

Florida Club League

Competition Rules and Policies

2021/2022 Season



A US Club Soccer Sanctioned League



Updated: June 1, 2021

2021-2022 FCL Competition Rules and Policies

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 of 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

NPL/Florida Club League 1 (FCL1) (must enter teams U13-U18/19 boy or girls- min. of 6 teams- one per age group and same gender)

- 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 2 (FCL2) (must enter a minimum of 4 teams; either all boys or all girls, not a combination of both)

- 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 DEV League & Florida Club League 3 (FCL DEV & FCL3) (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

6) CLUB BREACH AND FINES. The Club agrees that calculating actual damages for a breach of this and any rules associated with FCL is difficult if not impossible to calculate. Without waiving any other rights provided by law, if a Club breaches any of the rules listed on this document as follows, the Club shall pay, at a minimum, the following amounts to FCL:

- a. Team drops out of the league during FCL Schedule Building Period: 50% of Team Registration Fee
- b. Team drops out of the league during Club Schedule Building Period: 75% of Team Registration Fee
- c. Team drops out of the league upon Schedule Go Live date: 100% of Team Registration Fee. Additionally, if there are any Club dues and fees unpaid on the day prior to the day Schedules Go Live, all the Club's teams may be removed from schedules, and those teams shall be deemed to drop out per this subsection 7(c).
- d. Reschedule more than 7 days of the original scheduled game: \$300 (unless game is rained out or canceled due to field closure)
- e. Reschedule 7 days or less of the original scheduled game, or no-show: \$1500 (breaching club loses home field advantage if schedule changed)
- f. Playing Ineligible Player (see Rules for definition) - \$500 per
- g. Failure to schedule a game within Club Schedule Building Period: \$50 per game
- h. Failure to reschedule a canceled game within 48 hours of cancelation: \$50 per
- i. Home team fails to report score within 24 hours: \$20 per
- j. Failure to provide three licensed referees at a game: \$150 per referee. The FCL reserves the right to class the game as a forfeit, and/or remove a team from FCL Competitions for using unlicensed referees.
- k. Failure to provide shade/tents for both teams - \$50 per
- l. Failure to provide water for both teams - \$50 per
- m. Failure to provide benches for both team - \$50 per

Failure to comply with this may result in the Club being removed from FCL and the forfeiture of the bond. FCL reserves the right to remove Club based on their poor collective results in comparison to the league competition standards.

7) PROCESS OF NOTIFICATION OF CLUB BREACH:

1. Verbal Communication from the FCL Office- Sanction and/or fine if applicable
2. Written Communication from the FCL Office- Sanction and/or fine if applicable
3. Removal of the Club from the Florida Club League

Florida Club League (FCL) - General Rules and Regulations

Applies to all State and Regional Leagues



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. See **RULE 2.2.3 Intra-Club Roster Movement for clarification.**

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 management, referee payments, travel cooperation, reporting of scores and communication with appropriate club 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 Director of Competition with consideration from the club's DOCs. FCL 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. It is the home clubs responsibility to post the scores of their games so the standings can be properly updated. Standings cannot be calculated without this participation from the home clubs.

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 Competition 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

1.10 - Birth Year Chart.

FCL Age group Eligibility

FCL age groups for the 2021-2022 season.

- U9 - born on or after 1/1/2013
- U10 - born on or after 1/1/2012
- U11 - born on or after 1/1/2011
- U12 - born on or after 1/1/2010
- U13 - born on or after 1/1/2009
- U14 - born on or after 1/1/2008
- U15 - born on or after 1/1/2007
- U16 - born on or after 1/1/2006
- U17 - born on or after 1/1/2005
- U18/19 - born on or after 1/1/2003

Section 2: Scheduling and Communication

2.1 – Required Club Contacts

Each club's GotSport/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 GotSport/TGS and ensure that both contacts have an email and phone number listed. All team scheduling communication should be done through the GotSport/TGS system so that there is a proper record of the communication. Communication from Club to Club will be done through the CLUB designated single league contact. Club 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 guidelines 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 League approval, via email to the League Office 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. Fines will be applied if games are not rescheduled within the timeline. Rainouts do not call for loss of home field advantage.

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.

2.8 - Water Breaks. Water breaks will not be allowed unless the temperature is or expected to reach eighty-five (85) degrees or higher during the competition.

- **The decision in regards to a water break should be made before the match starts.** The referee or the event site director would make the decision on the need for a water break.
- **The stoppage should be at a normal stoppage as close to the midpoint as possible.** The referee determines the timing of the match therefore the timing of the break.
- **Participating players should remain on the field.** Bench personnel and non-participating players can supply fluids.
- **Normal substitution based on the reason for the stoppage would apply.** In a limited substitution match this would equate to a normal stoppage.
- **The referee should treat this stoppage just like any other normal stoppage of play as it relates to game time and extend the time for the stoppage.**
- **The stoppage should be no longer than 1-2 minutes.** This stoppage should be closer to 1 minute than 2. This is not a coaching opportunity. Coaches can be warned especially if their coaching is delaying the game.

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 document 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 redcard@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 redcard@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
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. All Major Offenses are reported to US Club Soccer.
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 the 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. Coaches receiving a red card are subject to a fine up to \$250; this is determined by the

PDE Committee based on the sanction received and reviewed by the FCL.

7. 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. All sanctions are considered final decisions.

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 - Standings

The standings in all FCL Competitions shall be determined at the end of the FCL Regular Season. The FCL Regular Season Standings shall determine qualification and seeding for the US Club PostSeason events as determined by the ECNL, NPL and US Club Soccer. Postseason Qualification and seeding may be changed by the above at any time, at the discretion of the leagues and administration.

1.2.1 ECNL RL standings- refer to the ECNL RL Competition Rules

1.2.2 NPL Boys and Girls Standings- refer to the NPL Competition Rules

1.2.3 FCL2, FCL3, FCL DEV standings- will be determined on a PPG (points per game) scale

1.3 - Tie Breakers

1.3.1 ECNL RL tiebreakers- refer to the ECNL RL Competition Rules

1.3.2 NPL Boys and Girls breakers- refer to the NPL Competition Rules

1.3.3 FCL2, FCL3, FCL DEV standings- the following tiebreakers will be used for resolving ties between FCL teams in determining Regular Season Standings in the following order.

1.3.3.1 FCL2, FCL3, FCL DEV Standings:

If two teams are tied, total points earned in head to head games. If more than two teams are tied, this tie breaker shall not apply and the following shall apply (in order):

- Goal Difference;
- Goals For;
- Goals Against;
- 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 reserves the right to make the final standings determination.

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 specific rules) FCL3/FCDev Any Stoppage	ECNLR (see ECNL competition rules) FCL1(follow NPL rules) and FCL 2 (limited see specific rules) FCL/3FCDev Any Stoppage	ECNLR (see ECNL competition rules) FCL1(follow NPL rules) and FCL 2 (limited see specific rules) FCL3/FCDev 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
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 11U (refer to actual age- not age group) 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 U12 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 - ECNL RL- See ECNL/ECNLR competition guidelines

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 in one half of any FCL Competition, such player may not re-enter the game for the duration of the half. Once the registered 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 -

U13 through U14- Substitutions are unlimited. A substitution can take place at any stoppage with the referee's permission.

U15 through U18/19 Substitutions are permitted as follows:

- Once an US Club Registered Player 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 registered 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 - League 3 and FC DEV League:

As per FIFA guidelines, unlimited substitutions are allowed in all age groups.

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 (weather related 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 Director of Competition. *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. No-shows are not considered forfeits and must be rescheduled within one week. The FCL Director of Competition reserves the right to make any final decisions as necessary. Teams that do not show will be responsible for referee fees and field costs.

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 Director of Competition

will review and rule on the situation. If a forfeit is determined by FCL 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 or determined otherwise by the FCL.

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 FCL League Administrator, 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 during FCL Schedule Building Period: 50% of Team Registration Fee
- Team drops out of the league during Club Schedule Building Period: 75% of Team Registration Fee
- Team drops out of the league upon Schedule Go Live date: 100% of Team Registration Fee. Additionally, if there are any Club dues and fees unpaid on the day prior to the day Schedules Go Live, all the Club's teams may be removed from schedules, and those teams shall be deemed to drop out per this subsection 7(c).
- Reschedule more than 7 days of the original scheduled game: \$300 (unless game is rained out or canceled due to field closure)
- Reschedule 7 days or less of the original scheduled game, or no-show: \$1500 (breaching club loses home field advantage if schedule changed)
- Playing Ineligible Player (see Rules for definition) - \$500 per
- Failure to schedule a game within Club Schedule Building Period: \$50 per game
- Failure to reschedule a canceled game within 48 hours of cancelation: \$50 per
- Home team fails to report score within 24 hours: \$20 per
- Failure to provide three licensed referees at a game: \$150 per referee. The FCL reserves the right to class the game as a forfeit, and/or remove a team from FCL Competitions for using unlicensed referees.
- Club staff receives a red card up to \$250 fine per offense
- Failure to provide shade/tents for both teams - \$50 per
- Failure to provide water for both teams - \$50 per
- Failure to provide benches for both team - \$50 per

Aside from fines for forfeits, 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.

Section 2: Rosters

2.1 - Player Registration

Players shall be registered according to US Club Soccer rules. Players Participating in ECNL Competition including ECNL RL must be registered according to ECNL rules.

2.2 - FCL Roster Rules

2.2.1 ECNL Regional League and NPL Competition Age Groups. ECNL Regional Leagues and NPL participating clubs must submit one team in all age groups required by the league, unless a written waiver is provided by the FCL at its sole discretion.

2.2.2 Roster Maximums. A maximum of twenty-six (26) players may be rostered on any FCL Team's roster.

2.2.3 Intra-Club Roster Movement. Any FCL Club player on any US Club Roster must be a US Club Soccer Registered player.

Intra-Club player movements can occur on a limited basis. Player movement from league to league must be reviewed for the betterment of the game and the integrity of the league.

There will be a max of three (3) players able to move down in league competitions no more than one level based on their primary roster declaration as of August 1st (players moving up onto rosters in league competitions can happen without limit).

Players may not compete for a team that is in their own age group within the same division tier of the FC DEV League (U9-12). If two teams are participating in the same division they may not share a roster.

For example-

- There will be a maximum of three (3) primarily rostered ECNL Regional League players allowed to be used in NPL competitions at any given time no matter the appropriate age group. ECNL RL players are not to be utilized in League 2 or lower competition without prior approval from the FCL Competition Director and notification of the opponents DOC.
- There will be a maximum of three (3) primarily rostered NPL players allowed to be used in League 2 competition at any given time no matter the appropriate age group. NPL players are not to be utilized in League 3 play without prior approval from the FCL Competition Director and notification of the opponents DOC.
- Any variation of the above must be submitted to the FCL Competition Director prior to the scheduled game for approval and proper notification.

2.2.4 Players Born in 2002. The FCL permits a maximum of three (3) US Club Registered players born in the year 2002 to be registered in the U18/19 composite age group in FCL2 and FCL3 only. Players born in 2002 may not be rostered in ECNL RL and NPL competition.

2.3 FCL Game Day Rosters and Fixture Ties

2.3.1 Game Day Roster. Each team must create an official FCL roster in their GotSport/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 without proper written permission from the FCL office.* 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.

A maximum of eighteen (18) US Club Soccer Registered Players from an FCL team's roster will be eligible for each game in FCL competition. If more than eighteen (18) US Club Registered players appear on an FCL Roster, the "active" players for the FCL Competition must be identified on the Match report and "inactive" players must be struck through. All participating players in any FCL competition must appear on the game day roster and Game Day Report and must be US Club Soccer registered players.

Any variation from the above will need to be approved by the FCL and written notification should be presented at the field and proper notification be made to the opposition's club.

2.3.2 Game Limits. US Club Registered players participating in ECNL Regional League, NPL (FCL1) and FCL2 competitions may only play in one (1) ECNL/FCL competition per day. US Club registered players participating in FCL3 and the FC DEV League may play in up to two (2) FCL competitions per day. Players participating in multiple FCL competitions per day may not play for a team in the same division of competition as them unless with written approval from the FCL Competition Director. Clubs found in breach of the above will be sanctioned to the rule on Illegal players (SEE RULE).

2.3.3 Fixture Ties. If the FCL club fixture has FCL Club Competitions scheduled on multiple days (for example U15 and U16 games on Saturday and U17 and U18/19 games on Sunday) an US Club registered player is still restricted to participating in only one FCL Competition with in the FCL Club Fixture unless there is written approval from the FCL Competition Director.

2.3.3.1 U13/14 Fixture Tie Exception. Players at the U13 and U14 FCL Club Competitions may play in U15 - U18/19 games given they are still only participating in one competition a day.

2.4 - 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.

2.5 - 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 FCL Administrator to verify that the players were eligible to participate. If this is a continuous issue with a team or club, the FCL may remove that team from the league.

2.6 - Guest Players

No guest players from outside your club are allowed in the FCL. All players must carry their passes from the FCL accepted US Club Soccer Club.

2.7 - 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.

2.8 - Trapped Player Exceptions

2.8.1 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 ECNL RL 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 ECNL RL 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 ECNL RL 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 FCL2 unless written approval is received from the FCL Competition Director. This rule expires the date of the FHSAA High School Championship Finals.*

Section 3: Game Day Procedures

3.1 - Pre-Game Procedures

Home Team Responsibilities

- All fields should have team benches (ECNL RL & FCL1 – should also have tents, water/sports drinks-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/GotSport
- Provide and pay current year licensed USSF referees
- Provide FCL Game Card (with both team rosters) to the center referee
- Provide referees with current year ECNL RL or US Club Soccer player passes for each player and team official.

Visiting team responsibilities:

- Provide referee ECNL RL 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 (see fine)
- Game Report filing/upload

Visiting team responsibilities:

- Coach or manager must sign the Game Card following the game
- Coach or manager to fill in after game accountability form (posted on floridaclubleague.com under resources)

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/Gotsport 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.