

2023 Florida Cup Rules and Regulations



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.

1.2 – 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

	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	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	None	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 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).

1.5 – Heading Game Rule

For a player that is U11 (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. As of Jan 1, of the U12 season, players are eligible to head the ball during competition. 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 (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 Substitutes are to enter the game at the centerline on the bench side of the field.
- 1.9.2 Teams at 12U, 13U, and 14U age groups, unlimited substitutions shall be allowed. *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.*
- 1.9.3 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.

- 1.9.4 Substitutions may take place for both teams at the following times provided that permission is granted by the referee:
- 1.9.4.1 on a goal kick
 - 1.9.4.2 after a goal is scored
 - 1.9.4.3 on an injury, when the referee has stopped play
 - 1.9.4.4 at half time and the start of any overtime period (in the playoffs)
 - 1.9.4.5 after a caution is issued
 - 1.9.4.6 on a throw in – if the team in possession on the ball is permitted to substitute, the other team is allowed to also substitute provided the player was already at the center line ready to enter the field.

1.10 - Ties in Group Round

If a Florida Cup Group Stage (U12-U19) 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 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 Florida Cup Committee.

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 GotSport 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 Florida Cup website. 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 GotSport match report will be eligible to play in FCL Florida Cup matches. Player's names may not be handwritten on the FCL Florida Cup match report from GotSport. If any player is not listed on the FCL match report, he/she must be added electronically to the match report before the player is eligible to play. Any players not appearing in the match must be stricken from the match report. For Clarification: up to 26 players may be listed on the official FCL event roster but only 18 players for U13-U19, and 16 for U12 may be used in any match. No player shall appear on more than one game match report for the entirety of the event.

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 math report from GotSport and does not have 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. Once a player plays for a team in a specific age group that player is “Cup Tied” to that team in that age group and team. The player may not play for any other team in that age group for the remainder of the

FCL Florida Cup. A player may play up in an older age group only if the team they were rostered to was eliminated from the competition.

For clarification a player plays with his U16 team and the team is eliminated from the competition, that player is eligible (when the roster is open) to be moved to a U17 or higher age group team roster to continue to play in the tournament. The player may NOT play for another U16 team in the tournament.

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 request must be submitted in writing to the Florida Club League.

Section 3: Game Day Procedures for Self-scheduling

3.1 - Pre-Game Procedures

Home Team Responsibilities

- Communicate the match information to FCL as well as schedule referees for the match
- Provide a properly lined field, properly sized goals and, corner flags
- Provide and pay ½ of the fees for 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:

- Pay for ½ of the referee fees for the match
- 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 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 GotSport 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 GotSport system within 24 hours of the game. The home team will upload the game card to GotSport 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. Florida Cup committee 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. It is implied that the home color is the "light" color.

Section 4: Applications, Deadlines & Withdraws Competition Announcements

4.1. Application

Must be completed in GotSport, in its entirety with payment by the application due date. Teams not completing payment may be removed from the tournament.

4.2 Withdrawals & Fines

Notice of the intent to withdraw must be made to the Tournament Director. A team that withdraws its application at any time will forfeit its entry fee. A team that withdraws or is declared ineligible will be subject to the following additional penalties.

1. After entries close, but before the seeding date: The team shall forfeit its entry fee and shall be fined an additional \$100
2. After the seeding date, but before groups are named: the team shall forfeit the entry fee and shall be fined an additional \$300
3. After groups are named and at any time during the competition: the team shall forfeit its entry fee and shall be fined an additional \$500
4. Cancellations with less than 96 hours' notice - \$500
5. 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

Any team who does not complete payment within 30 days will be subject to a late fee of 15%.

4.3 Forfeits

A forfeit during the competition shall be considered a withdrawal and be subject to the appropriate fines and penalties.

Should a team in round-robin competition forfeit any match, official game scores for all of that team's games shall be recorded as 4-0 losses. A team that forfeits a match will be considered to have withdrawn from the tournament.

Section 5: Competition Format, the Draw and Seeding

5.1 Competition Format and Advancement

Each seasonal year, Florida Club League will conduct a tournament to determine a State Cup winner in each age group.

5.2 Competition stages, format, and advancement

Qualifying Round – Group State Round Robin

Elite 8 – Single Elimination

Final Four – Semifinal Single Elimination

5.3 Advancement

Winners of a round robin group will be determined by points:

Three (3) points for a win

One (1) point for a tie

Zero (0) points for a loss

Tie games will be allowed with no overtime played during the round-robin portion of the Tournament.

In single elimination games, the winning team will advance.

5.4 Seeding

Teams will be seeded accordingly. ECNL and ECNLRL will be placed together and randomly pulled. All others will be placed together and randomly pulled. If there are two teams from the same club in a bracket, where this can be avoided the team will be placed back in and another team selected.

5.5 Draw

Teams will be accepted in GotSport. Team names will be printed and placed in the following categories. ECNL, ECNL-RL, NPL, L2 all others.

5.6 National Obligation

Teams winning Florida Cup are expected to attend National Cup in July of 2023. Those not attending will be responsible for the entry fee of the event.

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.