Florida Club Leagues

2025/2026 Season Handbook

A US Club Soccer Sanctioned League

Updated: June 2025

2025-2026 Florida Club Leagues Handbook

The goal of this handbook is to provide assistance to clubs, coaches and managers to ensure the Florida Club Leagues (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 MISSION: The Florida Club Leagues' mission is to provide an opportunity for youth to develop and grow in our community through participation in athletic competition.

FCL 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 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.

FCL Minimum Club Competition Standards

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 staff 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 an annual player registration process managed by a club registrar / administrator.
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 6 six teams (not gender specific) 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
12. It is recommended the club have a hierarchical organizational chart with all staff and their responsibilities, with job descriptions for all full-time staff.

Minimum FCL Standards by League

ECNL - RL must enter teams both boys or girls U13-U18/19	National Premier League (NPL)	Florida Premier Leagues
Technical: Staffing, Curriculum, Training, Additional Resources	**Technical: Staffing, Curriculum, Training, Additional Resources**	**Technical: Staffing, Curriculum, Training, Additional Resources**
Structural / Administrative: Organization, Structure, Finance and Member Management ● Have a strategy or program to identify, hire, and retain new coaches and staff, as well as lateral hires of experienced coaches and staff. ● 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. ● 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. ● 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. ● Have an Executive Director / Business Manager with a college degree in business administration, sports administration, or something similar. ● Have full-time administrative staff to operate the club.	**Structural / Administrative: Organization, Structure, Finance and Member Management** ● Have a strategy or program to identify, hire, and retain new coaches and staff, as well as lateral hires of experienced coaches and staff. ● 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. ● 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. ● 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. ● Have an Executive Director / Business Manager with a college degree in business administration, sports administration, or something similar. ● Have full-time administrative staff to operate the club.	**Structural / Administrative: Organization, Structure, Finance and Member Management** ● 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.
Facilities: ● Have a dedicated training facility that is owned or leased by the club with at least two (2) training fields with multiple goals of varying sizes on each field. ● Have dedicated two (2) game fields that meet hosting requirements ● Provide benches, tents, and water on game days for all fields. ● Clean working restrooms	**Facilities:** ● Have a dedicated training facility that is owned or leased by the club with at least two (2) training fields with multiple goals of varying sizes on each field. ● Have one (1) dedicated game field that meet hosting requirements ● Clean working restrooms	**Facilities:** ● Have access to at least one (1) high quality competition field that allows the ball to run smoothly which is appropriately lined per FIFA rules ● Have one (1) dedicated game field that meet hosting requirements ● Provide benches for teams on game day for all fields. ● Clean working restrooms
Game Day standards: Clubs will be expected to have the following on game date: ● Team benches, tents, provide water and/or sport drink ● All fields should have corner flags and secured goals	**Game Day standards:** Clubs will be expected to have the following on game date: ● Team benches, access to water ● All fields should have corner flags and secured goals	**Game Day Standards:** Clubs will be expected to have the following on game date: ● Team benches, access to water ● All fields should have corner flags and secured goals

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 after FCL team placement meetings: 50% of team registration fee due.
B. Team drops out of the league during FCL schedule building period: 75% of team registration fee due.
C. Team drops out of the league upon schedule completion: 100% of team registration fee due. 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.
D. If a team fails to form in RL and there is a gap in the fixture, the entire club gets removed from RL and is relegated to NPL.
E. Agreed upon reschedule 2 weeks or more from the original scheduled game: $25 change fee*
F. Reschedule 2 weeks to 96 hours of the original scheduled game: $100.
G. Reschedule 96 hours or less of the original scheduled game: $250.
H. Reschedule 72 hours or less of the original scheduled game: $500.
I. Reschedule 48 hours or less of the original scheduled game: $750.
J. Reschedule 24 hours or less of the original scheduled game, or no-show: $1500 (breaching club loses home field advantage if schedule changed)
K. Playing Ineligible Player (see rules for definition)- $500 per game.
L. Failure to schedule a game within club schedule building period**: $50 per game.
M. Home team fails to report score within 24 hours: $20 per game.
N. 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.***
O. Failure to provide shade/tents for both teams (ECNL-RL) - $50 per game
P. Failure to provide trainers (ECNL-RL) - $50 per game
Q. Failure to provide access to water for both teams (All leagues)- $50 per game
R. Failure to provide benches for both team (All leagues)-$50 per game
S. A team that qualifies for a post season is expected to attend. Please plan accordingly. If a team declines the postseason entry the club will be invoiced the registration cost of the declining team.

**Schedules are locked at the start of the season, It is the expectation of all clubs to maintain the integrity of the original schedule. If changes must be made, they should be kept to a minimum and made for extreme circumstances only. FCL reserves the right to levy additional fines to any club/team with excessive changes.*

***Exception to this is clubs where the county does not have field space available until closer to event date*

****It is the hosting clubs responsibility to make sure referees are secured with their Ref Assignor.*

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.

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

Club Merger Requirements:
A merger is the formal unification of two or more clubs into one entity and structure. In order to constitute a formal merger between two or more clubs, the following items must be satisfied:

1. An executed written agreement between the clubs that outlines in detail:
    a. The legal entity, leadership, and governance structure.
    b. The financial contribution or responsibility of each club; and dissolution, exit or termination provisions.
    c. The same name, logo and uniforms must be used on all teams in the entity.
    d. All staff and teams must ultimately report to one Director of Coaching or Executive Director.
    e. All Florida Club Leagues teams must use the same complex for home competition.
    f. Florida Club Leagues receives a copy of the:
        i. Executed merger agreement, or merger documents filed with the state.

2. Upon receipt of the above information, FCL will determine whether to accept or reject the merger with respect to Florida Club Leagues membership, participation, and rostering.

Club Affiliation Requirements:
An "affiliation" between two or more clubs is a cooperative relationship between clubs in the interests of long-term player development through establishment of a "feeder club" or other joint relationship. In order to constitute an affiliation between two or more clubs, the following items must be satisfied:

1) An executed written agreement between the clubs that outlines in detail:
    a) The age groups and genders that are involved and impacted;
    b) The effect on the player pool in all age groups;
    c) The staffing plan and how coaches will be selected for the age groups, including merging and overlapping of staff from different entities;
    d) The player selection, scouting or feedback process for players from each club in the age groups, playing in FCL leagues;
    e) Training schedule, including the location, frequency, and staffing of the age groups;
    f) Plans for how training curriculum, philosophy, and ratios will be managed across the affiliates to ensure consistency; and
    g) The entity to which all FCL player dues and registration fees are paid, and the entity responsible for all financial matters related to ECNL players and teams.

2) A common branding protocol (name, logo, patch, and uniform) must be outlined in detail to visually illustrate the affiliation on the field and to the public. This protocol may include use of the same logos and names on all teams, use of patches on jerseys when different club names are involved, or any other protocol that FCL in its sole discretion finds to be accurate and transparent as to the nature of the affiliation.

NOTE: It is not permissible to create an affiliation with another independent club in order to license or outsource operation of an ECNL-RL or NPL program to that club. An affiliation is intended to provide improved player pool quality or depth through connecting multiple clubs that each ultimately provide players into the FCL program(s) (Club Competition or Regional League) that are directly operated by the club and approved to participate in the FCL by FCL at its sole discretion.

3) The terms of the agreement, and any termination date or clauses must be provided.

4) All staff and teams at each level (Club Competition and Regional League) must ultimately report to one Director of Coaching or Executive Director. For clarification, teams in an ECNL Regional League program may report to a different director than teams in the NPL or FCL Club Competition program, provided that all teams in the ECNL RL ultimately report to one Director with total technical authority over all teams. *Note: Different reporting relationships for each program (Club Competition or Regional League) shall not be construed as allowing or approving a club to "license" or "outsource" the operations of any ECNL RL program to a different club – which is expressly prohibited.*

5) All FCL teams in the club must use the same complex for home competition. The complex must be the same for FCL teams at each level (Regional League and Club Competition) unless the FCL in its sole discretion approves use of different complexes for teams at different levels.

6) Authorized leadership of each club in the affiliation must execute the agreement.

7) FCL receives a copy of the fully executed affiliation agreement.

Upon receipt of the above information, the FCL will determine to accept or reject the affiliation.

Promotion/Relegation

The FCL staff will compile all relevant data, develop the assessments, and oversee the process. The Rules and Competition Committee, in collaboration with the FCL Board of Directors, will evaluate and decide on promotion/relegation based on the criteria outlined below. Please note, clubs participating in competing platforms to NPL or ECNL RL are ineligible for promotion to ECNL RL.

Promotion from NPL to ECNL RL

Application Process:
Found on ECNL website (must check RL box on app to be forwarded to FCL)
Must be filled out completely OR updated annually if an application was previously submitted.

Eligibility:
Promotion is open to Florida clubs who are currently playing in the Florida NPL and covering all 6 age groups (U13 - U18/19, in the same gender boys, or girls) and at the same club/branch location.

Criteria used for Promotion: All 6 age groups (same gender) will be looked at based on the following criteria:

Results on the Field (50%)

- 85% of scheduled league games up to the point of the review must be completed. Results to be reviewed mid to late March 2026.
- Evaluation of team and overall Club PPG and GD

Administrative (40%)

- Communication, red cards, no shows, late cancellations, meeting league expectations/deadlines, games played, etc.

Facility (10%)

- Benches, flags, field conditions, access to water, parking, restrooms, etc.

Relegation from ECNL RL to NPL

All clubs in ECNL RL are subject to relegation
A club will be reviewed if:
A club has three or more teams in the bottom three of the table.
or
If the club's overall standing is in the bottom three of the table.

Clubs that relegate out of ECNL RL will be moved to NPL for the following season and will need to reapply in order to return back to ECNL RL using the promotion process put in place above.

Criteria used for Relegation:
Results on the Field (50%)

- The last date of review will be based on results as of March 17, 2025. Evaluation of team and overall Club PPG and GD.
    - Clubs who are currently on probation, this will be the date of final review for the following season.
    - Clubs who are flagged as low performers will be placed on warning at this pint with a final review at the end of the season.
- Administrative (40%) Communication, red cards, no shows, late cancellations, meeting league expectations/deadlines, games played.

Facility (10%)

- Benches, flags, field conditions, water, parking, restrooms, etc.

Relegation is not automatic. Clubs that will be put on probation will be given the following season to improve. The club's director of coaching will receive a call and written follow up regarding the status of probation

Florida Club Leagues (FCL) - Rules and Regulations

Applies to all Leagues

Section 1: Administration/ Management

1.1 – Florida Club Leagues

The Florida Club Leagues (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 - Code of Ethics

Entering any Florida Club Leagues ("FCL") or other FCL competition is considered to be an automatic acceptance of the FCL's rules, policies, and procedures including the Ethics Code and Guidelines.

All teams within a FCL Member Club will be held to the standards set forth in this Code of Ethics and Guidelines, as well as the rules and guidelines established by US Soccer, US Club, National Premier League, and Elite Clubs National League, when applicable (collectively, "FCL Rules"), regardless of which specific competition they play in. If these Code of Ethics and Guidelines are in direct conflict with the rules of either US Soccer, US Club Soccer, or NPL; the rules of US Soccer, US Club Soccer and NPL shall govern, and FCL may be restricted from implementing certain rules related to teams not participating in FCL competitions.

Those clubs who are found to be in violation of any of the FCL Code of Ethics can expect the following sanctions:

- The 1st offense will in writing to the club and a $500 penalty
- The 2nd offense will be in writing to the club, a $1000 penalty will be assessed and the club will not be invited back for the next season. Meaning the club will be allowed to complete the current season and will be removed from participating in the future.

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

1.6 - 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.

1.7 - Division Formations
Competitive divisions will be structured according to the playing level of teams as determined by the FCL 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.

1.8 - 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 club's responsibility to post the scores of their games so the standings can be properly updated. Scores not entered or posted into TGS/GotSport within 24 hours of game completion will result in the home team being fined $20 per game. Standings cannot be calculated without this participation from the home clubs.

1.9 – 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:

- Team is current Florida Cup Champion or Finalist within their own age group, AND Team has proven in previous seasons to be a very dominant team within their own age group,
- OR
- 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 Administrator email which will be presented to the R&C committee. Ultimately, the FCL BOD has the final say on all play up decisions.

1.10 – 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:

Availability of competitive divisions within the Region

1.11 - Birth Year Chart.

FCL Age Groups for the 2025-2026 season.

- U8 - born on or after 1/1/2018
- U9 - born on or after 1/1/2017
- U10 - born on or after 1/1/2016
- U11 - born on or after 1/1/2015
- U12 - born on or after 1/1/2014
- U13 - born on or after 1/1/2013
- U14 - born on or after 1/1/2012
- U15 - born on or after 1/1/2011
- U16 -born on or after 1/1/2010
- U17 - born on or after 1/1/2009
- U18 - born on or after 1/1/2008
- U19 - born on or after 1/1/2007

Section 2: Scheduling and Communication

2.1 – Required Club Contacts

Each club's GotSport/TGS/athlete one 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/Registrar (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/Athlete one and ensure that both contacts have an email and phone number listed. All team scheduling communication should be done through the GotSport/TGS/athlete one 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 (Primary POC). Primary club contacts must respond to communication within 2 business days. 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. 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. An unplayed game is a game that is not able to be rescheduled for reasons that are uncontrollable by the club. An unplayed game is not a forfeit.

Please Note - If the FCL finds 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.

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.

Game Change Request Guidelines

Initiating Rescheduling Request:

- When a need arises to reschedule a game, the Club Scheduling Representative of the requesting club must contact the opposing club's Scheduling Representative as soon as possible
- Both clubs should discuss the reason for the rescheduling request and attempt to find a mutually agreeable alternative date.

Coordination Between Clubs:

- The Club Scheduling Representatives from both clubs should collaborate to identify potential dates for the rescheduled game.
- Consideration should be given to player availability, field availability, and any other relevant factors that may impact the rescheduling process.

Communication and Agreement:

- Once an alternative date is agreed upon by both clubs, the Club Scheduling Representatives should confirm the rescheduled date, time, and location in writing (email is acceptable).
- The confirmation should include details such as team names, age groups, the original game # and details, and the new agreed-upon information.

Notification to Teams:

- Clubs are responsible for communicating the rescheduled game details to their respective teams, coaches, and players promptly.
- This communication should include clear instructions on any changes to arrival times, uniforms, and other relevant logistics.

Submission to League Administrator:

- The Club Scheduling Representative from the requesting club must compile all relevant details of the rescheduled game.
- Submit the rescheduled game information to the Florida Club Leagues Administrator within [48 hours] of reaching an agreement with the opposing club.

League Administrator's Approval:

- The League Administrator will review the submitted rescheduled game information.
- Upon approval, the League Administrator will update the official league schedule to reflect the changes.

Confirmation to Clubs:

- The League Administrator will notify both clubs involved in the rescheduled game once the official schedule has been updated.
- Clubs should verify the accuracy of the updated information and report any discrepancies to the League Administrator promptly.

Note: It is crucial for both clubs to make every effort to reschedule games in a timely manner to minimize disruption to the league schedule. Clubs are expected to uphold the highest standards of sportsmanship and fairness throughout the rescheduling process.

Rescheduling Policy and Fines

Following the deadlines for scheduling (schedules have gone live), League approval is needed, and fines will be issued/levied for any changes other than a rain out or field closure. All reschedules must be completed through TGS/Athlete One (for ECNL-R matches) or GotSport (for NPL and Premier League matches). An email to the league is necessary for notification.

Game changes and reschedule/cancellation fines are as follows:

Offense	**Fine**
Once a schedule has been locked, a game change where both clubs agree 2 weeks or more prior to the scheduled game	$25.00 per game change fee
Rescheduled 2 weeks to 96 hours prior to the scheduled game	$100 per game to the club requesting the reschedule
Rescheduled 96 hours of the original scheduled game	$250 per game to the club requesting the reschedule
Rescheduled 72 hours of the original scheduled game	$500 per game to the club requesting the reschedule
Rescheduled 48 hours of the original scheduled game	$750 per game to the club requesting the reschedule
Reschedule 24 hours or less of the original scheduled game, or no-show	$1500 (breaching club loses home field advantage if schedule changed)
Games canceled due to field closure the home club must reschedule the game within 14 days of the original scheduled game	$125.00 per club if the game is not rescheduled within 14 days

2.5 - Weather/Lightning Policy

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

When thunder is heard or lightning is detected, the leading edge of the thunderstorm is close enough to strike your location with lightning. Please adhere to the following guidelines:

a. Suspend play for at least 30 minutes and vacate the outdoor activity to the designated safer location

b. 30-minute Rule. Once play has been suspended, wait at least 30 minutes after the last lightning is witnessed prior to resuming play.

c. Any subsequent lightning after the beginning of the 30-minute count will reset the clock and another 30-minute count should begin.

d. When lightning-detection devices or mobile phone apps are available, this technology should be used in making a decision to suspend/resume play if a lightning strike is noted to be within 10 miles of the event location.

e. Facilities with Thor Guard or similar technologies must follow their set protocols for suspending/resuming play

In the event of significant delays due to weather or lightning, it is recommended to wait up to 60 minutes before resuming play, unless both teams agree to a different course of action with the site director (see Section 6.12). If the match is suspended before the completion of one half, it must be rescheduled at a time mutually agreed upon by the teams, in consultation with FCL. Referees are required to submit an incident report for any match that is terminated early.

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 14 days of the original match date. Games canceled due to field closure; the home club must reschedule the game within 14 days of the original scheduled game. If this is not rescheduled both clubs will receive a $125 fine. Rainouts do not call for loss of home field advantage.

2.7 - Cancellation Policy

Teams must give their opponent a 96-hour (4 days) warning if not able to attend a scheduled match, or they will be required to pay field and referee costs as well as fines. 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 problem

- 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 provide blackout dates prior to schedule build

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 US Club carded personnel can be a club linesman. 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/GotSport account. Failure to do so will result in club sanctions from FCL, including a review of a club's membership. If referees are not assigned to a game sanctions will be sent to the club regardless of who is at fault.

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 by filling out and submitting and the Red Card Reporting Form, referee must also fill out a Send-Off Report/Supplemental Report to submit to the League and Home Club. Clubs are to report their own Red Cards. Any questions should be directed to redcard@floridaclubleagues.com.

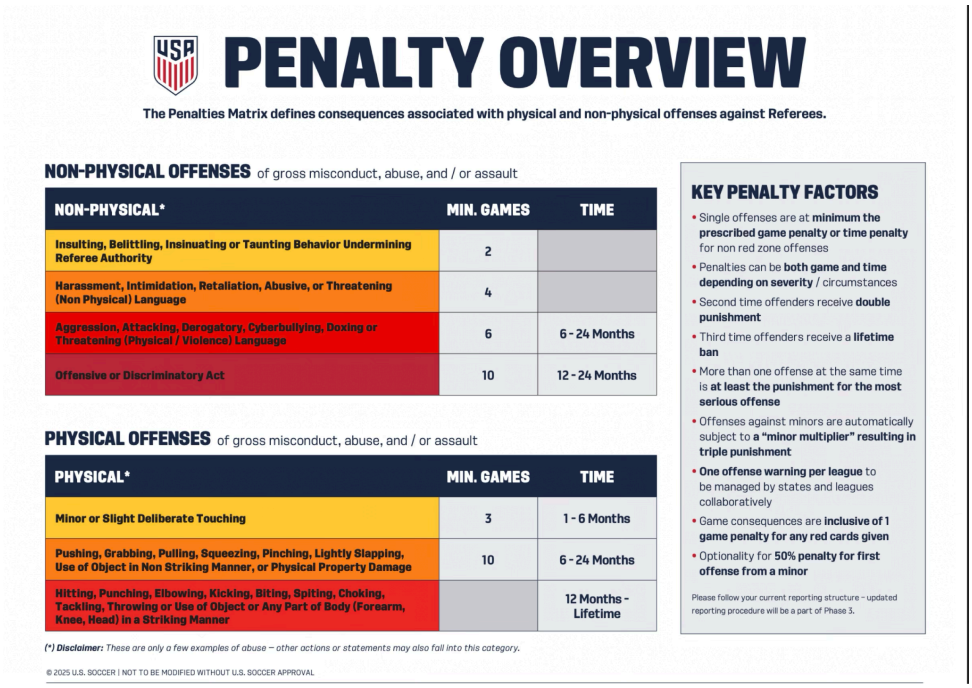
The player card can be returned to the team as long as the Referee Send-Off Report shows the infraction,

the player's name, and ID number. In addition to the send-off report, clubs must scan and send the game report to redcard@floridaclubleagues.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 chart below.

- Referee Abuse Will Not Be Tolerated. Any instance of referee abuse will be reported to US Club Soccer and addressed using the USSF Referee Abuse Penalty Matrix. FCL will impose sanctions for any reported abuse that falls within the yellow and orange categories of both the non-physical and physical offense classifications, as outlined in the USSF RAP Penalty Overview. See the Overview below.



PENALTY OVERVIEW

The Penalties Matrix defines consequences associated with physical and non-physical offenses against Referees.

NON-PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

NON-PHYSICAL*	MIN. GAMES	TIME
Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority	2	
Harassment, Intimidation, Retaliation, Abusive, or Threatening (Non Physical) Language	4	
Aggression, Attacking, Derogatory, Cyberbullying, Doxing or Threatening (Physical / Violence) Language	6	6 - 24 Months
Offensive or Discriminatory Act	10	12 - 24 Months

PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

PHYSICAL*	MIN. GAMES	TIME
Minor or Slight Deliberate Touching	3	1 - 6 Months
Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non Striking Manner, or Physical Property Damage	10	6 - 24 Months
Hitting, Punching, Elbowing, Kicking, Biting, Spitting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner		12 Months - Lifetime

(*) Disclaimer: These are only a few examples of abuse – other actions or statements may also fall into this category.

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KEY PENALTY FACTORS

- Single offenses are at **minimum the prescribed game penalty or time penalty** for non red zone offenses
- Penalties can be **both game and time depending on severity** / circumstances
- Second time offenders receive **double punishment**
- Third time offenders receive a **lifetime ban**
- More than one offense at the same time is **at least the punishment for the most serious offense**
- Offenses against minors are automatically subject to **a "minor multiplier" resulting in triple punishment**
- **One offense warning per league** to be managed by states and leagues collaboratively
- Game consequences are **inclusive of 1 game penalty for any red cards given**
- Optionality for **50% penalty for first offense from a minor**

Please follow your current reporting structure – updated reporting procedure will be a part of Phase 3.

US Club Soccer may impose additional sanctions beyond those issued by FCL, depending on the severity of the incident and any repeat offenses.

- 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 primarily 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 serving the suspension. One of the eligible roster positions should be used for this player serving the red card.

- All red cards are subject to disciplinary examination by the PDE Committee and may be assessed additional games based on severity and repetition.
- 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.
- Coaches receiving a yellow card based on poor/bad spectator sideline behavior will result in the following: (1st offense, written warning to the club, 2nd offense club will be fined $500 and the offending spectators will be suspended from attending games), 3rd offense club sideline ban.
- Appeals can be made only in a situation of mistaken identity by the referee or red card suspensions which have the sanction determined by the PDE Committee. Appeals for this, 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.
- Unreported Red Cards (within 48 hours):
    - 1st instance - no charge / warning
    - 2nd instance - $100 per club
    - 3rd instance - $200 per club
    - After the 3rd instance every repeat will be $250 per instance per club. All

LINK to RED CARD GRID that will be posted on WEB

*Where there are repeated incidents with coaches or spectators FCL reserves the right (per By-Laws) to remove the member clubs immediately from all Florida Club Leagues events and leagues.

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 game or competitions. 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
Standard Policy
Home Team: light shirt, light socks, any short | Away Team: dark shirt, dark socks, any shorts.

In event of a conflict the **AWAY** team will be required to change

> Two Game / Travel Weekend
> Game #1 (Saturday) – Home Team: light shirt, light socks, any short | Away: dark shirt, dark socks, any shorts
>
> Game #2(Sunday) – Home Team: dark shirt, dark socks, any short | Away: light shirt, light socks, any shorts
>
> ***This must be communicated by the Thursday leading into the match weekend by 5 p.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.

Section 6: Competition Rules

6.1 - Playing Rules

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

6.2 - 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.

Teams must complete (play) 85% of their scheduled games to be considered for any postseason events for all leagues if a club/team has made every effort to play all scheduled games, this will be taken into consideration by the PDE Committee.

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

6.2.2 NPL Boys and Girls Standings- will be determined on a PPG (points per game) scale.

6.2.3 FL Premier League standings- will be determined on a PPG (points per game) scale.

6.3 - Tie Breakers

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

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

6.3.3 FL Premier League standings- the following tiebreakers will be used for resolving ties between FCL teams in determining Regular Season Standings in the following order.

6.3.3.1 FL Premier League 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.

6.4 - Game Details

	U8	U9-U10	U11	U12	U12 (11v11) PRE-ECNL	U13	U14-U16	U17-U19
* Field Size (yds)	55/65 L 35/45 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 50/80 W	100/120 L 55/80 W
**Number of Referees	1	1	3	3	3	3	3	3
Number of Players	7v7	7V7	9v9	9v9	11v11	11v11	11v11	11v11
Roster Size Limit	16	16	16	16	18	18	18	18
Minimum # of Players	5	5	6	6	7	7	7	7
Goalkeeper	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Playing Time	2x25	2x25	2x30	2x30	2x35	2x35	2x40	2x45
Ball Size	4	4	4	4	4	5	5	5
Goal Mouth Size (feet)	6.5x18.5 - 7x21	6.5x18.5 - 7x21	6.5x18.5 - 7x21	6.5x18.5 - 7x21	8x24	8x24	8x24	8x24
Offside	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Substitutions	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	Any Stoppage	See Rule 6.9 Substitutions	See Rule 6.9 Substitutions	See Rule 6.9 Substitutions
Fouls (type of kick)	Indirect & Direct Free Kicks	Indirect & Direct Free Kicks	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	8 yd	8 yd	8 yd	8 yd	10 yd	10 yd	10 yd	10 yd
Throw-in	1 Re-throw	Normal	Normal	Normal	Normal	Normal	Normal	Normal
Penalty Kicks	Yes (mark at 10 yds)	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)	Yes (mark at 12 yds)
Penalty Area (yds)	12x24	12x24	14x36	14x36	18 x 44	18 x 44	18 x 44	18 x 44
Buildout Line	None	None	None	None	N/A	N/A	N/A	N/A
Punting	None	None	Yes	Yes	Yes	Yes	Yes	Yes
Goal Area (yards)	4x8	4x8	5x16	5x16	6 x 20	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	per Laws/Rules
Half-Time Break	5 mins	5 mins	10 mins	10 mins	10 mins	10 mins	10 mins	10 mins

**Recommended minimum number of referees

*Use of cones for lines allowed

6.4.1 - Referee Fees

Note it is the responsibility of the home club to have a minimum of 3 referees assigned to each game. If the minimum requirement is not met and this is reported to the league, the league will fine the home club accordingly, regardless of who is at fault.

Age group	Suggested price C/AR/AR	Total
U8/U9/U10	50	$50
U11	60/40/40	$140
U12	60/40/40	$140
U13	80/60/60	$200
U14	85/60/60	$205
U15	85/60/60	$205
U16	85/60/60	$205
U17	100/75/75	$250
U18/19	100/75/75	$250

6.5 - 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.

6.6 – Heading Game Rule

- The Federation is recommending, and US Club Soccer is requiring immediately, new rules as it relates to heading, as follows:
    - Players in 11-U programs and younger shall not engage in heading, either in practices or in games.
    - Limited heading in practice for players in 12-U and 13-U programs. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week. There are no heading restrictions in games.
    - Clubs should be aware of circumstances in which individual consideration is needed. For examples:
        - A 10 year old playing at 12-U or older should not head the ball at all.
        - An 11 or 12 year old playing at 14-U or older should abide by the heading restrictions in practice.
    - Referees should enforce these restrictions by age group according to the specified rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group.

In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: *When a player deliberately heads the ball in a game, an indirect free kick (IFK) 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.

6.7 – 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.

6.8 – 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.

6.9 - Substitutions

Substitutions must be made at the halfway point of the field. Coaches and team staff are required to ensure that all substitutions occur within this designated area. Substitutes should enter and exit the field from the appropriate location near the center line, avoiding disruption to the flow of the match.

Failure to comply with this rule may result in a warning, and repeated offenses may lead to disciplinary action or penalties against the offending team. This rule is in place to maintain the smooth operation of the game and minimize interference with gameplay.

6.9.1 - ECNL RL & NPL

Teams are allowed a maximum of three (3) substitution moments per half, per team - with water breaks not considered a substitution moment. Players who are substituted may re-enter the game at any time, provided they are substituted off during a stoppage in play.

Injury Substitutions:

- If your team has available substitution moments, an injury substitution will count as one of those moments, and additional substitutions can be made during the same stoppage.
- If your team does not have any remaining substitution moments, only the injured player may be substituted off and can not be replaced.

Concussion Substitutions:

- A player requiring evaluation for a head injury may be substituted off without using a substitution moment.
- If the player is cleared and does not have a concussion, they may re-enter the game in place of the original substitute.
- If another player is substituted during the head injury, this will count as a moment.

6.9.2 – FL Premier Leagues U13-U19 teams:
U13 through U18/19- Substitutions are unlimited. A substitution can take place at any stoppage with the referee's permission.

6.9.3 – FL Premier League (U8-U12) teams:
As per FIFA guidelines, unlimited substitutions are allowed in all age groups.
Teams may substitute only with the referee's permission. Substitutes must wait on the center 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.

6.10 – Ties in League Play
If a league game is tied after regulation, the tie stands and will be posted as a tie.

6.11 - 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 U8-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.

6.12 - 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 FCL. *Referees are required to submit an incident report for all matches that are ended early.*

6.13 - 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 $1500 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 <u>are not considered forfeits</u> and must be rescheduled within one week. The FCL reserves the right to make any final decisions as necessary. Teams that do not show will be responsible for referee fees and field costs.

6.14 – Forfeits – ALL leagues – no exceptions
A forfeit occurs when a club is not able to fulfill the fixture that has been scheduled and the club Director of Coaching concedes the game in writing to the opposing club or to FCL. This action will result in a $1500 fine to the forfeiting club. 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, FCL 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.

6.15 - 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 it to the FCL PDE Committee and BOD for a ruling.

6.16 – Fines

The FCL may impose the following fines:

a. Team drops out of the league after FCL team placement meetings: 50% of team registration fee due.
b. Team drops out of the league during FCL schedule building period: 75% of team registration fee due.
c. Team drops out of the league upon schedule completion: 100% of team registration fee due. 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.
d. If a team fails to form in RL and there is a gap in the fixture, the entire club gets removed form RL and is relegated to NPL.
e. Agreed upon reschedule 2 weeks or more from the original scheduled game: $25 change fee*
f. Reschedule 2 weeks to 96 hours of the original scheduled game: $100.
g. Reschedule 96 hours or less of the original scheduled game: $250.
h. Reschedule 72 hours of the original scheduled game: $500.
i. Reschedule 48 hours or less of the original scheduled game: $750.
j. Reschedule 24 hours or less of the original scheduled game, or no-show: $1500 (breaching club loses home field advantage if schedule changed)
k. Playing Ineligible Player (see rules for definition)- $500 per game.
l. Failure to schedule a game within club schedule building period*: $50 per game.
m. Home team fails to report score within 24 hours: $20 per
n. 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.
o. Failure to provide shade/tents for both teams (ECNL-RL) - $50 per
p. Failure to provide trainers (ECNL-RL) - $50 per
q. Failure to provide access to water for both teams (All leagues)- $50 per
r. Failure to provide benches for both team (All leagues)-$50 per
s. A team that qualifies for a post season is expected to attend. Please plan accordingly. If a team declines the postseason entry the club will be invoiced the registration cost of the declining team.

Aside from fines for forfeits, a percentage of all fines will be added to the travel fund for teams qualifying for national events via FCL competitions, after the deduction of admin costs.

Section 7: Rosters

7.1 - Player Registration

Players shall be registered according to US Club Soccer rules. Players Participating in ECNL Regional League competition must be registered according to ECNL Competition Rules. Players participating in National Premier League competition must be registered according to NPL rules. NPL Competition Rules

7.2 – League Specific Roster Rules

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

7.2.2 National Premier League Age Groups. There is no minimum team requirement to participate in the NPL. Clubs must meet the minimum FCL League requirements for acceptance. Players can only play for one NPL team within a given age group. See NPL Competition Rules

7.2.3 Roster Maximums & Minimums

ECNL Regional League - Player Pool Max: 30 players/Max Roster: 18 Players/Minimum number of unique registered players 15 (11v11)

NPL – 26 players/Max game day roster: 18 Players/Minimum number of unique registered players 15 (11v11)

FL Premier League (U13-19) – Player Pool Max: 26 players/Max game day roster: 18 Players (11v11)

FL Premier League (U11-U12) – Player Pool Max: 26/Max game day roster: 16 Players (9v9)

FL Premier League (U8-U10) – Player Pool Max: 26/Max game day roster: 16 Players (7v7)

7.2.4 Intra-Club Roster Movement. 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. Betterment of the game is defined as player movement deemed necessary for the game to be played safely. The integrity of the player movement can only be evaluated by the FCL or PDE Committee.

There is limited Intra-Club movement permitted between ECNL, ECNL-RL and NPL. A Max of 4 players may play down from one league to the other, and no player shall play down more than one level.

For further clarity: A max of 4 ECNL players may play in a Regional League match, A max of 4 ECNL-R Players can play in an NPL match, No ECNL players may play down more than one level within your club.*

**these guidelines are to be used in conjunction with games day roster policies and fixture ties (7.3)*

Please see the ECNL Regional League Roster Integrity Policy for full details.

7.2.5 Players Born in 2006. The FCL permits a maximum of three (3) US Club Registered players born in the year 2006 to be registered in the U18/19 composite age group in NPL and FL Premier Leagues only. Players born in 2006 may not be rostered in ECNL RL competition or in National post season events.

7.2.6 Discovery Players

ECNL Regional League: Please see the ECNL Competition Rules

NPL Clubs - A “Discovery Player” is a player that is not considered a full-time participant in the training environment of the NPL Club to which he/she is registered.

A player must be classified by the NPL Club as a Discovery Player if any one or more of the following circumstances exist:

(i) The player’s primary address is more than 200 miles from the NPL Club’s primary training facility; or

(ii) During the NPL Season, the player appears on a league roster in a US Soccer member-sanctioned outdoor 11v11 league for any other club besides the NPL Club to which they are registered.

Each NPL Team may have two (2) Discovery Players on their NPL Roster at each age group U13-U17 and up to four (4) at the U18/19 age group.

Discovery Players may only play for the NPL Team for which they are initially rostered within the NPL Season. Discovery Players are club-tied and team-tied for NPL Competition during the NPL Season. Discovery Players may play in any NPL Competition in the NPL Season, including the NPL Playoffs and Finals.

A player must be explicitly designated as such on the NPL Roster before such player participates in any NPL Competition.

7.3 FCL Game Day Rosters and Fixture Ties

7.3.1 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. For both NPL and FPL, no player may appear on more than one roster within the same division.

A maximum of eighteen (18)(for U13-U19), sixteen (16)(for U8-U12), US Club Soccer Registered Players from an FCL team’s roster will be eligible for each game in FCL competition. If more than the allowed 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.

7.3.2 Game Limits. US Club Registered players participating in ECNL Regional League, NPL and FPL (U13-U19) competitions may only play in one (1) ECNL/FCL competition per day *(For clarification - This includes both field players and goalies)*. US Club registered players participating in FL Premier Leagues (FPL)(U8-U12) 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 FCL. Clubs found in breach of the above will be sanctioned to the rule on Illegal players (SEE RULE).

7.3.3 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 within the FCL Club Fixture unless

there is written approval from FCL.

7.3.3.1 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.

7.4 - 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.

7.5 - 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.

7.6 - Guest Players

No guest players from outside your club are allowed in the FCL. All players may only use their passes from the FCL accepted by US Club Soccer.

7.7 - Illegal & Ineligible Players

7.7.1 - Illegal Players/Staff. Any player/Staff who does not have a valid US Club Soccer Player Pass issued by the same club at the time of the match shall be considered illegal. Any team using, or attempting to use, an illegal(Non-US Club approved) player/staff shall forfeit the game, the coach of the team using the illegal player will be suspended from all FCLcompetitions for one year, and the Club of the illegal player/staff will incur a $500 fine per player/staff.

7.7.2 - Ineligible Player: An ineligible is defined as the following:

1. Player who appears on/and plays on more than one game per day (U13-U18/19)
2. Player who exceeds the Roster integrity policy of Max 4 players down 1 level
3. Player suspended (issued Red Card) in match the day prior
4. Player that has not fulfilled it's accumulated suspensions for any Disciplinary act or Red Cards

Any team using, or attempting to use, an ineligible player shall incur a $500 fine per ineligible player and result of the match will be deemed as a forfeit.

7.8 - Trapped Player Exceptions

7.8.1 Trapped U15 Player (ECNL-R and NPL only). An ECNLR or NPL 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 NPL 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 NPL Competition pursuant to this Rule may also compete in the same ECNLR or NPL Fixture at U15 through U18/U19, provided he/she only plays one (1) ECNLR or NPL competition per day.

No more than three (3) Trapped U15 Players may participate in any individual U14 ECNL RL or NPL competition.

*ECNLR trapped players may compete in NPL competition and NPL trapped players may compete in ECNL RL competition. ECNL RL and NPL trapped players **may not** compete in the FL Premier League unless written approval is received from FCL. This rule expires the date of the FHSAA High School Championship Finals.*

7.9 Player Evaluation and Recruitment Guidelines and Requirements

Any player being considered to join a club through an evaluation process must adhere to the following guidelines and requirements. Evaluations can occur in various forms, such as yearly advertised tryouts, player evaluations, club ID camps, club ID clinics, open training, 1-on-1 evaluations, player event opportunities, college ID clinics* etc.

"Member club" refers to all currently registered US Club and/or FCL registered clubs participating in the following leagues: ECNL RL, NPL, The FCL Academy, Emerald Coast Premier League (ECPL), North Florida Premier League (NFPL), Central Florida Premier League (CFPL), West Florida Premier (WFPL) and Southeast Florida Premier League (SEFPL)

In the event that a FCL Member club chooses to hold tryouts ahead of the designated tryout date, it is advised that the following language be utilized on all registration and promotional materials pertaining to tryouts:

Current FCL Member Club players from outside of {Insert club name} are not permitted to attend.

*In the case where a club will be hosting a college ID clinic, players U15-U18/19 will need to have written permission from the current member club DOC, Technical Director or Executive Director to attend the clinic. It will be the players responsibility to get this written permission and provide to the hosting club prior to attending the clinic. If the hosting club accepts a player without written permission, the following sanctions will be imposed:

- First offense: $500 fine and a warning.
- Second offense: $1,000 fine and a final warning.
- Third offense: Expulsion from the league.

7.10 Tryouts

FCL mandates the timing for tryouts conducted by member clubs. The annual tryout date for current member club players is May 1, 2025. Only during the annual tryouts can current registered players of member clubs attend and be considered to join a new club.

Non-member club players can be evaluated year-round with the following documentation in place:
*FCL reserves the right to request this documentation anytime during the season.

- A registration process to capture all interested players, with documentation retained for a minimum of 1 year.
- A mandatory field in the registration form requiring the player, parent, or guardian to confirm if the player is a current registered member club player. If yes, the player can only attend during the annual tryout evaluation (May 1, 2025).
- The club is responsible for reviewing the registration form and confirming that all interested players are approved to attend any tryout that is prior to May 1, 2025.
- If it is known that a player under evaluation or in the recruitment process is a member of a current member club, the process must be terminated immediately.
- Violations of these rules by a member club will result in the following penalties:
  - First offense: $500 fine and a warning.
  - Second offense: $1,000 fine and a final warning.
  - Third offense: Expulsion from the league.

7.11 Recruiting

Member clubs may recruit players for participation on member club teams at any time, except:

They may not invite a current registered member club player to train, tryout, guest play, or offer a roster position in writing or verbally.

7.12 Player Transfers

Current registered member club players can transfer to another member club only under the following conditions:

- Email correspondence between the two FCL member club directors agreeing on the player's transfer, with the league included for informational purposes.
- Transferring players shall not compete against their former club except in playoffs, once the regular season is complete.
- If an agreement between the clubs cannot be reached within 2 weeks, the League Director and rules committee will make the final decision after reviewing supporting documentation from both clubs.

Section 8: Game Day Procedures

8.1 - Pre-Game Procedures

Home Team Responsibilities

- Home club should have a game day roster set by noon (12PM EST) on the Friday prior to the fixture(at the latest).
- Have a dedicated game field that meets hosting requirements.
- All fields should have team benches (ECNL RL – should also have tents, water-*see minimum standards*)
- Fields should be properly lined
- Schedule time in TGS/GotSport
- Provide and pay current year licensed USSF referees.
- Provide FCL Game Match Cards (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:

- Away club should have a game day roster set by noon (12PM EST) on the Friday prior to the fixture(at the latest).
- Provide referee ECNL RL or US Club Soccer player passes for each player and team official.

8.2 - 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

8.3 - Post-Game Procedure

Home team Responsibilities:

- Coach or manager signs 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)

8.4 - 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.

8.5 - Score reports
The home team will post the score in TGS/GotSport within 24 hours of the game. The home club will receive a $20 fine for every unreported score. The home team will keep and file the Game Card for possible future reference.

8.6 - 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.

8.7 – 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. Light is considered the HOME jersey color. 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.

8.9 - Prohibition of Artificial Noisemakers on the Sideline
To ensure a fair and respectful environment for all players and officials, the use of artificial noisemakers such as whistles, drums, coins in cans, and similar items is strictly prohibited on the sidelines during any Florida Club League event. Spectators found using such noisemakers will be asked to stop immediately. If the use of artificial noisemakers continues after a warning, a fine will be imposed on the offending club for each subsequent violation

For complete ECNL Regional Competition Rules, click The ECNL Rules.
For complete NPL National Competition Rules, click here NPL RULES .

*Please note that FCL has the right to adjust national rules based on our market, however clubs need to be aware that if you attend a national competition you will be held to their rules and standards.