



Rules, Guidelines and Procedures



MISSION STATEMENT

Florida State Premier League exists to provide elite 13U-19U teams with the opportunity to compete against the most competitive teams within the state of Florida. The Florida State Premier League is operated by the FYSA State Office staff and serves as a statewide league designed to complement the USYS League Structure, including the USYS National League and Southern Regional Premier League. The overall direction of the league falls under the Florida State Premier League Commission, with support from the FYSA VP of Competition.



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DEFINITIONS

1. “Registered” means having the intent to play the sport of soccer and having paid the fees to become a member of Florida Youth Soccer Association and USYS (US Youth Soccer).
2. “Rostered” means a registered player has been assigned to a club’s team roster.
3. “Eligible” means registered, rostered as a verified player under a Primary or Club Pass designation, and not under suspension or in bad standing.

100. LEAGUE MANAGEMENT

101. FSPL COMMISSION

101.1 – The Florida State Premier League Commission will be comprised of the FSPL Commissioner and at least six voting members appointed by the VP of Competition and the League Commissioner for a term lasting no more than two years. Commission members may serve more than one term. In order to establish staggered terms of the Commission members VP of Competition and the League Commissioner will specify which members will serve initial one year terms and which will serve two year terms. Ideally, half of all Commission members will be reappointed each year.

101.2 - The members will be represented by at least three directors of coaching, at least three club administrators, and must include at least one person who primarily resides in each of FYSA’s four regions. No voting member of the FSPL Commission may be an active member of the FYSA Board of Directors.

101.3 – The FSPL Commission will be charged with the guidance and direction of the league including but not limited to the creation, implementation and interpretation of all FSPL policies, review of disciplinary matters, and development of a competitive structure that benefits FYSA member clubs. The FSPL Commission will hear all Protest and Appeal cases. The FSPL Commission has a duty and obligation to uphold and enforce the rules of the Florida State Premier League and must act in the best interest of the FSPL and FYSA.

101.4 – The FSPL Commission will host at least two forums in a seasonal year in order to provide club directors of coaching and administrators an avenue to discuss the overall direction of the league, potential rule modifications and special topics as applicable.

101.5 – FSPL Commission Members may be involuntarily removed at any time by the VP of Competition and the League Commissioner in response to non-participation or actions that discredit the Florida State Premier League or FYSA.



102. FSPL COMMISSIONER

102.1 – The Florida State Premier League Commissioner will be appointed by the VP of Competition and will serve as the primary contact for the FSPL. The day to day operation of the league will be under the responsibility of the FSPL Commissioner. The FSPL Commissioner will directly report to the FSPL Commission.

102.2 – The FSPL Commissioner will act as a non-voting member of the FSPL Commission; except when the commission vote results in a tie. The FSPL Commissioner will then cast the deciding vote.

200. GENERAL RULES

201. ELIGIBILITY

201.1 - Teams from registered FYSA member clubs in good standing and from the age groups of 13U to 19U that are currently registered and in good standing with FYSA.

201.2 - Team and player eligibility requirements are the same as those used by FYSA in its Rules and those of USYS in its National Champions Series rules. The FSPL is not part of the National Championship Series, but uses their eligibility requirement to ensure compliance for FYSA teams that enter into the National Championship Series competition.

201.3 – Coaches who are rostered to a team and players who are rostered to a team as Primary or Club Pass players are eligible to participate in FSPL games. Secondary and Guest players are not permitted. The participation of an ineligible player will result in the game being declared a Forfeit as detailed in Section 308.

201.4 - All persons involved in the FSPL will abide by the rules of this league and the Policies/Rules for FYSA, USYS, and USSF.

201.5 - The FSPL dates of competition will be announced prior to the closure of the season's open application.

202. PARTICIPATION

202.1 - All applications must be completed on-line by 5 pm EST on the Friday of the first full week of June. All payments must be received by the application deadline. Failure to provide league fee payment by the application deadline may result in the team's removal from consideration for the league and/or a late fee no greater than \$100.



202.2 - Submitting an application is NOT a guarantee of acceptance into the FSPL. It is the teams responsibility to have the correct information on the application.

202.3 - Eligible teams may only participate in their age group. Playing up an age group is not permitted.

202.4 – Clubs will be notified of their team’s application status and placement by the last Friday of June. Application is considered the teams agreement to participate in the league.

202.5 - Withdrawing from the league after the application has been accepted but prior to start of play will result in forfeiture of the entry fee and an additional \$2,500 fine.

203. FEES

203.1 - The FYSA Competition Committee shall set the entry fee for the following season by December 31. Teams will be responsible for required travel, and referee fees.

203.2 - Referee Fees - Each team will pay ½ of the total Referee fees for each given match. The current fees are below. All fees will be paid in cash prior to the start of the match.

- **13U & 14U** - Center: \$50, AR1; \$25, AR2: \$25
- **15U & 16U** - Center: \$60, AR1; \$30, AR2: \$30
- **17U, 18U, & 19U** - Center: \$70, AR1; \$35, AR2: \$35

203.3 - Referee Assignor Fees – All Referee Assignor fees for games hosted at a neutral location will be covered by FYSA.

204. BOND

204.1 - FSPL reserves the right to require a team to post a performance bond of up to \$500 prior to the start of the season. During the season, FSPL may also require a team to post a performance bond prior to the team’s next game in response to incidents of non-compliance.

300. PLAYING RULES

301. LAWS

301.1 - The FSPL will be played in accordance with FIFA Laws of the Game Observed by USSF and USYS with the adjustments outlined in this document.

302. MINIMUM NUMBER OF PLAYERS

302.1 - Teams may begin play with a minimum of seven players and at no time may be the number of players on the field drop below 7 players per team. The addition of late arriving players, who are on the official roster, will take place with the permission of the Referee and at regular legal substitution periods. The opposing team may play at full strength.

303. AGE FORMAT

303.3 - Age groups will play as follows:

AGE	FORMAT	ROSTER LIMIT	BALL SIZE	HALFTIME	HALVES	SUBSTITUTIONS
13U	11v11	22**	5	10	2x35 min.	Unlimited Substitutions
14U	11v11	22**	5	10	2x35 min.	Unlimited Substitutions
15U	11v11	22**	5	10	2x40 min.	No Re-Entry Per Half
16U	11v11	22**	5	10	2x40 min.	No Re-Entry Per Half
17U	11v11	22**	5	15	2x45 min.	No Re-Entry Per Half
18U	11v11	22**	5	15	2x45 min.	No Re-Entry Per Half
19U	11v11	22**	5	15	2x45 min.	No Re-Entry Per Half

NOTE: ** These age groups may only have a maximum of 18 players dressed out to play in any one match. The roster presented to the Referee at the beginning of the match shall indicate the 18 (maximum) players that will be used to play in that match and no changes can be made after the match has started.

304. CLUB PASS PLAYERS

304.1 - Each team participating in the FSPL will use a game day (game card) roster generated from the Florida State Premier League event within GotSoccer.

304.2 - An eligible club pass player is one who is properly rostered to a team within the same club. A team may have no more than thirteen (13) club pass players on their roster for any game. The total roster of rostered primary and club pass players may not exceed 22, with 18 named per game.

304.3 - A participating FSPL team may list players on the roster at any time during the FSPL season but must either do so no later than the close of business two (2) days prior to the scheduled match or the close of business Thursday prior to the match whichever is earlier, so that FYSA can approve the above roster changes.

305. WEATHER

305.1 - If lightning is in the immediate area, the Referee and/or Site Administrator will suspend play or delay start of the match. USSF Lightning Policy will be followed. Such delay or suspension must remain for a minimum of 30 minutes past the last sighting of lightning or longer at the discretion of the Referee. If a match is cancelled prior to starting or during the first half due to weather, the match will be rescheduled and replayed in its entirety. Matches in which the first half of the game has been completed will be considered completed. FSPL, FYSA, USYS, nor anyone affiliated with them, assumes any responsibility or liability if a match is cancelled in whole or in part for any reasons, weather related or not.

306. PLAYERS' UNIFORMS AND EQUIPMENT

306.1 - Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Duplicate numbers are not permitted.

306.2 - In the event of a uniform color conflict, the team designated as the home team will wear light colored jerseys and socks, and the team designated as the away team will wear dark colored jerseys and socks.

306.3 - Goalkeepers must wear colors that distinguish them from other players and game officials.

306.4 - A player or team official at a game site to participate in a game and all other activities of the competition may only have on the outer wear of the player or team official a name, logo, or other identifying mark of a youth soccer organization that is US Youth Soccer, a State Association or other member of US Youth Soccer, a member of a State Association, or an organization that is a member of an organization that is a member of a State Association. A name, logo, or other identifying mark of any other youth soccer organization not affiliated with FYSA or US Youth Soccer must be removed, replaced, or covered before the player or team official may continue to remain at the game site or related events.

306.5 - The Referee is the sole judge of allowed player equipment as prescribed by FIFA Laws of the Game.

307. CHECK-IN

307.1 - It is recommended that each team submit all appropriate paperwork to the referee at least 30 minutes prior to each match. All credential verification must be completed by the start of the match.

307.2 – Each team must have the following items present prior to the start of the match

A – A one sided USYS laminated pass issued by FYSA and signed by the issuing registrar for each rostered player and coach. Each pass must have a recent picture. Players must be verified and coaches must show as KidSafe/CDC Approved. Personnel who do not meet these requirements are not permitted to participate in the upcoming match. Failing to uphold this rule will result in the match being declared a forfeit.

B - An official FSPL game card printed from Gotsoccer for each team with accurate jersey numbers for each player.

C – An official State team roster and a properly signed medical release form for each rostered player will remain in the possession of the coach or team manager. (Not required by Referee at check-in but team must have in its possession). Medical Releases are not required to be notarized.

307.3 - Teams without the minimum required players will be allowed a fifteen (15) minute grace period from the scheduled kick-off time before the match will be deemed a Forfeit. ALL CREDENTIALS MUST BE CHECKED AND VERIFIED PRIOR TO THE START TIME WHILE WAITING FOR THE ADDITIONAL PLAYERS TO SHOW. At the discretion of the league extended time may be allowed for unforeseen circumstances.

307.4 - Failure to present items detailed in Rule 307.2 will cause the dismissal of players which may result in an Administrative Forfeit of the match per Rule 307.3.

308. FORFEITED AND TERMINATED MATCHES

308.2 - Standard Forfeit – considered as a game in which one or both teams fail to show at a scheduled game, but notice was given to the FSPL Commissioner at least 72 hours prior to the scheduled start of the match. For games that are classified in this manner, the opponent of the violating team will be awarded a 4-0 win. The violating team will be charged with a fine of \$1000.

308.3 - Short Notice Forfeit – considered as a game in which a team fails to show for a scheduled match without a minimum 72 hour notice. A team that fails to appear for a duly scheduled FSPL match without a minimum 72 hour notice to both the opponent and FSPL Commissioner or his designee, shall be subject to the following:

A - The team will be fined \$1000 per match, up to an additional \$1,000 per match which will be redistributed to each affiliate as needed to reimburse travel expenses, and a \$500 performance bond will be required to be paid to FYSA within 30 days of the official forfeited match. If they fail to do so, the club will be placed in Not In Good Standing.

B - The club shall be placed in Not in Good Standing until such time that both the performance bond and fine are paid.

C - The team may be barred from participation in the FSPL for the remainder of the seasonal year that the forfeit(s) occurred.

308.4 - Abandoned Match – Any match that is terminated for any reason outside the scope of weather, FSPL or team administration error, or hosting site error may be considered an Abandoned Match. A team which is found to be at fault for a game’s abandonment will be scored a 0-4 loss, will be fined \$1,000, and any persons who are identified as contributing to the termination of a match may be subject to FYSA Code of Ethics violations. When the situation causing the abandonment is such that league officials cannot assign responsibility and each team will be fined up to \$1,000. The game will not be included in the standings.

308.5 - Any team which fails to play two or more officially scheduled games may be considered to be disqualified and will be fined \$1,000 in addition to any other fines assessed. A disqualified team’s games will not count to determine FSPL standings.

308.6 - A team may appeal the assessment of the penalties if they can demonstrate catastrophic circumstance that precluded the team from participation. Catastrophic means an auto accident in route to the match, severe weather, such as a tornado or flood, or other situations that impacts the entire team. Avoidable conflicts are not considered to be catastrophic circumstances.

309. TOUCHLINES AND TECHNICAL AREAS

309.1 - Both teams will be on the same side of the field and each team will locate no closer than five yards away from the halfway line. Referees will have the authority to determine team location during the match.

309.2 - No more than 4 coaches will be permitted in the technical area.

309.3 - All spectators will be located on the opposite side of the field from their team.

310. COACH REQUIREMENTS

310.1 - Each team will have a rostered and properly registered coach holding either a USSF E License, 2 USSF In-person Grassroots Licenses (one of which must be 11v11), or higher (or equivalent international license) in the technical area for the duration of the match. Only individuals listed on the teams’ FSPL rosters will be permitted on the team’s bench area. A match in which a team does not meet this requirement will be considered a forfeit. An exemption may be granted at the discretion of the commissioner.

311. OVERTIME

311.1 - There will be NO overtime for any FSPL matches. Matches that end in a tied score will be considered a draw and the scores will be reported accordingly.

312. CONDUCT

312.1 - Coaches are responsible for their behavior, for the conduct of the players, team staff, and spectators of their respective team. Coaches shall be familiar with the FYSA Code of Ethics.

312.2 - Referees are authorized to take appropriate action(s) to maintain proper control of matches. If the referee terminates play due to unruly behavior the match is recorded as an Abandoned Match and may result in further sanctions as defined in Section 308.

312.3 - Any person(s) “sent off” from a match either by being shown a red card, for receiving a second caution (yellow card) in the match, (or asked to leave) according to FIFA Laws of the Game shall not participate further in that match and shall serve a suspension as set forth in FYSA Rule 502. Any player “sent off” may not be substituted. A player that receives a red card may remain on the team bench for the remainder of the match provided the player does not cause any additional problems.

312.4 - A player who has been ejected from a FSPL match will be suspended from their next scheduled FSPL match or if the season has ended the suspension will be served in the next higher match scheduled, Sunshine Conference, National League, State Cup or National Cup competition, whichever comes first. Failure to comply with this rule will result in the match being declared an forfeit, and additional individual penalties will be enforced per FYSA rules.

312.5 - Any coach, trainer, parent, or other person(s) removed from a FSPL match will serve their suspension from the next scheduled FSPL match or if the season has ended the suspension will be served in their next Sunshine Conference, National League, State Cup or National Cup competition, whichever comes first. Failure to comply with this rule will result in the match being declared an Administrative Forfeit, and additional individual penalties will be enforced per FYSA rules.

312.6 - Any Red Card issued during an FSPL game that is also counted as a game in another USYS sanctioned league will be reported to and served in the higher league.

312.7 - Violations that are deemed of a serious nature (including but not limited to fighting, assaults, threats, Referee abuse, etc.) may require further disciplinary action as referenced in Rule 502.

312.8 - The player card of the “sent off” player will be collected by the Referee, used in the completing the FSPL Match Report and returned to the team coach or team official after the conclusion of the match.

313. SUBSTITUTION OF PLAYER

313.1 – 13U/14U teams will have unlimited substitutions. For 15U-19U divisions, seven substitutes can be made per half. A player who is substituted may not reenter in the same half. Substitutions may be made at any stoppage at the discretion of the Referee.

313.2 - A cautioned player (shown a yellow card according to FIFA Laws of the Game) may be substituted by the coach, but substitution is not required.

314. MATCH REPORTS

314.1 - The Referee will complete and sign the official FSPL Game Card to the Home Team official. Reports will include the printed name of all 3 USSF licensed referees. Each coach must verify the match results before legibly signing the report.

314.2 - Reports will be uploaded into the winning team document tab in Gotsoccer, in the event of a tie the home team will be responsible for uploading the document within two (2) business days of the match completion date. Failure to do so will result in a \$50 fine. The report must be kept by winning team (home team in event of a tie) manager until the end of season. Teams will be provided access to report score. The Winning Team is responsible to enter the final score along with misconducts into GotSoccer within 24 hours of the completion of the match.

315. ROSTERS

315.1 - Team Officials will have in their possession an official FYSA Registration Event Roster and each team will produce an official FSPL game report roster for all FSPL matches. The referee will determine which game card will become the official document. Any person(s) serving a suspension must be crossed off and noted in writing on the Game Card, as serving a suspension during the match that the roster is issued for and must be included as part of the 18 players named for that match.

400. PROTESTS AND APPEALS

401. PROTEST REQUIREMENTS

401.1 - All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest shall be referred to the FSPL Commissioner. A protest may be discarded in the case that the protest violates any portion outlined below.

401.2 - All protests relating to the ground, goal posts, bars or other appurtenances of the game shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.

402. FILING A PROTEST

402.1 - All FSPL match protests must be filed with and to the attention of the FSPL Commissioner, no later than noon of the next FYSA business day.

402.2 - All protests related to the decisions of the FSPL Commissioner must be filed with and to the attention of the FSPL Commissioner, no later than the end of business one week after the decision was communicated.

402.3 - All Protests must include the following items:

A - A verdict-dependent refundable fee in the amount of \$500. This fee may be in cash, cashier's check, or money order (Payment is to be made payable to "FYSA"). Personal checks will not be accepted.

B - Protest must include full particulars of the grounds on which the protest is lodged.

C - Protest must include any information to be presented by witnesses.

403. PROTEST PROCEDURE

403.1 - Upon receipt of a protest which meets the above criteria the team against which the protest is made shall be given a copy of the protest and all particulars and will then have a right to defend its case, with or without witnesses.

403.2 - A plea of ignorance to the rules and regulations of the FSPL is not sufficient grounds for protest. Judgment decisions of the referee are not subject to protest.

403.3 - The FSPL Commissioner shall compile the necessary information to hear the protest, from all available sources before the protest is heard. This shall include, if possible, coaches, field marshals, referees, assessors, witnesses, if necessary, etc. All materials will be treated with confidentiality. After compiling the necessary information, the FSPL Commission will meet to review the protest. The decisions of the FSPL Commission shall be binding upon all parties.

403.4 - The FSPL Commissioner will notify the parties of the final decision.

404. APPEALS

401.1 – Appeals may be filed in accordance with FYSA Rules.

500. STRUCTURE AND SCHEDULES

501. DIVISION STRUCTURE

501.1 - FYSA shall determine the number of matches needed based on the number of participating teams in an age group and division. The FSPL Commission will set the start dates and deadlines for completion of league play.

501.2 – Additional teams may be added in order to complete the division and/or additional divisions may be added under the discretion of the FSPL Commission.

502. SCHEDULE

502.1 - FSPL matches will be scheduled by FYSA for each age group and sub-division.

502.2 - Teams may play their matches as:

A - Single, Stand-alone events

B - Part of a multi-team or multi-age group weekend of matches

503. UNPLAYED/RESCHEDULED GAMES

503.1 - FYSA reserves the right to schedule unplayed games in order to complete the Florida State Premier League. FYSA will assign the date, field and time the games will be played. Failure by both teams to complete FYSA scheduled games may be considered as forfeits.

503.2 – In the event a game is cancelled due to inclement weather or any other extenuating circumstances, the teams will be scheduled for the next following FSPL rain date.



600. TEAM RESPONSIBILITIES

601. GAME LOCATION

601.1 - Home Team designation does not entitle the team to set the location of the game. All arrangements for scheduling must be approved by FYSA.

601.2 - The Home Team will assist FYSA as necessary to fulfill all field and referee assignor needs for any matches held at the Home Team's facilities.

602. GAME DAY RESPONSIBILITIES

602.1 – Both teams will be responsible for:

A - Provide a State League Game Report to the Referee at least 30 minutes prior to each scheduled match.

B - Presenting at least one match ball to the referee prior to the start of each match for the Referee's approval as the match ball.

603. POST-GAME RESPONSIBILITIES

603.1 - The winning team or home team if a tie, is responsible to upload the game card signed by both coaches and all three referees of the match into the team account documents, within two (2) business days of the match completion date. Failure to do so will result in a \$50 fine.

603.2 – The winning team or home team in the event of a tie is responsible to post the final score and misconducts of the game using the GotSoccer Event Scoring System within twenty-four (24) hours of the match completion date. Failure to do so will result in a \$25 fine.

700. TEAM STANDINGS

701. POINT SYSTEM

701.1 - Team Standings in each bracket will be determined by a three-point system. Teams will be awarded points for each match as follows:

Win = 3 points

Tie = 1 point

Loss= 0 points

701.2 - In the event that a team drops out of, or is disqualified from the FSPL, all matches that the forfeiting team had previously played or is scheduled to play will not count for point totals in the determination of the standings for the other teams in their bracket or age group.

702. TIE BREAKERS

702.1 - In the event that at the conclusion of the FSPL teams are tied on the basis of the points earned, the following tiebreakers will be considered in order until the tie is broken;

A - Winner of head-to-head competition. (This criterion is not used if more than two teams are tied.)

B - Most wins.

C - Team with greatest net goal difference (NGD) which is computed as “goals for” minus “goals against” with a maximum of 4 NGD in each game.

D - Team with the most goals (maximum of 4 goals in each game.)

E - Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker.)

F - A blind draw will be held to determine the final standings for the seeding advancement requirements.

702.2 - More Than Two Teams Tied

A - If more than two (2) teams are tied, the sequence will be followed until a team is eliminated or selected over one of the tied teams. The remaining teams will then restart the sequence at #2 above until the tie is broken.

B - If three teams are still tied after computing the listed tiebreakers, a blind draw will be held to determine the final standings for the seeding advancement requirements.



C - If four teams are still tied after computing the listed tiebreakers, a blind draw will be held to determine the final standings for the seeding advancement requirements.

800 RULES OF COMPETITION

801 FIFA "LAWS OF THE GAME"

801.1 - Except as otherwise provided herein, the rules of the US Youth Soccer and FIFA "Laws of the Game" shall apply. (Please refer to #11 Substitution of Player)