-U18/19)

- 1) Technical: Staffing, Curriculum, Training, Additional Resources
- 2) Structural / Administrative: Organization, Structure, Finance and Member Management
- 3) Facilities:
 - a. Have a dedicated training facility that is owned or leased by the club with at least 2 training fields with multiple goals of varying sizes on each field.
 - b. Provide benches, tents, and water on game days for all fields.
 - c. Clean working restrooms
- 4) Game Day standards:
 - a. Clubs will be expected to have the following on game date:
 - i. Dedicated away team check in area
 - ii. League signage/feathers
 - iii. Sports trainer(s)
 - iv. *Team benches, tents, provide water and/or sport drink (due to co-vid please follow CDC guidelines when providing drinks)*
 - v. All fields should have corner flags and secured goals

Florida Club League 1 (FCL1) (must enter teams U13-U18/19 boy or girls)

- 1) Technical: Staffing, Curriculum, Training, Additional Resources
- 2) Structural / Administrative: Organization, Structure, Finance and Member Management
 - a. Have a strategy or program to identify, hire, and retain new coaches and staff, as well as lateral hires of experienced coaches and staff.
 - b. Have an annual strategic planning and goal-setting meeting to determine direction and focus for the future of the club, short-term and long-term.
 - c. Have a 5-year strategic plan outlining the goals and objectives of the club in player development, facility development, and coach development. This plan should be reviewed and assessed annually.
 - d. Have a full-time Executive Director or Business Manager to manage finances, logistics, and other business tasks of the club. This position may report to the Director of Coaching or directly to the Board of Directors depending upon the club and the skills of the individuals involved.
 - e. Have an Executive Director / Business Manager with a college degree in business administration, sports administration, or something similar.
 - f. Have full-time administrative staff to operate the club.

- 3) Facilities:
 - a. Have a dedicated training facility that is owned or leased by the club with at least 2 training fields with multiple goals of varying sizes on each field.
 - b. Clean working restrooms
- 4) Game Day standards:
 - a. Clubs will be expected to have the following on game date:
 - i. Dedicated away team check in area
 - ii. League signage/feathers
 - iii. Sports trainer(s)
 - vi. *Team benches, tents, provide water and/or sport drink (due to co-vid please follow CDC guidelines when providing drinks)*
 - iv. All fields should have corner flags and secured goals

Florida Club League (FCL2) (must enter a minimum of 4 teams)

- 1) Technical: Staffing, Curriculum, Training, Additional Resources
- 2) Structural / Administrative: Organization, Structure, Finance and Member Management:
 - a. Have at least one part-time administrative staff member to serve as a registrar and operate the club. Administrative staff should be keeping a minimum of four working hours per day, five days per week.
- 3) Facilities:
 - a. Have access to at least one high quality competition field that allows the ball to run smoothly which is appropriately lined per FIFA rules with benches for players and restrooms or port-a-potties. Turf or natural grass is acceptable.
 - b. Provide benches for teams on game day for all fields.
 - c. Clean working restrooms
- 4) Game Day Standards:
 - a. Clubs will be expected to have the following on game date:
 - i. League signage/feathers
 - ii. *Team benches, provide water and/or sport drink (due to co-vid please follow CDC guidelines when providing drinks)*
 - iii. All fields should have corner flags and secured goals

Florida Club Development League (FCDL) (no minimum team requirement)

- 1) Technical: Staffing, Curriculum, Training, Additional Resources
- 2) Structural / Administrative: Organization, Structure, Finance and Member Management:
- 3) Have at least one part-time administrative staff member to serve as a registrar and operate the club. Administrative staff should be keeping a minimum of four working hours per day, five days per week.
- 4) Facilities:
 - a. Have access to at least one high quality competition field that allows the ball to run smoothly which is appropriately lined per FIFA rules with benches for players and restrooms or port-a-potties. Turf or natural grass is acceptable.
 - b. Provide benches for teams on game day for all fields.

- c. Clean working restrooms
- 5) Game Day Standards:
- a. Clubs will be expected to have the following on game date:
 - i. League signage/feathers
 - ii. *Team benches, provide water and/or sport drink (due to co-vid please follow CDC guidelines when providing drinks)*
 - iii. All fields should have corner flags and secured goals

Florida Club League (FCL) - General Rules and Regulations

Applies to all State and Regional Leagues and Cups



Section 1: Administration/ Management

1.1 – Florida Club League

The Florida Club League (FCL) is a US Club Soccer sanctioned league and member of the United States Soccer Federation.

1.2 – Governance

All FCL competitions are governed by regulations approved by the Board of Directors (BOD). The BOD shall rule on all disputes and issues pertaining to FCL competitions that are not covered in the Code of Ethics. The BOD may overrule rules in this handbook if it is determined to be for the good of the game.

1.3 – Club Definition

In order for a club to be considered a member of FCL, the following conditions must be satisfied:

1. All teams participating in FCL events must belong to a single legal entity, with a single leadership structure, a single financial structure, and a single governance structure.
2. All teams participating in FCL events must have a common club name, logo, uniform (which should be unique to their club) and must practice/play games out of one designated club facility.
3. All teams participating in FCL events must operate under a single technical structure/plan and report to a single Technical Director, Director of Coaching or Executive Director.
4. All players participating in FCL events must be registered under a single US Club ID.

1.4 - Club Pass Rule

Each US Club Soccer player pass can be used for any age-appropriate team in the issuing club. Thus, players have the ability to move up and down within their club, giving individual teams the ability to make changes game to game due to illness, injury, vacation, or other conflicts. It is considered unethical for teams to move players down within a club for the purpose of creating a competitive advantage.

1.5 - Team Management

Overall, clubs are responsible for the management of their teams. In order to compete in FCL events, each team must have a team manager who oversees the following responsibilities: scheduling games, referee payments, travel cooperation, reporting of scores and communication with appropriate league officials. All team managers must have access to email that is checked on a daily basis and a telephone number connected to a 24-hour answering system during the season.

1.6 - Division Formations

Competitive divisions will be structured according to the playing level of teams as determined by the FCL BOD, which has final authority on all placement issues. Should FCL determine there is an insufficient number of teams to constitute an age group division, the teams affected may be allowed to temporarily or partially compete in a different division of play.

1.7 - League Standings

Official standings of teams, the keeping of which is the responsibility of the FCL, are tabulated on a regular basis and displayed on the FCL website.

1.8 – Play Up Request Guidelines

For teams who wish to request to play up an age group, the FCL will use the following criteria to determine if a team needs to play up for their development:

1. Team is current Florida Cup Champion or Finalist within their own age group, AND
2. Team has proven in previous seasons to be a very dominant team within their own age group, OR
3. Team does not have appropriate competition locally and needs to travel significantly in order to find competition within their own age group

Play up requests must be submitted to the FCL League Director for consideration. The FCL BOD has the final say on all play up decisions.

1.9 – Teams Requesting to Play Outside their Region

For teams who wish to request to play outside of their region, the FCL BOD will use the following criteria to determine if a team needs to play in a different region:

1. Availability of competitive divisions within the Region

Section 2: Scheduling and Communication

2.1 – Required Club Contacts

Each club's TGS account needs to be kept up to date with the proper contact information. Please keep in mind that this is the primary method by which FCL communicates with your club. Failing to have the proper contact information may result in your club missing vital league communication. Each club shall maintain the following club contacts:

- DOC
- President
- Administrator (Primary FCL contact)
- Referee Assignor

2.2 - Communication Policy

Communication between teams is vitally important for all FCL events. Each team must have at least two different contacts listed in TGS and ensure that both contacts have an email and phone number listed. All team scheduling communication should be done through TGS system so that there is a proper record of the communication. Team contacts must respond to communication within 48 hours. Listing the wrong email or phone number will not be a valid excuse for not responding to communication.

2.3 - Policy for Scheduling Matches

The FCL will provide play dates for all matches along with scheduling deadlines. *Teams are expected to be available to play any time on the game dates provided.* For club-hosted games, home teams should take travel time into consideration. Please do not schedule games before 10 AM if a team is required to travel more than one hour. Please do not schedule games for older ages (U15 and up) before 3 pm on SAT/ACT test dates. In consideration of Co-Vid19, the club will need to consider their local county health and safety guidelines as these will vary from county to county. All games must be scheduled (time and location) by the deadline provided by the FCL. After the deadline passes, the schedules are locked, and games can only be rescheduled if both teams agree. Teams unwilling or unable to attend games will be fined and may be removed from FCL. Any unplayed games will be documented by league officials and may result in a club being removed from FCL.

Please Note - If the FCL feels that a club is responsible for the game not being scheduled or communication from the away team is not responded to in a timely manner, teams will lose home-field advantage but still pay for referees and field costs.

The grace period for kick-off for late arrival of a team to the game is 15 minutes. FCL encourages games to be completed but following game(s) should not be impacted by a late-game start. If it is necessary for a game to be shortened due to a late start, both teams and the referee shall agree on having two equal shortened halves.

In consideration of Co-Vid19, the club will need to take into account the local county health and safety guideline as these will vary from county to county.

2.4 – Rescheduling Games

Once playdates have been determined, both teams must agree on any scheduling change prior to the schedules going live. After the scheduling deadline passes (schedules have gone live), a game can only be changed if there is a rain out or field closure. Any other reason will require BOD approval, via email to the League Director and will result in a fine/fee that will need to be paid in full prior to the schedule being changed.

2.5 - Weather/Lightning Policy (Adapted from the NCAA Guideline 1d for Lightning Safety)

When inclement weather approaches, the following steps should be taken for the safety of all student-athletes, coaches, support staff and spectators.

- A. In a preventive fashion, the Program Director will obtain an official weather report from the National Weather Service before each practice and/or contest. In the event of potential thunderstorms, the weather conditions will be monitored via the internet or phone app such as Weather Bug Spark. All personnel should be prepared to monitor incoming severe weather using the Flash Bang method. To use the Flash Bang method, count the seconds from the time lightning/flash is sighted to when the clap/bang of thunder is heard. Divide this number by 5 and this equals how far away (in miles) the lightning is occurring. (For example, 20 second count = 4 miles). As a minimum, the NCAA and the National Severe Storms laboratory (NSSL), strongly recommend that all individuals leave the athletic sites and reach a safe location by the flash-to-bang count of 30 seconds (6 miles). However, lightning can strike as far as 10 miles and it does not have to rain for lightning to strike. Activities will be terminated at 40 seconds or 8 miles.
- B. Chain of command for evacuating athletic teams/spectators during competition:
Program Director → Officials → Coaching Staff → Teams ↓ Spectators
- C. Chain of command for evacuating athletic teams/spectators during practice:
Program Director → Coaching Staff → Athletic Teams ↓ Spectators
- D. All sports programs will follow the guidelines established in this handbook. In the event that the Weather Bug Spark Lightning Detector reacts to nearby lightning strikes twice in the 0-8 mile range, all venues will be evacuated. The following will occur by all sporting programs during storm activity: Indication Reaction by Department Severe Thunderstorm Monitor Weather Bug Spark for distance Storm Distance 0-8 miles Evacuation to Safe Facility Storm Distance 9 – above miles Monitor for distance The existence of blue sky and the absence of rain are not protection from lightning. Lightning can, and does, strike as far as 10 miles away from the rain shaft. It does not have to be raining for lightning to strike.
- E. It is the responsibility of the head coach for each practice to remove and direct all athletes, coaches, and parents to their automobile. (If the head coach is not present, the assistant coach will assume responsibility.)
- F. No team shall be allowed to return to practice and/or competition for 30 minutes after the Lightning Detector has returned to the safe range of “Storm Distance 8 and above Miles” or no indication of lightning strikes on the detector for 30 minutes.
- G. The Program Director (Game day) and/or On-Site Coach (Practices) will inform all parties that it is safe to return to the field of play.

2.6 – Rain Outs

In the event of a forced reschedule (i.e. rainout), it is the home team’s responsibility to reschedule the match. All rainouts must be rescheduled within 1 week of the original match date.

2.7 - Cancellation/Forfeit Policy

Teams must give their opponent a 96-hour warning if not able to attend a scheduled match, or they will be required to pay field and referee costs. Please remember that this is a club competition and not an individual team competition. The following is a list of common excuses teams cite for wanting to reschedule or cancel a game. We recommend the following solutions to frequently posed problems:

- Too many players missing (sick, testing, etc.) - Remember that any player from your club is available to participate with your team as long as they are of the correct age. In league matches please use lower team players or players from younger teams within your club to fill out your roster.
- Missing Coach - Any coach with a valid pass for your club is able to coach any team in that club. If your coach has several commitments, then it is recommended that teams have an assistant coach or another coach from the club available to cover games.
- No Fields Available - It is expected that if your team is playing in FCL, you have access to quality fields. This excuse will not be accepted for cancellation of a match.
- Tournaments/other games - FCL understands that teams will possibly play in a tournament during the league. This will be an acceptable excuse to ask to reschedule a game, but it must be rescheduled by FCL scheduling deadlines. Please plan your schedule well in advance so your schedule does not become so full that you are unable to fulfill your league commitment. Club officials will have the ability to input blackout dates within TGS when registering teams.

Section 3: Game Officials

3.1 - Match Officials

Match officials must be current year USSF licensed referees. The match officials shall consist of the referee and two assistant referees except for 7v7/ 9v9 formats of play may be played with one referee. Clubs may elect to use club linesmen for 7v7/ 9v9 formats of play. No match officials, other than club linesmen, may have family members in the game they are working. Club linesmen may only signal when the ball has left the field of play, they may not call offsides or fouls.

3.2 - Assignment of Match Officials

Match officials shall be assigned and paid by the home club for each match. Each club is required to have a current year certified USSF Referee Assignor active in the assignment of referees for all FCL games in their club & listed in their TGS account. Failure to do so will result in club sanctions from FCL, including a review of a club's membership.

Section 4: League Discipline

4.1 - Violating League Rules

The FCL Protest, Discipline & Ethics Committee (PDE) and the FCL BOD shall have the authority to suspend, fine, disqualify or otherwise impose sanctions on, players, team officials or competing clubs for violating league rules, the FCL Code of Ethics or for any action or conduct not in the best interest of soccer or the FCL.

4.2 - Disciplinary Issues

Any breach of FCL Rules outlined in this Handbook should be reported to the FCL Administrator, who will then refer it to the BOD. Any incidents or breach of the FCL Code of Ethics should be reported to the FCL Administrator. All reports of rule violations or breaches of the FCL Code of Ethics may only be reported by a club's DOC or President.

4.3 - Red Cards

If a Red Card is shown, it will result in a minimum of a one (1) game suspension. This includes a Red Card as a result of two cautions. If a player is sent off during the weekend, they may not play the remainder of the weekend, regardless of which event the Red Card is issued in. Games sat out that weekend will count against the suspension, as long as noted on the roster and/or Referee Game Report as such. Any player used during a suspension will be considered an illegal player and the team, coach and club will be punished accordingly.

4.4 - Red Card Procedure

In any game where a Red Card is issued, the club assignor or the club site representative must notify the FCL Administrator within 24 hours and the referee must fill out a Send-Off Report. This should be reported to the FCL Administrator within 24 hours of the game by emailing admin@fclleague.com.

The player card can be returned to the team as long as the Referee Send-Off Report shows the infraction, the player's name, and ID number. In addition to the send-off report, clubs must scan and send the game report to admin@fclleague.com confirming that suspensions have been served. This should be completed no later than 8:00 PM on each Thursday until the player is cleared to play from serving his or her suspension.

4.5 - Suspensions

It is the team's and/or club's responsibility to ensure their Red Carded player/coach serves the minimum 1 game suspension. It is also their responsibility to ensure that their player/coach serves any additional suspension determined by the FCL PDE committee. There shall be two types of suspensions:

1. Minor Offenses – See table below:

AL	Offensive, insulting or abusive language	1 Game
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AL2	Offensive, insulting or abusive language directed towards a Player/Official/Spectator	Sanction determined by committee
2CT	Second caution in same match	1 Game
SFP	Serious Foul Play	1 Game
DGH	Denies opportunity by hand ball	1 Game
DGF	Denies opportunity outside penalty area	1 Game
DGP2	Denies opportunity in penalty area - No attempt to play ball	1 Game

2. Major Offenses – See table below: These include send-offs for violent actions. Major offenses will be reported directly to US Club Soccer

S	Spits at opponent or other person	2-6 Games (passed onto US Club)
VC	Violent Conduct	2-6 Games (passed onto US Club)

3. Referee abuse will NOT be tolerated and will be sent directly to US Club Soccer to be handled.
4. Any FCL registered players receiving a red card in an FCL competition will be suspended for the remainder of that specific level's competition and the next FCL competition for that specific age group and all other FCL groups competing that day in all levels of competition. The suspension should be served with the team that the player is primary rostered to. If a break occurs between red card and opportunity to serve the suspension, then an appeal from the club Executive Director or club Coaching Director ONLY can be made to the PDE committee to serve it with another age appropriate team. Additional suspensions or sanctions may be imposed after review. Any red card suspension must be served and signed off on the game report that he referees verified them serving the suspension. One of the eligible roster positions should be used for this player serving the red card.
5. All red cards are subject to disciplinary examination by the PDE Committee and may be assessed additional games based on severity and repetition.
6. Appeals can be made in a situation of mistaken identity by the referee or red card suspensions which have the sanction determined by the PDE Committee. Appeals will only be accepted if video support can be submitted by the Executive Director or club Coaching Director ONLY. No video appeals will be considered from coaches, team administrators, players or parents.

Section 5: Equipment

5.1 - Safety

A player must not use equipment or wear anything which is dangerous to themselves or another player (including all jewelry).

5.2 - Casts

No orthopedic (hard) casts, air splints or metal splints may be worn. Players will be allowed to play in a soft cast at the discretion of the Referee.

5.3 - Jewelry

Absolutely no jewelry, including rings, chains, watches, jewelry, hair clips, bobby pins, earrings, bracelets, rubber bracelets, or abnormally long fingernails may be worn while participating in any FCL games. Only Medical Alert Warning Bracelets may be worn and shall be taped to secure them to the player's body. Earrings and other piercings cannot be taped and must be removed.

5.4 - Shinguards

All players are always required to use shin guards. They must be worn properly and be professionally manufactured and unaltered. Socks must completely cover shin guards.

5.5 - Braces

It is strongly recommended for the safety of the player, that a player does not wear a brace during FCL games. Braces are allowed as long as the referee decides that the brace will not or cannot hurt the player wearing the brace or any other player. All metal, metal-like, or plastic brace supports are to be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, hard plastic or like devices are permitted provided the referee does not deem the support to be potentially harmful to other players.

5.6 - Eyeglasses

Players who must wear eyeglasses are encouraged to wear sports goggles. Lenses must be unbreakable, and frames must be unbreakable plastic or sturdy metal.

5.7 – Player Uniforms

The two teams must wear colors that distinguish them from each other and also the referee and the assistant referees. The HOME team has the right to choose what uniform color they will wear for each match. ***This must be communicated by the Thursday leading into the match weekend by 5p.m. to the visiting club.***

Each goalkeeper must wear colors that distinguish them from the other players, the referee, and the assistant referees. All players on a team except the goalkeeper shall wear identical uniforms (shirts, shorts, and socks). ***If there is a conflict in the uniform color, the AWAY team shall change uniforms.***

5.8 - Player Numbers

Player numbers must be affixed to the back of the uniform shirt. Each player on a team shall wear a unique number.

5.9 – Undergarments

If undershirts or shorts are worn, they must match the main color of the jersey or short. If tape or other material is applied externally to the socks it must be the same color as the part of the sock to which it is applied.

5.10 - Home Team

The home team is the team listed first on the official schedule. The home team will furnish the game balls.

5.13 - Technical Area

FCL encourages both team benches to be on the same side of the field.

Florida Club League (FCL) - Playing Rules and Regulations

Applies to all Youth State & Regional Leagues



Section 1: Competition Rules

1.1 - Playing Rules

All games under league jurisdiction shall be played according to the rules and regulations recognized by the FCL Premier League which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those exceptions authorized by FIFA or USSF.

1.2 - Point System

All FCL Leagues shall operate under a point system. The point system shall award three points for a win, one point for a tie and no points for a loss.

1.3 - Tie Breakers

In case of a tie-on points in the standings within a league, the following will be used as tiebreakers:

1. "Head to head" points (win/lose/draw) between teams
2. Overall Goal Differential (up to 4)
3. Goals for (up to 4)
4. Goals against (up to 4)
5. Most points against the highest non-tied team in the group
6. Best goal differential against the highest non-tied team in the group
7. Most shutouts
8. Fewest red cards
9. Coin toss

In a situation where a season cannot be completed due to exceptional circumstances, and teams have played an unequal number of games, FCL may use Points Per Game (PPG) to decide league standings.

1.4 - Game Details

	U8	U9-U10	U11	U12	U13	U14-U16	U17-U19
* Field Size (yds)	25/35 L 15/25 W	55/65 L 35/45 W	70/80 L 45/55 W	70/80 L 45/55 W	100/120 L 50/80 W	100/120 L 50/80 W	100/120 L 55/80 W
**Number of Referees	None	1	3	3	3	3	3
Number of Players	4v4	7V7	9v9	9v9	11v11	11v11	11v11
Minimum # of Players	4	5	6	6	7	7	7
Goalkeeper	No	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	4x10	2x25	2x30	2x30	2x35	2x40	2x45
Ball Size	3	4	4	4	5	5	5
Goal Mouth Size (feet)	4x6	6.5x18.5 - 7x21	6.5x18.5 - 7x21	6.5x18.5 - 7x21	8x24	8x24	8x24
Offside	No	Yes	Yes	Yes	Yes	Yes	Yes
Substitutions	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	ECNLR (see ECNL competition rules) FCL1(follow NPL rules) and FCL 2 (limited see NPL specific rules) FCDL Any Stoppage	ECNLR (see ECNL competition rules) FCL1(follow NPL rules) and FCL 2 (limited see NPL specific rules) FCDL Any Stoppage	ECNLR (see ECNL competition rules) FCL1(follow NPL rules) and FCL 2 (limited see NPL specific rules) FCDL Any Stoppage

Fouls (type of kick)	Indirect Free Kicks Only	Indirect & Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks
Free Kick clearance	10 ft	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	1 Re-throw	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	None	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	None	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	3x8	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20
Heading	None	None	None	per Laws/Rules	per Laws/Rules	per Laws/Rules	per Laws/Rules
Build-Out Line	None	None	None	None	None	None	None
Half-Time Break	n/a	5 mins	10 mins	10 mins	10 mins	10 mins	10 mins

**Recommended minimum number of referees

*Use of cones for lines allowed

1.5 - Fields

The playing field used by each team must be lined according to USSF standards with goals (games can be played if both goals are the same size), nets and flags. The goal of each club shall be to provide an enjoyable experience for the fans, players, officials, and everyone involved with the staging of a soccer game.

In all small sided formats (4v4, 7v7 and 9v9), the use of cones is permitted for the formation of the field lines.

1.6 – Heading Game Rule

For U11 and below, when a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

This rule shall apply to the age groups of U11 and below. Players who are playing up will play according to the rules of the age group in which they are playing. It is the club's responsibility to understand the effects of this rule on players playing up.

1.7 – No Re-Entry Protocol (for Head Injury)

In accordance with the US Soccer return to play guidelines, any player suspected of suffering a head injury must be evaluated by a licensed medical professional prior to returning to play. If a player is being evaluated onsite by a licensed medical professional for possible return to play, the player may be temporarily substituted while the evaluation occurs, provided that the team has a substitution remaining in that half, without the substitution counting against the team's total number of substitutions and without prohibiting re-entry by the player being evaluated if she is ultimately cleared. For purposes of clarification, only an eligible player may be used for a "temporary substitution," and if the team has used all eligible substitutions (7) for the half, the team must play down during the evaluation period.

1.8 – Healthcare Professional

A healthcare professional is defined as "a licensed healthcare professional such as an athletic trainer certified (ATC), or a physician (MD/DO), with a skill set in emergency care and sports medicine injuries and with knowledge and experience related to concussion evaluation and management." It will be up to each club to decide whether they will provide a healthcare professional at their matches and to ensure that this individual has the correct certification to be evaluating players for head trauma. If a club plans to use a healthcare professional to evaluate suspected head injuries during a FCL match, the healthcare professional must be presented to the referee prior to the start of the match. Referees will not allow the re-entry of players removed from the field of play for suspected head injuries unless they are informed of the presence of, and meet with, a healthcare professional prior to the start of the match.

1.9 - Substitutions

1.9.1 - ECNLR- See ECNL/ECNLR competition guidelines

ECNL RL U11 and U12 age groups will be allowed UNLIMITED substitutions. *Substitutions by either team are allowed at any stoppage of play with the permission of the referee.*

1.9.2 - League 1 -See NPL Guidelines below

A substitution can take place at any stoppage with the referee's permission.

Substitutions are permitted as follows:

- Once an US Club Registered Player is substituted is substituted in one half of any FCL Competition, such player may not re-enter the game for the duration of the half. Once the register player is substituted in one period of overtime of any FCL Competition, such player may not re-enter the game. There shall be a maximum of seven (7) substitutions in any half or in overtime of any FCL Competition.

There will be 1 re-entry per half for an injured GK (no field player re-entry).

In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

1.9.3 - League 2 - will use the NPL guidelines stated below:

A substitution can take place at any stoppage with the referee's permission.

Substitutions are permitted as follows:

- Once an US Club Registered Player is substituted is substituted in one half of any FCL Competition, such player may not re-enter the game for the duration of the half. Once the register player is substituted in one period of overtime of any FCL Competition, such player may not re-enter the game. There shall be a maximum of seven (7) substitutions in any half or in overtime of any FCL Competition.

There will be 1 re-entry per half for an injured GK (no field player re-entry).

In accordance with the new USSF Head Injury guidelines, a substitution for a suspected head injury will not count against re-entry rules.

1.9.4 - Development League:

As per FIFA guidelines, unlimited substitutions are allowed in all age groups (except for

ECNLR U13-18/19 and FCL1-NPL, FCL2, see rules of competition).

However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play.

Substitutions by either team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time wasting" nature. Please be respectful of the integrity of the game and do not use the free substitution rules to disrupt the match.

1.10 – Ties in League Play

If a league game is tied after regulation, the tie stands and will be posted as a tie.

1.11 - Playoffs for League

For matches that need a winner, the team with the most goals after regulation time will be the winner. If the match is tied after regulation for U9-U19 teams, two 5-minute periods will be played. Teams will have a 5-minute break before the first overtime. After 5 minutes, teams will change sides, with no break, and play the remaining 5 minutes. If the game is still tied after the two overtime periods, then kicks from the mark per FIFA rules will determine the winner.

Please make sure you arrive for your game knowing if the game can end in a draw or if a winning team is required.

1.12 - Incomplete games

In the event that a game cannot be completed, the game will stand if half or more of the game was played; provided, however that if any team is directly responsible for the termination of the game, no matter how much of the match remains, due to poor sportsmanship towards a referee, opposing fans, or opposing players, the team will be required to forfeit the match. This could also lead to other sanctions set forth by the FCL BOD or FCL PDE Committee. If there is no result, and the match is suspended prior to the expiration of one half, the game shall be replayed at a time agreed upon by the competing teams in consultation with the FCL BOD. *Referees are required to submit an incident report for all matches that are ended early.*

1.13 - No-Shows

A no-show occurs when a team willfully does not show up to a game agreed to by the teams. The penalty for a no-show shall be a \$500 fine imposed on the club. One no-show may result in the offending team being removed from the league. Two no-shows in a single season shall result in the offending team's removal from the competition.

1.14 - Forfeits

A forfeit occurs when a team is unable to attend a scheduled game. A team unable to attend a scheduled game because of an accident, or "Act of God" should immediately notify the opponent and the FCL Administrator. In these circumstances, the FCL BOD will review and rule

on the situation. The forfeiting club will be responsible to cover all referee and field costs if they inform the opponent less than 96 hours before the scheduled game time. It is the expectation of FCL that all games be played and therefore expect any game that is missed be rescheduled. No score will be entered until the fixture is fulfilled.

1.15 - Protests

Protests regarding the match conditions (i.e. field condition, etc.) must be made prior to the start of the match and be clearly written on the official game card. Protests regarding the use of illegal players may be made prior to or following the match and be clearly written on the game card. Specific referee decisions cannot be protested. No match condition protests will be allowed at FCL hosted events. All protested games should be sent to the appropriate event coordinator, who will forward to the BOD and FCL PDE Committee for a ruling.

1.16 – Fines

The FCL may impose the following fines:

- Team drops out of the league prior to fixtures posted \$150 per team
- Team drops out of the league after final fixtures are posted: \$500
- Team drops out of the league after 1st game is played: \$100 per game missed
- Reschedule/No-show within 1 week of the original scheduled game: \$300 (only if game rained out or canceled due to field closure)
- General game reschedules with R.A.C. approval \$1500 (club will lose home field advantage if schedule changed)
- Playing illegal players - \$500 per instance
- Failure to schedule matches by league scheduled deadline \$50 per game
- Failure to reschedule a canceled match within 48 hours - \$50 per game
- Home team failed to report score within 24 hours - \$20 per game (each club will receive a warning before being fined for score reporting)
- Failure to provide three current year licensed referees - \$150 per missing referee
 - The FCL BOD reserves the right to class the game as a forfeit, and/or remove a team from FCL Competitions for using unlicensed referees
- **Failure to provide shade/tents for both teams - \$50 per occurrence*
- **Failure to provide water for both teams - \$50 per occurrence*
- Failure to provide benches for both team - \$50 per occurrence
- Any club/team who does not complete payment within 60 days will be subject to a late fee of 15%

Clubs will have the full 2020/2021 season to bring club into compliance

Aside from fines for forfeits (which go to the hosting club, if appropriate), all fines will be added to the travel fund for teams qualifying for national events via FCL competitions, after the deduction of admin costs. Additional Fines will also go towards our FCL Scholarships and Referee Committee.

Section 2: Rosters

2.1 - Player Registration

Players shall be registered according to [US Club Soccer](#) rules.

2.2 - Game Roster

Each team must create an official FCL roster in their TGS account. Only players who are listed/printed on the official Game Card will be eligible to play in FCL League matches. *Player's names **may not be handwritten** on the FCL Game Card.* If any player is not listed on the FCL Game Card, he/she must be added electronically to the roster before the player is eligible to play. Team rosters may contain up to 26 players, and there is no limit to the number of changes that can be made to the roster, provided the players are active in the team's club and are not on another club's US Club Roster.

Players may not play for 2 teams in the same division of play (a division of play is a combination of age group and level, ie: two teams from the same club may not share players if they're playing in the same set of division standings). No matter how many players are listed on a team's roster, only 18 players for U13 and up, 16 players for U11-U12 and 14 players for U9-U10 may be used for FCL League matches. Player Movement for the sake of roster spots should always be of Equal or Higher movement, keeping in mind the two teams are not in the same division (see above).

2.3 - US Club Soccer approved Player Pass

All players and coaches must present their US Club Soccer approved player pass to the referee prior to the match. If the individual picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match.

2.4 - Forgotten US Club Player Credentials

If a team forgets their US Club player passes for a FCL game, the game should be played under protest. Any players that wish to play must have a picture taken prior to the game and submitted to the BOD to verify that the players were eligible to participate. If this is a continuous issue with a team or club, the BOD may remove that team from the league.

2.5 - Guest Players

No guest players are allowed in the FCL.

2.6 - Illegal Players

Any player who does not appear on the official FCL game card or has a valid US Club Soccer Player Pass issued by the same club at the time of the match shall be considered an illegal player. Any team using, or attempting to use, an illegal player shall forfeit the game, the coach of the team using the illegal player will be suspended from all FCL competitions for one year, and the Club of the illegal player will incur a \$500 fine.

2.7 - Trapped Player Exceptions

Trapped U15 Player (ECNLR and League 1 only). An ECNLR or FCL League 1 Registered Player that is in 8th grade (not in high school), but who is age appropriate for the U15 age group is classified as a “Trapped U15 Player”. A Trapped U15 Player is eligible to participate in U14 ECNLR or FCL League 1 Competition that is played during the player’s high school association’s sanctioned soccer season. A Trapped U15 Player that competes in an U14 ECNLR or FCL League 1 Competition pursuant to this Rule 2.7 may also compete in the same ECNLR or FCL League 1 Fixture at U15 through U18/U19, provided he/she only plays one (1) ECNLR or FCL League 1 Competition per day.

No more than three (3) Trapped U15 Players may participate in any individual U14 ECNLR or FCL League 1 Competition.

*ECNLR trapped players may compete in FCL League 1 competition and FCL League 1 trapped players may compete in ECNLR competition. ECNLR and FCL League 1 trapped players **may not** compete in FCL League 2 or FCL D-League.*

2.8 – Multiple Competitions in a day

2.8.1 – ECNL RL – See ECNL Competition Rules

2.8.2 – FC League 1 and FC League 2 will follow NPL Competition rules

A US Club Registered player participating in Florida Club League play may only play on one (1) FCL team per day and may only play one (1) FCL game per day. A FCL registered player may play on a different FCL team within the same FCL League within their club from game-to-game during the FCL Regular Season.

2.8.3 – FC Development League

A US Club Registered player participating in Florida Club League play may only play on one (1) FCL team per day and may only play one (1) FCL game per day. A FCL registered player may play on a different FCL team within the same FCL League within their club from game-to-game during the FCL Regular Season. The only exception to this rule will be for the age groups U9 through U12 in the Florida Club League Development League; these US Club Registered players may play in a maximum of TWO (2) FCL games per day for a team at their club of HIGHER or EQUAL division placement as their current team.

Section 3: Game Day Procedures

3.1 - Pre-Game Procedures

Home Team Responsibilities

- All fields should have team benches (ECNLR & FCL1 – should also have tents, water/Gatorade-see minimum standards)
- Central Check in area: Tent and/or table close to fields for away team to check in
- Fields should be properly lined
- Schedule time in TGS
- Provide and pay current year licensed USSF referees
- Provide FCL Game Card (with both team rosters) to the center referee
- Provide referee with current year ECNLR or US Club Soccer player passes for each player and team official.

Visiting team responsibilities:

- Provide referee ECNLR or US Club Soccer player passes for each player and team official
- Have a copy of official FCL Game Card if needed by the center referee

3.2 - Game Day Procedures

Each manager should have the following at every game

- FCL Game Card
- US Club Soccer roster of the team
- US Club Soccer passes for its players and team officials

3.3 - Post-Game Procedure

Home team Responsibilities:

- Coach or manager sign the Game Card following the game
- If no red card is given, the home team holds onto the Game Card until the end of the season
- If a red card is given, see red card procedure above – this requires immediate action from the center referee and manager
- Post score within 24 hours (away team may also report score)
- Game Report

Visiting team responsibilities:

- Coach or manager must sign the Game Card following the game
- Coach or manager to fill in after game accountability form

3.4 - Personnel on the bench

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is highly recommended that teams have several credentialed coaches or managers with passes for the team just in case something happens to the head coach. A US Club pass makes a person eligible to coach any team in the club for which that coach or manager is credentialed.

3.5 - Score reports

The home team will post the score in TGS within 24 hours of the game. The home team will keep and file the Game Card for possible future reference.

3.6 - Game Card

Both teams must have a copy of the FCL Game Card. The home team will supply the Game Card to the match officials before the match. The away team should have a copy of the Game Card in case it is needed. Following the match, the Officials and each coach need to sign the Game Card. The home team will keep and file the Game Card for future reference.

3.7 – Jersey Conflict

If there is a conflict in jersey colors, it is the AWAY team's responsibility to change colors. The HOME team will have the right to choose the uniform color they will wear. FCL encourages home teams to communicate their jersey colors for the upcoming match weekend to club representatives by Thursday at 5pm leading into the match weekend.



Competition Rules and Regulations
2020-2021 Season

Updated: July 14, 2020

National Premier Leagues

Rules and Regulations

The National Premier Leagues (“NPL”) are player development platforms for elite boys and girls youth soccer clubs throughout the country. These Rules and Regulations (the “Regulations”) provide the requirements and rules for NPL Competition (as defined below). Clubs/teams shall consult US Club Soccer’s bylaws, policies and player rules documents, as necessary. These documents can be found in the Members Area section of <https://www.usclubsoccer.org/>

1. Definitions

- 1.1 “NPL” means the National Premier Leagues.
- 1.2 “NPL Advisory Committee” means a committee consisting of the Director of Coaching from each NPL Club, or another technical representative appointed by the Director of Coaching, to provide feedback and input regarding NPL structure and policies.
- 1.3 “NPL Administrator” is the administrator of the NPL hired and supervised by US Club Soccer.
- 1.4 “NPL Club” means a member club of the NPL as provided in by these Regulations.
- 1.5 “NPL Competition” means a NPL game played during the NPL Regular-Season or NPL League Playoff.
- 1.6 “NPL Game Report” means the official game report that must be completed for all NPL Competitions as provided in Section 4 of these Regulations.
- 1.7 “NPL Registered Player” means a player on a NPL Team’s NPL Roster. NPL Registered Players must be registered with US Club Soccer.
- 1.8 “NPL Roster” means the roster of a NPL Team during the NPL Season when playing in a NPL Competition. A NPL Roster shall only be used for NPL Competitions. NPL Rosters may apply to the 13U, 14U, 15U, 16U, 17U and 19U age groups. Each NPL may have different participating age groups, and not all NPLs will have every age group within the NPL.
- 1.9 “NPL Season” means the competitive season beginning August 1 of each year and ending July 31 of the following year.
- 1.10 “NPL Team” is the team of a NPL Club that participates in NPL Competition.

- 1.11 “Incident Report” is a form for reporting disciplinary incidents during NPL Competitions.

2. NPL Roster Rules

- 2.1 **NPL Roster Maximums.** A maximum of twenty-six (26) players may be rostered on any NPL Team’s NPL Roster.
- 2.2 **Intentionally Omitted**
- 2.3 **Intentionally Omitted.**
- 2.4 **Player Registration.** All players on a NPL Roster must be NPL Registered Players.
- 2.5 **NPL Game Day Roster.** A maximum of eighteen (18) NPL Registered Players from a NPL Team’s NPL Roster will be eligible for each game in NPL Competition (the “NPL Game Day Roster”). If more than eighteen (18) NPL Registered Players appear on a NPL Roster, the “active” players for the NPL Competition must be identified on the NPL Game Report. An NPL Game Day Roster may include NPL Registered Players from any age group for which the player is age eligible.
- 2.6 **Intentionally Omitted.**
- 2.7 **Roster Freeze Date.** Players may be added to the NPL Roster until May 1 of each year.
- 2.8 **Player / Club Tie.** A player may only be rostered to one (1) NPL Club each NPL Season, except pursuant to the Transfer Regulations provided below. Similarly, a player may only play for one (1) NPL team within any given age group (unless he is a younger player playing up).
- 2.9 **Initial Roster Submission.** No NPL Roster will be accepted prior to July 1 of each NPL Season. Additional players may be added to the NPL Roster of each NPL Team as provided in the attached **Exhibit B**.
- 2.10 **Younger Players Playing Up.** A NPL Registered Player may play for any NPL Team in the NPL Club for which the player is age eligible. Younger players on a NPL Team may play on the older NPL teams within their NPL Club, and shall not count towards the roster limit for such older NPL team. Age eligibility is determined by **Exhibit A** of these Regulations. Notwithstanding the foregoing,

every NPL Registered Player may only play on one (1) NPL Team per day and may only play one (1) NPL Game per day. A NPL Registered Player may play on different NPL Teams within her NPL Club from game-to-game during the NPL Regular Season.

2.10.1 An NPL Registered Player that will “play-up” on an older NPL Team in his NPL Club for a NPL Competition must be handwritten onto the NPL Game Report for that NPL Competition.

2.10.2 For purposes of clarification, no player may be handwritten onto the NPL Game Report at the Under-13 age group. In order to participate in NPL Competition at Under-13, the player must be on the Under-13 NPL Roster and must be a NPL Registered Player.

2.11 **NPL Playoffs and Finals Roster Tie and Added Players.** An NPL Registered Player may play for only one NPL Team within the NPL Club at the NPL Playoffs and Finals (if more than one NPL Team from the NPL Club qualifies for the NPL postseason). Each NPL Team that qualifies for the NPL postseason may add a maximum of three (3) new players to their NPL Finals roster after the May 1st roster freeze date. These players must be registered to the NPL Club, and may not be Discovery Players.

2.12 **Club Loyalty Rule.**

2.12.1 Rule 2.12 applies to all NPL Registered Players except for the enumerated exceptions provided in Rule 2.12.3. After being registered as a NPL Registered Player for a NPL Season, a NPL Registered Player may only participate in competitions with that NPL Club for the duration of the NPL Season (unless released pursuant to the NPL transfer rules herein or otherwise as provided below in this section 2.12). (For purposes of clarification, the NPL Registered Player may appear in any competition in which the NPL Club participates during the NPL Season.) If a NPL Registered Player plays in a competition for a different club besides the NPL Club to which the player is registered as a NPL Registered Player after the date the player became rostered as a NPL Registered Player (“Multiple Club Rostering”), the eligibility of the NPL Registered Player will be reviewed by the NPL Advisory Committee. If it is determined that the NPL Club to which the NPL Registered Player is registered was aware of the Multiple Club Rostering, the NPL General Manager may (i) declare the NPL Registered Player ineligible for the remainder of that NPL Season; (ii) declare all games in which the NPL Registered Player appeared on the NPL Roster as forfeits by the NPL Team on which such

player was rostered; and / or (iii) recommend immediate revocation of the NPL Club's membership in the NPL.

- 2.12.2 Rule 2.12.1 applies to any NPL Club with franchises in multiple states, affiliates in multiple states, or with agreements licensing use of the trademarks of the NPL Club to youth soccer clubs in multiple states (such as NPL Club a "Franchise Club"). Each franchisee of the Franchise Club, affiliate of the Franchise Club, or licensee of the Franchise Club, shall be considered a separate and independent club for purposes of Rule 2.12.1. Notwithstanding the foregoing, Part-Time Players may be from an in-state affiliate of a Franchise Club.
- 2.12.3 Rule 2.12.1 does not apply to NPL Registered Players that participate in a tournament as a guest player with another club, provided that: (i) the Director of Coaching of the NPL club approves the player for participation in the event; and (ii) the tournament takes place over no more than four (4) days.

2.13 **Discovery Players**

- 2.13.1 Each NPL Team may have two (2) Discovery Players on their NPL Roster at each age group.
- 2.13.2 Discovery Players may only play for the NPL Team for which they are initially rostered within the NPL Season. Discovery Players are subject to Rule 2.5, and are club-tied and team-tied for NPL Competition during the NPL Season. Discovery Players may play in any NPL Competition in the NPL Season, including the NPL Playoffs and Finals.
- 2.13.3 A "Discovery Player" is a player that is not a member of the NPL Club, and is not otherwise currently registered to another US Club Soccer team, and is an exception to Rule 2.12 above. Discovery Players are allowed to participate in NPL Competition as provided in this Rule 2.13 in order to provide opportunity for additional players to participate in NPL programming. In order to be considered a Discovery Player, a player must be explicitly designated as such on the NPL Roster before such player participates in any NPL Competition.
- 2.13.4 Discovery Players may not be registered with US Club Soccer to another club during NPL Competitions in which the Discovery Players participate. Discovery Players must be registered with the NPL participating club. Discovery Players may not be from another National Premier League club.

2.13.5 Discovery Players may not be added to an NPL Roster after May 1 of the NPL Season.

2.14 **Recruiting; Try-Outs; Registration.**

2.14.1 **Recruiting; No-Tampering.** NPL Clubs may recruit players for participation on NPL Teams from any geographic region at any time during the year (subject to these Regulations). Notwithstanding the foregoing, NPL Clubs may not train or tryout a player from a NPL Team of another NPL Club during the NPL Season until May 1 of each NPL Season. *Note: NPL coaches and administrators may be subject to the rules of other U.S. Soccer organization members regarding recruiting.*

2.14.2 **Try-Outs; Registration for the following year.** The months of May and June shall be considered “open” months for player movement between NPL Clubs. During these months, players from one NPL Team may train or try-out with teams of another NPL Club. No roster for any NPL Team for the upcoming NPL Season will be accepted by US Club Soccer prior to July 1.

3. Competition and Participation Rules

3.1 **General.** Unless otherwise provided in these Regulations, all NPL Competitions shall be played in accordance with the FIFA Laws of the Game in force at the time of competition as provided by the International Football Association Board.

3.2 **Club Commitment Requirements.**

3.2.1 **Minimum Age Groups.** The NPLs are club-based leagues. As such, acceptance into the NPL is based on a club commitment to participate in all age groups required by US Club Soccer in the NPL. Each NPL may have different required age groups, as determined or agreed to by US Club Soccer. US Club Soccer reserves the right, at its sole discretion, to allow limited exemptions for individual participating clubs due to exceptional circumstances, as solely determined by US Club Soccer. Notwithstanding the foregoing, any club that does not meet the minimum required age group commitment, and that does not receive an exemption from US Club Soccer for any reason, may face sanctions from US Club Soccer, including without limitation, forfeiture of points, ineligibility for post-season play, or immediate removal from the NPL.

3.2.2 **Play-Offs and Finals Commitment.** All clubs participating in the NPL are required to complete all scheduled competitions for which they are scheduled or for which they qualify in the post-season, including

without limitation participation in post-season play-offs and the NPL Finals. US Club Soccer reserves the right, at its sole discretion, to allow limited exemptions for individual participating clubs due to exceptional circumstances, as solely determined by US Club Soccer. Notwithstanding the foregoing, any club that does not participate in all required competitions, and that does not receive an exemption from US Club Soccer, may face sanctions from US Club Soccer, including without limitation, forfeiture of points, ineligibility for post-season play for the relevant team or the entire club, or immediate removal from the NPL

3.3 **Scheduling Competitions.** US Club Soccer shall identify the dates and locations of all NPL Competitions for each NPL Season.

3.4 **Number of Competitions.** US Club Soccer shall determine the total number of NPL Competitions during the NPL Season. An NPL Team may only play one (1) NPL Competition per day.

3.5 **Cancelled Competitions.** If a NPL Competition is suspended by weather and at least the first half was played, the game will be considered a full game. If any NPL Competition is cancelled, the participating clubs shall attempt to reschedule the NPL Competition. If the participating clubs cannot agree on a reschedule date, the NPL General Manager shall determine if and how such NPL Competition shall be rescheduled. If the NPL General Manager finds that it is impossible to reschedule such cancelled NPL Competition, the NPL Competition shall be considered a non-played game, and neither team shall be awarded any points. In the event that any games are cancelled pursuant to this Rule 3.4, the NPL General Manager shall alter the method by which NPL standings are determined for impacted age groups (for example to change to a point-per-games basis).

3.6 **Competition Scheduling.**

3.6.1. The dates, home team, and opponents for NPL Competitions are set by the NPL General Manager. The venue and time for all NPL Competitions must be agreed upon by the participating NPL Clubs and reported to the relevant NPL Administrator: (i) no later than August 1 of each NPL Season for fall NPL Competitions, and (ii) no later than February 1 of each NPL season for spring NPL Competitions (collectively the “Final Fixture Venue Date”). No changes to dates and locations of NPL Competitions may be made after the Final Fixture Venue Date, absent exceptional circumstances outside the control of the NPL Clubs, as determined by the NPL Administrator. No changes to NPL Competitions may be made within 72 hours of kick-off, except due to bad weather or as permitted by the NPL Administrator.

- 3.6.2 NPL Clubs hosting NPL Competition should have a back-up turf field for NPL Competitions in the event that rain makes grass fields unplayable. If a host NPL Club does not have a turf field back-up, and the grass fields are unplayable due solely to rain, the NPL Club hosting the NPL Competition shall lose the home game for the replayed game, and may have to travel to the opponent for the rescheduled game if mandated by the NPL General Manager.
- 3.7 **Competition Referee Assigning.** It is the responsibility of the home club (or host club for neutral venues) to contact and pay the club's referee assignor(s) to schedule referees for all NPL Competitions. Any leagues varying from this rule must communicate with all league members in writing.
- 3.8 **Referee Fees.** Each NPL shall submit a proposed referee pay scale for NPL Competitions to US Club Soccer for approval prior to the beginning of the NPL Season. Each NPL Team playing at home shall be responsible for payment of referee costs for each NPL Competition based on the pay scale set forth by the league and approved by US Club Soccer. If any NPL Competition is played at a neutral location, the NPL Clubs shall agree on which NPL Club is responsible for payment of referee costs. If no agreement is reached, the NPL Teams playing at a neutral site shall split the cost of the referees. Any leagues varying from this rule must communicate with all league members in writing.
- 3.9 **Competitions in Conjunction with Other Events.** In the event that NPL Clubs agree to play an NPL Competition in conjunction with a tournament or other non-NPL competition they may do so under the following conditions: (i) there shall be no entry fee paid for the NPL Competition except a fee that covers the cost of the referees per the NPL referee pay scale (if agreed to by the visiting teams); and (ii) all NPL Competition rules related to roster limits, game length, substitutions, etc., must be followed.
- 3.10 **Deadline for Regular Season Competitions.** All regular season NPL Competitions must be played by June 6 of the NPL Season. The NPL Administrator may extend this date under extreme circumstances at the NPL Administrator's sole discretion.
- 3.11 **Substitutions.** Once a NPL Registered Player is substituted in one half of any NPL Competition, such NPL Registered Player may not re-enter the game for the duration of the half. Once an NPL Registered Player is substituted in one period of overtime of any NPL Competition, such NPL Registered Player may not re-enter the game for the duration of such overtime period. There shall be a maximum of seven (7) substitutions in any half or in any overtime period of any NPL Competition. Substitutions can be made at any stoppage. Any leagues varying from this rule must communicate with all league members in writing. Due to COVID-19, each league may decide to modify this rule.

- 3.12 **Yellow and Red Cards (Players).** Any NPL Registered Player receiving a red card in a NPL Competition will be suspended for the remainder of that NPL Competition and also for the next NPL Competition played by the NPL Club at all age groups. For purposes of clarification, if a NPL Registered Player receives a red card in a NPL Competition, the NPL Registered Player will not be eligible to participate in the next NPL Competition for any team within the NPL Registered Player's NPL Club.
- 3.13 **Yellow and Red Cards (Coaches).** Any coach receiving a red card in a NPL Competition will be suspended for the remainder of the NPL Competition and for that NPL Team's next NPL Competition. US Club Soccer may add additional games to any red card suspension at its discretion.
- 3.14 **Yellow and Red Card Carryover.** Red card suspensions will carry over into subsequent NPL Seasons if the red card is received in the final NPL Competition of the current NPL Season.
- 3.15 **Accumulation.** There shall be no yellow card accumulation policy for NPL Competitions.
- 3.16 **Player Transfers.** A NPL Registered Player may not play for more than one NPL Club during the NPL Season, unless the following conditions are satisfied: (i) the Director of Coaching of both the prior NPL Club and the proposed new NPL Club consent to the transfer in writing; (ii) the new NPL Club has an available spot on a NPL Roster; and (iii) the NPL General Manager consents to such transfer in writing (such player referred to as a "Transferred Player"). A Transferred Player shall be removed from the NPL Roster(s) of the "old" NPL Club.
- 3.17 **Points.** In each NPL Competition during the NPL Regular Season, teams shall be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. A forfeit shall be considered a 3-0 loss for the forfeiting team and a 3-0 win for the non-forfeiting team.
- 3.18 **Standings.** The standings in each age group shall be determined at the end of the NPL Regular Season (the "Regular Season Standings").
- 3.19 **Tie-Breakers.** The following tie-breakers will be used for resolving ties between NPL Teams in determining the Regular Season Standings, in the following order:
1. Most Points
 2. If Two Teams are tied, head to head. If more than Two Teams are tied, this tie-breaker shall not apply.
 3. Goal Difference
 4. Goals For
 5. Goals Against

6. Coin Toss

There shall be no cap on goal difference in any NPL Competition.

3.20 **Game Length.** NPL Regular Season Competitions shall be played with the following game lengths. Leagues may play under different time lengths based on their local regulations and should be detailed on a separate attachment.

U-13: 2 x 40 minutes

U-14: 2 x 40 minutes

U-15: 2 x 40 minutes

U-16: 2 x 40 minutes

U-17: 2 x 45 minutes

U-18: 2 x 45 minutes

4. League Administration Software

4.1 Each NPL League should choose a Software that fits the league's needs and should follow protocols for score reporting. All scores must be completed within 48 hours of completion.

5. Miscellaneous

5.1 **Disciplinary Matters.** Any disciplinary matters brought before the NPL General Manager through submission of an Incident Report shall be addressed and responded to at the discretion of the NPL General Manager. Before any disciplinary action is taken by the NPL General Manager, the impacted coach, player, or administrator will be provided the opportunity for a hearing, either in person or via teleconference. Testimony will be allowed by principal parties, eyewitnesses, and authorities on the subject at hand. Other rules regarding the hearing will be as provided in US Club Soccer and U.S. Soccer Federation policies and procedures, available at <https://www.usclubsoccer.org/bylaws-policies-guidelines>

5.2 **Protests and Appeals.** There will be no protests or appeals of decisions made in NPL Competitions or by the NPL General Manager. Notwithstanding the foregoing, any decision by the NPL General Manager that results in a suspension of a player or coach that is not due to a red card is appealable to US Club Soccer, and then to the U.S. Soccer Federation. Any hearing for such appeal shall be conducted pursuant to US Club Soccer and U.S. Soccer Federation policies and procedures, available at <https://www.usclubsoccer.org/bylaws-policies-guidelines>

5.3 **Matters Not Provided For.** Any matter not provided for in these Regulations shall be decided by US Club Soccer. All such decisions are final.

Exhibit A:
NPL Age Group Eligibility

Age groups for the 2020-21 Season are provided below – Boys and Girls:

U-13 Age Group: Players born on or after January 1, 2008

U-14 Age Group: Players born on or after January 1, 2007

U-15 Age Group: Players born on or after January 1, 2006

U-16 Age Group: Players born on or after January 1, 2005

U-17 Age Group: Players born on or after January 1, 2004

U-19 Age Group: Players born on or after January 1, 2002

Players may play for their own age group and for “older” age groups

Exhibit B:

Registration; Player and Staff Passes; Roster Add Process

Types of Player and Staff Passcards for NPL Clubs and NPL Competition

US Club Passcards are passcards validated by US Club Soccer on the US Club Soccer website, and then printed and laminated by the NPL Club for use in NPL Competition and other US Club Soccer competition.

Player Add Process

NPL Competition: NPL Registered Players may be added to a NPL Roster for NPL Competition at any time, provided that they appear on the official NPL Roster prior to the game. No player may participate in NPL Competition without a pass.

Player and Staff Fees and Expiration Dates

Player Passes: For the NPL Season, individual player fees for players registered to NPL Clubs (at any age group) shall be as follows:

U-12 and Above: \$24 per player

Staff Passes: Staff passcards for any staff member in a NPL Club shall be issued for a two- year period. For staff registration purposes, all coaches who will coach a NPL Team, as well as the NPL Team manager, shall be required to have a staff passcard. All staff shall submit to a background check every two years.

Staff passcard fees shall be \$25 per person (Pass valid for 2 years)

***In addition, approximately every two years, staff members registering with US Club Soccer also need to:

1. Complete a **background screening**
2. Complete the **Sideline Sports Doc-US Club Soccer online course**
3. **Become SafeSport Certified**

These are Player Health and Safety initiatives being implemented as part of US Club Soccer's Players First philosophy ahead of the registration year. Beyond the Sideline Sports Doc online course, the standard of background screening is being substantially increased. For details, please visit the [Staff Registration page](#).

Registration fees are paid annually, with the exception of the staff passcard (competitive), which is valid for up to two years

Player passcard prices are based on the player's date of birth at the time the passcard is requested. Fees are non-refundable.

Florida Cup Rules and Regulations



Section 1: Competition Rules

1.1 – Playing Rules

All FCL Florida Cup games shall be played according to the rules and regulations recognized by FCL Premier League which shall be the same rules set by FIFA/USSF except for those exceptions authorized by FIFA or USSF.

1.2 – Point System

The FCL Florida Cup shall operate under a point system. The point system shall award three points for a win, one point for a tie and no points for a loss.

1.3 – Tie Breakers

In case of a tie-on points in the standings within a flight, the following will be used as tiebreakers:

1. “Head to Head” points between teams
2. Overall Goal Differential (up to 4)
3. Goals for (up to 4)
4. Goals against (up to 4)
5. Most points against the highest non-tied team in the group (i.e. if the 2nd place and 3rd place team are tied best record vs. 1st place team would win tiebreaker)
6. Best Goal Differential against the highest non-tied team in the group
7. Most Shutouts
8. Fewest Red Cards
9. Coin Toss

If more than two teams are tied, the tie-breaking process will be used until a winner is determined. The tie-breaking procedure does not revert to previous criteria if one team is eliminated.

In a situation where a group cannot be completed due to exceptional circumstances, and teams have played an unequal number of games, FCL may use Points Per Game (PPG) to decide group standings.

1.4 – Game Details

	U8	U9-U10	U11	U12	U13	U14-U16	U17-U19
*Field Size (yds)	25/35 L 15/25 W	55/65 L 35/45 W	70/80 L 45/55 W	70/80 L 45/55 W	100/120 L 50/80 W	100/120 L 50/80 W	100/120 L 55/80 W
**Number of Referees	None	1	1	1	3	3	3
Number of Players	4v4	7V7	9v9	9v9	11v11	11v11	11v11
Minimum # of Players	4	5	6	6	7	7	7
Goalkeeper	No	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	4x10	2x25	2x30	2x30	2x35	2x40	2x45
Ball Size	3	4	4	4	5	5	5
Goal Mouth Size (feet)	4x6	6.5x18.5 - 7x21	6.5x18.5 - 7x21	6.5x18.5 - 7x21	8x24	8x24	8x24
Offside	No	Yes	Yes	Yes	Yes	Yes	Yes
Substitutions	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage

Fouls (type of kick)	Indirect Free Kicks Only	Indirect & Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks
Free Kick clearance	10 ft	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd
Throw-in	1 Re-throw	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	None	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	None	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	3x8	4x8	5x16	5x16	6 x 20	6 x 20	6 x 20
Heading	None	None	None	per Laws/Rules	per Laws/Rules	per Laws/Rules	per Laws/Rules
Build-Out Line	None	Yes	None	None	None	None	None

**Recommended minimum number of referees

*Use of cones for lines allowed

1.5 – Fields

The goal of each club shall be to provide an enjoyable experience for the fans, players, officials, and everyone involved with the staging of a soccer game. With that in mind, it is expected that all club hosted fields be of the highest possible quality for FCL Florida Cup competition. The playing field used by each team must be lined according to FIFA standards with goals, nets, and flags. If you feel a field is not of proper quality, please play the match under protest and submit the protest to the BOD (view section on protests).

1.6 – Heading Game Rule

For U11 and below, when a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

1.7 – No Re-Entry Protocol (Head Injury)

In accordance with the US Soccer return to play guidelines, any player removed from the field for a suspected head injury will not be allowed to return to the field of play unless cleared by a Healthcare Professional.

1.8 – Healthcare Professional

A healthcare professional is defined as “a licensed healthcare professional such as an athletic trainer certified (ATC), or a physician (MD/DO), with a skill set in emergency care and sports medicine injuries and with knowledge and experience related to concussion evaluation and management.” It will be up to each club to decide whether they will provide a healthcare professional at their matches and to ensure that this individual has the correct certification to be evaluating players for head trauma. If a club plans to use a healthcare professional to evaluate suspected head injuries during a FCL match, the healthcare professional must be presented to the referee prior to the start of the match. Referees will not allow the re-entry of players removed from the field of play for suspected head injuries unless they are informed of the presence of, and meet with, a healthcare professional prior to the start of the match.

1.9 – Substitutions

As per FIFA guidelines, unlimited substitutions are allowed in all ages group (except for ECNLR, League 1(NPL and see NPL rules of competition), League 2. However, teams may substitute only with the referee’s permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play.

Substitutions by either team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed “excessive” or of a “time-wasting” nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.

1.10 - Ties in Group Round

If a FCL Florida Cup Group Stage (U14-U19) or First/ Second Round (U9-U13) match is tied after regulation, the tie stands and will be posted as a tie.

1.11 - Matches Needing a Winner

For matches that need a winner, the team with the most goals after regulation time will be the winner. If the match is tied after regulation, two full-time 5-minute overtime periods will be played. If the game is still tied after two overtime periods, then kicks from the mark per FIFA will determine the winner.

Make sure you arrive for your game knowing if the game can end in a draw or if a winning team is required.

1.12 - Incomplete games

In the event that a game cannot be completed, the game counts if half or more of the game was played; provided, however that any team directly responsible for the termination of the game due to poor sportsmanship towards a referee, opposing fans, or opposing players will result in that team forfeiting the match. This could also lead to other possible penalties set by the FCL BOD and the FCL PAD committee. If there is no result, and the match is suspended prior to the expiration of one half, the game shall be repeated at a time agreed upon by the competing teams in consultation with the BOD.

1.13 - No-Shows/forfeits:

Until the Quarter-finals, all forfeit situations in the Younger Cup (U9-U13) are handled by the BOD to make sure that the gaining or losing of points by forfeit does not elevate or lower teams into divisions that will have a harmful impact on the event.

A no-show occurs when a team willfully does not show up at a game. Penalties for no-shows are as follows:

- \$300 fine
- A “no show” from the home team will result in the rescheduling of the game and the loss of home field.
- A “no show” from the away team will result in the rescheduling of the game and the away team paying for the field and referees for the rescheduled game.
- A report regarding all no-shows will be sent to the BOD for possible further action. A team unable to attend a scheduled game because of an accident, weather or “Act of God” should immediately notify the opponent and the Tournament Coordinator. Each situation will be reviewed by the BOD, which will render a decision.

1.14 - Florida Cup Championships

Only the “FCL Florida Division” Champion will be considered Florida Champion in each age group. All other Championship teams must affix the divisional category in front of their Championship (i.e. 2019 Gold Cup Champions).

Section 2: Rosters

2.1 – Player Registration

All players shall be registered according to US Club Soccer rules.

2.2 – FCL Florida Cup Official Team Roster

Each team must create their official FCL Florida Cup Roster on their team's TGS online account. Rosters will be capped at 26 players, and once frozen, teams may only use players off this 26-player roster. Roster freeze dates will be posted on the FCL Florida Cup Calendar. After the first group stage, there will be a short window during which non-cup-tied players will be allowed to be added for the remainder of the competition. These dates will be adjusted due to the scheduling of games so please check the Florida Cup website for exact dates.

2.3 – Game Roster

Only players who are listed on the official Game Card will be eligible to play in FCL Florida Cup matches. Player's names may not be handwritten on the FCL Game Card. If any player is not listed on the FCL Game Card, he/she must be added electronically to the roster before the player is eligible to play. Only 18 players for U13-U19, 16 players for U11-U12 and 14 players for U9-U10 may be used for FCL Premier Florida Cup matches.

2.4 – US Club Soccer Player Pass

All players and coaches must present their US Club Player Identification Card to the referee prior to the match. If the individual picture is not on the ID card and the card is not laminated, the individual will not be eligible for the match.

2.5 – Guest Players

No Guest Players will be allowed.

2.6 – Illegal Players

Any player who does not appear on the official FCL Game Card and has a valid US Club Soccer player pass issued by the same club shall be considered an illegal player. Any team using, or attempting to use, an illegal player shall forfeit the game, the coach of the team using the illegal player will be suspended from the FCL Premier League and all of its events for one year, and the club of the illegal player will incur a \$500 fine.

2.7 – “Cup Tied”

Players may only compete for one team per age group in the FCL Florida Cup. A club may place players on more than one 26-player team roster but players may not play on two different teams in the same age group. A player may play up in an older age group while competing in their true age group. Once a player plays for a team in a specific age group that player is “Cup Tied” to that team in that age group. The player may not play for any other team in that age

group for the remainder of the FCL Florida Cup.

2.8 – Emergency Player Rule

Teams that drop below 12 players for U13 and up, 10 players for U11-U12 and 8 players for U9-U10 may request, from the FCL BOD, the ability to add players that were registered with their club prior to the roster freeze date, but were not on the Florida Cup roster. This rule may also be used to add a goalkeeper.

Section 3: Game Day Procedures

3.1 - Pre-Game Procedures

Home Team Responsibilities

- Provide a properly lined field, properly sized goals and, corner flags
- Provide and pay current year licensed USSF referees
- Provide [Florida Cup - Game Card](#) (with both teams rosters) to the center referee
- Provide referee with current year US Club Soccer player passes for each player and team official.

Visiting team responsibilities:

- Provide referee US Club Soccer player passes for each player and team official
- Have a copy of official FCL Game Card if needed by center referee

3.2 - Game Day Procedures

Each manager should have the following at every game

- [Florida Cup Game Card](#)
- US Club Medical Release forms
- US Club Soccer roster of the team
- US Club Soccer passes for its players and team officials

3.3 - Post-Game Procedure

Home team Responsibilities:

- Coach or manager sign the game sheet following the game
- If no red card is given, the home team holds onto the game report until the end of the season
- If a red card is given, see red card procedure above – this requires immediate action from the center referee and manager
- [Post score within 24 hours](#)

Visiting team responsibilities:

- Coach or manager must sign the game sheet following the game

3.4 - Personnel on the bench

A maximum of 3 team officials are allowed in each team's technical area. Team officials must have a US Club pass in order to sit in the technical area. It is recommended that teams have several credentialed coaches or managers with passes for the team just in case something happens to the head coach. A US Club pass makes a person eligible to coach any team in the club for which that coach or manager is credentialed.

3.5 - Score reports

The home team will post the score on the FCL website within 24 hours of the game. The home team will keep and file the game card for possible future reference.

3.6 - Game Card

Both teams must have a copy of the Florida Cup Game Card. The home team will supply the Game Card to the match officials before the match. The away team should have a copy of the Game Card in case it is needed. Following the match, the Officials and each coach need to sign the Game Card. The home team will keep and file the Game Card for future reference.

3.7 – Jersey Conflict

If there is a conflict in jersey colors, it is the AWAY team's responsibility to change colors. The HOME team will have the right to choose the uniform color they will wear. FCL encourages home teams to communicate their jersey colors for the upcoming match weekend to club representatives by Thursday at 5pm leading into the match weekend.

Section 4: Fines

5.1- Fines

- Team dropping from the event after schedules posted - \$250 per team. In addition, could forfeit registration fee as well.
- No-shows or cancellations less than 96 hours' notice - \$300
 - The game will still need to be played.
- Failure to Provide three current year licensed referees - \$150 per missing referee
 - The FCL BOD reserves the right to class the game as a forfeit, and/or remove a team from FCL Competitions for using unlicensed referees
- Any team who does not complete payment within 60 days will be subject to a late fee of 15%

Aside from fines for forfeits (which go to the hosting club, if appropriate), all fines will be added to the travel fund for teams qualifying for national events via FCL competitions, after the deduction of admin costs.