

Florida Cup 2021 Rules and Regulations



Updated Oct. 1, 2020

(The Florida Cup 2021 Committee reserves the right to update the competition rules prior to the first day of competition with notification to all participants)

Section 1: Competition Rules

1.1 – Playing Rules

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

1.1.2 - Eligibility

All teams participating must hold current US Club Soccer passcards for all players and staff at the time of the event to participate in the Florida Cup. Teams currently not carded with US Club may do so by contacting Membership Services Representative: Kevin McGovern at kmcgovern@usclubsoccer.org or (843)742-5513.

1.2 – Point System

The 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

	U12	U13	U14-U16	U17-U19
*Field Size (yds)	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	1	3	3	3
Number of Players	9v9	11v11	11v11	11v11
Minimum # of Players	6	7	7	7
Goalkeeper	Yes	Yes	Yes	Yes
Playing Time	2x30	2x35	2x40	2x45
Ball Size	4	5	5	5
Goal Mouth Size (feet)	6.5x18.5 - 7x21	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes
Substitutions	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage
Fouls (type of kick)	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks	Indirect / Direct Free Kicks
Free Kick clearance	8 yd	10 yd	10 yd	10 yd

Throw-in	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)	Yes (mark at 12 yds)
Penalty Area (yds)	14x36	18 x 44	18 x 44	18 x 44
Goal Area (yards)	5x16	6 x 20	6 x 20	6 x 20
Heading	per Laws/Rules	per Laws/Rules	per Laws/Rules	per Laws/Rules
Build-Out Line	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 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 Florida Club League (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

1.9.1 For 12U, 13U, and 14U age groups, unlimited substitutions shall be allowed.

1.9.2 For all other age groups (15U through 18/19U, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.

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.

1.11 - 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 penalty 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 (elimination rounds).

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 PDE (Protest, Discipline, and Ethics) 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 Florida Club League and FCL BOD.

1.13 - No-Shows/forfeits:

Until the Quarterfinals, all forfeit situations in the Younger Cup (U9-U13) are handled by the Florida Club League 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 Florida Club League 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 FCL Tournament Coordinator. Each situation will be reviewed by the Florida Club League and the FCL 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. 2021 Florida DEV 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 TGS Game Card will be eligible to play in FCL Florida Cup matches. Player's names may not be handwritten on the FCL Florida Cup Game Card from TGS. 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 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 from TGS and who has been issued 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 Florida Club 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 Florida Club League, 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. All requests must be submitted in writing to the Florida Club League.

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. Please upload into the TGS score reporting system.
- If a red card is given, please send a copy of the game report and referee supplemental report to admin@fclleague.com – 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 in the TGS system within 24 hours of the game. The home team will upload the game card to TGS as well as 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 registration closes - \$150 per team. In addition, could forfeit registration fee as well.
- 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 Florida Cup Competitions for using unlicensed referees

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.

5.2 Payment Agreement

If my application is accepted I acknowledge that my payment will be deposited upon acceptance and if payment is refused, my application may be revoked, and I acknowledge that:

- My application must be reviewed by Florida Cup 2021 directors before my team is accepted.
- Submitting an application does not guarantee acceptance.
- If your application is not accepted you will receive a full refund and a notice of such, but
- Once accepted no refunds are allowed.
- I agree to follow all USCS/Florida Cup 2021 rules and expectations
- Florida Cup 2021 will determine refunds due to COVID19 on a case by case basis.