



SOUTH FLORIDA PREMIER LEAGUE RULES (SFPL)

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LEAGUE SECTION I: INTRODUCTION

1.01 Name of the League

The league shall be named The South Florida Premier League. (SFPL)

1.02 Mission

The **SOUTH FLORIDA PREMIER LEAGUE (SFPL)** is a volunteer nonprofit organization that provides competitive soccer programs for boys and girls ages 9 to 19 years in the South Florida, Miami-Dade, Kendall, and adjacent unincorporated areas. The purpose of the SFPL shall be to develop, promote and administer the game of soccer among youth without regard to race, religion, color, creed, sex, or national origin.

The South Florida Premier League reserves the right to deny participation to any club and/or team(s) based on previous experience and/or behavior deemed to be or has been deemed inappropriate or in violation of our sanctioning body the Florida Youth Soccer Association's (FYSA) Code of Ethics.

Playing in the South Florida Premier League is a privilege not a right. The decision to accept or deny vest solely with the administration of SFPL and may not be appealed.

To ensure the best possible competitive play between the equally matched teams to aid in the development of the South Florida area soccer teams.

1.03 Management of the League

The League shall be managed and operated by the staff of the SFPL.

1.04 Spirit of the Rules

All Coaches, Players, Club Representatives, or other individuals representing a registered organization within the SFPL shall always refrain from seeking an advantage through the deliberate manipulation, misapplication, or misinterpretation of any of these Policies and Procedures.

All those identified above shall at all-time adhered to the "Spirit of the Rules" and the intent of the rules stated or implied herein.

Except where modified herein, rules of play shall be according to the FIFA "Laws of the Game". Competition sanctioned by the League shall abide by the "Laws of the Game" and any modifications specifically published, unless further modified by this League.

All contests sanctioned by the League shall abide by the official rules, and the modifications as published by this League, unless otherwise amended by the Board of Directors.

Each participating Club and their members must abide by the bylaws and rules of the Florida Youth Soccer Association (FYSA). Rules added or amended by FYSA, must be adopted by this league and its affiliates.

The rules in this manual apply to all aspects of league operation and competition. Rules governing a unique league operation or competition will specifically identify that to which it applies.

ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED

1.05 Affiliation

The **South Florida Premier League (SFPL)** is affiliated with the Florida Youth Soccer Association, (FYSA)

1.06 League office

The league office is located at 13450 SW 134th Ave., Unit 2B, Miami, Fl. 33186 Phone: 305- 275-0543

1.07 League Website

The league website can be found at www.southfloridapremierleague.com

1.08 Matters Not provided for

The SFPL staff and board shall have the final authority in all matters not specifically provided for by these rules and policies.

LEAGUE SECTION II: TEAM APPLICATION & ADMISSION

2.01 Team and Coach eligibility

All teams affiliated with FYSA are eligible to apply for registration into the SFPL. All players, coaches and team registration shall be in accordance with the current. FYSA regulations unless otherwise specified.

SFPL reserves the right to refuse admittance or acceptance into any SFPL event.

2.02 Registering teams with SFPL \League Structure

Each club or team is responsible for registering their teams and players with FYSA The SFPL will offer competition for Boys and Girls teams from U8s through U19s.

2.03 Good Standing

Each participating team must be in “good standing” with the league and with FYSA.

2.04 Team Registration deadlines

All team registrations to participate in the SFPL must be received along with full payment on or before the registration deadlines established by SFPL.

Teams registered after the registration deadline will be placed in a waiting list and will have an additional fee of \$ 50.00.

Teams registered after the master schedule is posted will have an additional fee of \$100.00.

2.05 Registration Process

All teams must register directly by submitting an on-line registration form on the SFPL website.

2.06 Acceptance & Placement of teams

Decisions concerning a team's admittance into the SFPL will be as objective as possible.

Typically, there are three divisions; D1 First (Gold), D2 Second (Silver), D3 Third (Bronze)

The league may have available the U8 age group playing U9 "Future Stars".

These age groups are only for players that are register as follow:

U9 Future Stars is only for U7-U8 registered players. (The team's name can show the year of birth for the players or using the U8 in the team's name. No U9 register player can be added to any team on this group.

2.07 Seeding Procedure

Placing and/or registering a team into a selected division of play will be the responsibility of the coach and/or team manager registering the team.

2.08 Acceptance of the SFPL League Rules

All teams applying to participate in the SFPL agrees to accept and abide to the SFPL rules and policies and any decisions made by the league administrators. Lack of knowledge of these league rules will not relieve any coach, team official, parent or player of a team participating in the league or seeking entry into the league, from the responsibilities and possible penalties herein. All clubs, team officials, parents, and players by participating in the SFPL agree that they are bound by these rules.

2.09 League fees

All league fees will be due by the announced due date for all divisions. If fees are not paid by the announced due date, the offending team/club may not be eligible to play in the league and may forfeit all games until all fees are paid in full, unless arrangements have been made and approved by the SFPL.

Once accepted, the application fee is non-refundable.

Any team dropping out of the league will not be reimbursed for games missed nor will they be allowed back the following season.

2.10 Returned Checks

The SFPL shall charge a \$100 service fee for all returned checks.

SECTION III: TEAM ROSTER & FORMATS

3.01 Team roster

The FYSA Official team roster and/or the league “Match Card” is the only roster allowed for the SFPL games. Each team must bring *a copy* to every game (**No exceptions**):

1. FYSA team roster and/or Match Card.
2. **Hand written players are not allowed.**
3. **Club Pass players allowed to a maximum allowed as per rule 3.02 Roster size**
4. FYSA player passes with **D/O/B verified.**
5. Referee fees
6. Rosters distribution: One copy of each roster is given to the referee.

Failure to have the FYSA state roster and or the game Match Card, the game may be recorded as a forfeit as per league discretion.

How to Print a Match Card (taken from the Got Sport Support file)

<https://gotsport.zendesk.com/hc/en-us/articles/360052832054-How-to-Print-a-Match-Card>

3.02 Roster Size

The roster size is determined by the team’s age of competition.

Number of Players

| | |
|----------|----------------------------------------------------------------------------------------------------------------------------------------------|
| U9-U10 | <i>Seven (7) per side (as modified per Development Player Program) - Non-Heading Divisions as per US Soccer mandate -Minimum 5 per side.</i> |
| U11-U12 | <i>Nine (9) per side (as modified per Development Player Program) - Minimum 6 per side.</i> |
| U13 -U19 | <i>Eleven (11) per side – Minimum 7 per side</i> |

Maximum Number of Players listed in the Roster

| | |
|---------|---------------------------------------------------------------------|
| U9-U10 | 12 Players Max Per Team Roster |
| U11-U12 | 16 Players Max Per Team Roster |
| U13-U19 | 22 Players Max Per Team Roster (Only 18 eligible to dress per game) |

Minimum Number of Primary Players listed in the Roster.

| | |
|---------|----------------------------|
| U9-U10 | 7 Players Per Team Roster |
| U11-U12 | 9 Players Per Team Roster |
| U13-U19 | 11 Players Per Team Roster |

Maximum Number of Club Passes

Club Pass players must be from the same club.

| | |
|---------|-------------------------------|
| U9-U10 | 3 Players Max Per Team Roster |
| U11-U12 | 4 Players Max Per Team Roster |
| U13-U19 | 5 Players Max Per Team Roster |

3.03 Player eligibility

Eligibility of players shall be in accordance with FYSA regulations, unless otherwise specified and approved by the League.

3.04 Club Pass

Club Pass Play: Shall be defined as the act of participating with a FYSA team in a FYSA and/or USYSA sanctioned events by an age eligible player rostered to another team in the same affiliate.

2. A registered player may **play up** by division or age **but not on another team in the same division.**

3. In combined divisions, an age-appropriate Club Pass player may be used during league play. (i.e., a U11 player may play on a U12 team in a combined U11/12 division, **only if the team is playing in a NO-Heading division.**

Clubs or Teams violating the Club Pass rules will forfeit each match where an ineligible player participated and will be sanctioned as per SFPL fees and fines. Further, if the forfeiture of a match results in a tie in the standings the team having the greatest number of violations will be ranked lower in the standings. This rule supersedes the normal progression of tiebreakers. This rule is in addition to fines and sanctions.

3.05 Player & Coaches passes.

Each player and coach must have a valid (laminated and signed by an official of their club) FYSA player pass to participate in the League. The player & coaches passes must be brought to every game along with the FYSA official game day roster or the Match Card for that game. The match officials will check the teams in prior to kick off. A team has until the end of the half time to produce the player/coaches passes should they not have them available prior to the game. Teams not able to produce the passes at that time will forfeit the match.

3.06 Age Divisions

Age limitations shall be in accordance with US Soccer regulations except as modified by the SFPL. Proof-of-birth shall be provided upon request.

3.07 Playing on Multiple teams

Players may not play on more than one team in the same sub- division. See rule 3.04 for more details on playing on multiple teams.

3.08 Game Procedures

Each team is responsible for their portion of the Referee fees for their game, regardless of the age level competing. The payment shall be made in cash and in the exact amount.

Failure to make payment of the above Referee fees shall result in a forfeit; the League shall award the game to the opponent. The member organization not making payment shall then be responsible for payment of the entire referee fee payment and shall also be fined an amount as directed by the SFPL Board of Directors not to exceed \$ 100.00 for a first offense.

3.09 Formats

U9-U10 teams will play 7 v 7 with an option of using a single referee if a three-man referee crew is not available.

U11-12 teams will play 9 v 9 with a three-man referee crew. Using of a club linesman is acceptable.

U13 and above teams will play 11 v 11 with a three-man referee crew. Using of a club linesman is acceptable.

Should the home team request more referees than required by the league, the home team will be responsible for the additional fees.

Should the home team referee fee be higher than the standard league fee, the home team will be responsible for the additional fees.

SECTION IV: OPERATIONAL PROCEDURES

4.01 Reporting of scores

Both teams should report the score within 72 hours following the conclusion of the game.

In the event a game has been postponed from the original schedule and remains unplayable by the end of the season the game will be recorded by a 0-0 score.

All scores must be recorded not later than ten days from the first league semifinal game to be taking into consideration by the competitive committee.

Enter a score from Event Public Page (taken from the Got Sport support file)

<https://gotsport.zendesk.com/hc/en-us/articles/360053705453-How-to-enter-score-from-public-page>

4.02 Weather Hotline

Every reasonable effort will be made to play all games. However, in cases of inclement weather updates contact the opposing team. All team's information is in our web site in the main league schedule.

4.03 Schedule requests

We will attempt to schedule around all requests provided on the registration form. Requests made after submitting the registration form is subject to our re-scheduling policies.

4.04 Rescheduling Policy

We have a flexible re-scheduling policy and will work with teams to the utmost of our abilities.

Schedule changes are inevitable as result of bad weather, unanticipated field closures, etc.

However, once the SFPL schedule is officially posted for the season, it is considered primary compared to other events such as tournaments and outings.

All Games will be locked fourteen (14) days prior to the listed play date. Once games are locked, games cannot be changed without league approval.

Cancellations within the fourteen (14) day window may require full payment for referee fees and facility fees.

Notifications of cancellations need to be sent to info@southfloridapremierleague.com

Note, requests, may only be submitted by the team manager and/or coach.

1. You must first contact the opposing team manager and/or coach.
2. Both coaches will need to agree on an available, re-schedule date, that suit both teams.
3. Once you have agreed on a date, the home team must send an email to the league confirming that both coaches agree with the change.
4. Upon receiving the re-schedule request, SFPL will confirm the request with both team's by email,
5. The game will then be posted on our website with the new information
6. If the opposition will not agree to the reschedule, the game will be played on the original date and location, or it will be regarded as a forfeit and subject to the proper fine.
7. **Field and time only changes** – The league reserves the right to move games as needed with the proper email notification to the participants at least 72 hours from the original schedule. The only purpose for these changes, are to facilitate coaching conflicts and referee assignment.

4.05 Forfeits

All teams must show up to scheduled games. Failure to show up will result in a fine of \$ 200 plus the cost of both team's referee fees and assigning cost.

Forfeits shall be recorded with a score of 3-0. In the case of a double forfeit, both teams will record a 0-3 loss to their records.

The minimum number of players that must be on the field to avoid forfeit are:

7v7 (5 players), 9v9 (5 players), 11v11(7 players)

4.06 INCLEMENT/HAZARDOUS WEATHER (Rainout Policy)

Soccer is an all-weather sport. We play in rain, cold and wind. We do not play when there is danger to the children or spectators or when we may cause extensive damage to the fields. If there is lightning in the area, we will cancel matches or suspend matches that have already begun. In the event of inclement conditions, club officials will evaluate field conditions and the weather forecasts to decide at the earliest practical time. Games are always to be played as scheduled unless the fields are closed.

a) Coaches are **not** authorized to call off a game due to weather or field conditions. The job of determining field suitability for play falls upon the Field Marshal. However, if a parks department or field director has closed the field, a referee is not allowed to overrule that decision.

b) If threatening weather is expected or at hand, coaches should contact the field director to make sure the fields are not closed, it is the responsibility of the coaches to make sure that games will be played as scheduled. They should also make sure to have contact numbers for the opposing coach, the assignor, and the referees.

c) In the case of a game cancellation due to serious, inclement and/or hazardous weather prior to the start of the game, both teams will play in the next available date before the league championship games schedule a makeup game consisting of two halves of ten minutes each. This may require that a team may play two games on their next available date, if this would occur; the games will be played with no less than two hours in between but never more than three.

GAME CHANGES NOT APPEARING ON THE ON-LINE WEBSITE ARE NOT APPROVED.

d) In the case of a game cancellation due to serious, inclement and/or hazardous weather prior to the start of the game, both teams will play in the next available date before the league championship games schedule a makeup game consisting of two halves of ten minutes each. This may require that a team may play two games on their next available date, if this would occur; the games will be played with no less than two hours in between but never more than three.

e) If the game is stopped anytime without completing the first half of play, then a new Mini- Game may be scheduled if field and date is available and may be played before or after an already scheduled game for one of the teams involved or in a selected time spot agreeable by both teams. The Mini-Game will consist of two continuous halves of 10 minutes each.

f) When a game is cancelled after the first half is completed, the score at that moment will be the final score.

g) If a cancelled game cannot be scheduled due to the lack of fields and/or no dates available, the result for that game will be written as a tie with a 0-0 score regardless of the game score at the time of the cancellation.

h) If given a tie score may jeopardize a team to qualify for the playoffs and if both coaches agree, the league may be willing to setup a field so both teams can “Kick from the penalty mark” as per FIFA rules.

i) Referee's game report shall reflect all such circumstances. The game will not be re- scheduled.

NOTE: In general, it is safe to play in the rain, unless lightning is present, in which case the game will immediately be cancelled. The primary determining factor in whether we play, or cancel is the current condition of the field and projecting whether damage will result from using that field. We would rather have a day of cancelled games than weeks or months of dealing with a closed field because we chose to play when we shouldn't have.

SECTION V: RULES OF PLAY

5.01 The Ball

U12 and younger divisions will use a size 4 ball. U13 and older divisions will use a size 5 ball.

5.02 Player Equipment

The jersey of all players, except for the goalkeeper must contain a visible number, unique from the other members of the same team. No jewelry may be worn. Hard casts must be covered and be deemed safe for opposing players by the match officials.

Shin guards are mandatory for all players.

In case of a color conflict, the home team (listed first in the schedule) shall change colors.

5.03 Duration of the Game

| Age Group | Regulation | Championship games |
|------------------|-------------------|---------------------------------------|
| U9, U10 | 2x25=50 | No overtime (Direct to Penalty Kicks) |
| U11, U12 | 2x30=60 | No overtime (Direct to Penalty Kicks) |
| U13, U14 | 2x35=70 | No overtime (Direct to Penalty Kicks) |
| U15, U16 | 2x40=80 | No overtime (Direct to Penalty Kicks) |
| U17, U18, U19 | 2x45=90 | No overtime (Direct to Penalty Kicks) |

All games are considered final if at least half the game is completed. If the game is stopped prior to half time due to weather conditions, the complete game will be replayed if both teams and field is available in a later date. (Refer to rule 4.06 Rainout policy)

5.04 Substitution

Except as noted, substitutions shall be “unlimited”. The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc.). However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time-wasting ploy.

It is suggested (but not mandatory) that all substitutes in the U13 and above age groups wear a different color shirt or a vest when not on the field of play.

5.05 Point system

Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss

5.06 Tiebreakers

If at the conclusion of the league season a tie breaker is needed the following criteria will be utilized:

1. Head-to-head (not used if more than two teams are involved in the tie)
2. Goal Differential (with a maximum of +/- 3 per game)
3. Goals for (with a maximum of +/- 3 per game)
4. Goals against (with a maximum of +/- 3 per game)
5. Kicks from the Penalty Mark

In cases where there are more than two teams tied, head-to-head will only be applied if all three or more teams have played each other. If so and one team has lost to all the others, that team is eliminated, and the rest of the tiebreakers are applied to the remaining teams.

5.07 Delay of kick off

If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (15) minutes of "grace" time shall be awarded. After fifteen (15) minutes if the team is still not able to start the game, it shall be declared a forfeit. The grace period might be adapted if the team that is late has a valid reason.

See rule 4.05 for minimum number of players necessary to start a game.

5.08 Players, Parents, Spectators and Coaches

Players and coaches will set up on the opposite side of the field from all spectators. This will be mandatory at all SFPL locations.

1. If a coach is ejected from the game, the coach shall leave the field. The coach shall be ordered completely off the premises and be out of sight and out of voice. Sanctions shall be applied as directed by the SFPL Board of Directors.
2. If a player is ejected, the player should leave the field at the referee's discretion. The Referee should consider any and all special circumstances such as a player being dependent on a car- pooling situation. If such is the case, the Referee may instruct the player to sit with the spectators. The coach will assign an adult to be responsible for the player's conduct while on the sideline.
3. The Referee may eject a spectator. If a spectator is causing a problem of a magnitude that is undermining "the good of the game", the Referee should do the following:
 - a. Instruct the Coach of the team to control the spectator that is supporting the team.
 - b. The Coach responsible for the spectator may himself be ejected for failure to control his or her spectators.

c. Advise the Site Director to control the spectator who is causing problems or remove him from the premises.

d. If, after all the above have been exhausted, and the spectator has not left or ceased his behavior, the Referee shall terminate the game.

5.09 Heading Restrictions

As Per FYSA Rule 211.4

Player Eligibility

All Players age 10 years of age and under shall not head the ball directly from the air in any match or competition, nor shall these players practice heading the ball in any organized team setting.

Players age 11 and age 12 shall be permitted to head the ball in any match or competition. These players may practice heading the ball in an organized team practice or skill session, but coaches shall monitor this practice so that no single player heads the ball more than 25 times per week, regardless of setting. Balls should be inflated to the IFAB official minimum standard of 8.5psi.

Players age 13 and older shall be permitted to head the ball in any match or competition and these players may practice heading the ball in an organized team practice or skill session.

Individual rules of competition may choose to impose stricter rules however they may not impose less stricter rules.

Heading the ball

In games where deliberate heading is not allowed, it is an offence if a player:

- deliberately touches the ball with their head, for example moving their head towards the ball
- scores in the opponents' goal:
- directly from their head, even if accidental
- immediately after the ball has touched their head, even if accidental

NOTE: Player may be considered illegal, and both the coach and the player may be subject to suspensions.

5.10 U9-U10 “Build up Line” Guidelines

1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.
2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punting is not allowed)
3. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

4. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
5. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line.
6. Players can be penalized for an offside offense between the build out line and goal line.

LEAGUE SECTION VI: General Information

6.01 Field dimensions

| Age | Length Minimum | Width Minimum | Length Minimum | Width Maximum |
|---------|----------------|---------------|----------------|---------------|
| U9-U10 | 55 yards | 35 yards | 65 yards | 45 yards |
| U11-U12 | 70 yards | 45 yards | 80 yards | 55 yards |
| U13 + | 100 yards | 50 yards | 130 yards | 100 yards |

6.02 League Cup Qualifying

Playoffs and Championships will be held for each single age increment where we have at least four teams and above represented.

First place team will play at their home field the fourth-place team and the second-place team will play at their home field the third-place team. The winners of both semi-finals will play for the championship.

With age groups having two flights, the first-place team of flight “A” will play at their home field the second-place team of flight “B” and the first-place team from flight “B” will play at their home field the second-place team of flight “A”. The winners of both semi-finals will play for the championship.

NOTE: All the semifinals’ games are posted without times and locations in the public schedule for each age bracket.

The self-scheduling feature will be active for all clubs to schedule their home games at the field and time available at your facility.

6.03 League Playoffs

The policies governing the competition in league playoff games and championship games are listed below and shall be adhered to.

League Playoff’s (semi-finals)

1. SFPL playoff games cannot end in a draw (tie).
2. In the event a draw occurs after regulation play, then the two teams shall proceed to "Kicks from the Penalty Mark", as prescribed by FIFA.

League Championship

1. SFPL championship games cannot end in a draw (tie).
2. In the event a draw occurs after regulation play, the procedures indicated in the FIFA "Laws of the Game" shall apply. A breakdown of those periods is listed below:
3. If after the two periods, the score remains tied, then the two teams shall proceed to "Kicks from the Penalty Mark", as prescribed by FIFA.
4. A team leaving the field, displaying unsportsmanlike conduct shall relinquish rights to team trophies. Sanctions shall be imposed as directed by the SFPL BOD.

6.04 Roster Freeze for League Cup

We do not have a roster freeze but each club with teams eligible for League Playoffs must provide the league with a FYSA roster of players that will be designated to represent each eligible team in League Cup play.

Note: All players listed in the roster and\or Match Card must show that they are primary to the team.

The same player cannot participate in two different teams in the league Championship games (semifinals and\or finals)

NO CLUB PASS PLAYERS ARE ALLOWED IN THE LEAGUE CUP ROSTER

Only the coaches listed in the team rosters are allowed to be in the team bench.

SECTION VII: DISCIPLINE & CODE OF CONDUCT

7.01 Responsible Parties

All coaches and other team officials shall be subject to all rules pertaining to misconduct. Any other individuals who may be reasonably construed as being associated with a team shall be subject to the jurisdiction and authority of The League. Any coach or team official can be held responsible for any individual associated to their team at any match.

7.02 Profanity

Profanity and unsporting conduct by any individual will not be tolerated either on or off the field.

7.03 Game and Crowd Control

Any violation of FYSA rules and\or Code of Ethics which creates a suspension to a parent or guardian of a participant, shall also result in one game suspension to all parents in the team's next FYSA affiliated match.

Spectators shall remain not less than 3 yards from the field line as a means of separating the spectators from the field of play. Spectators are not permitted to watch the game alongside the field from any other location. This is to include: corner areas, goal areas and especially the team's "Technical Areas" (bench).

Team members (both players and coaches) must remain in their designated "Technical Area" of the field. Both teams are to be on the same side of the field but opposite that of the spectators.

Each team shall be permitted only (3) coaches in their "Technical Area". Each must possess a valid coach's pass for the team playing.

No coaching shall be permitted from any other portion of the field other than the designated "Technical Area".

7.04 Smoking & Alcohol

There will be no drinking of alcoholic beverages or smoking in the soccer parks.

7.05 Referee Authority

The SFPL recognizes the Referee's many and sometimes difficult responsibilities. It further recognizes that the Referees are mandated to conduct themselves in a particular manner and enforce the "Laws of the Game" according to the USSF. This policy is written to communicate the rules and regulations of the SFPL relating to the areas of concern of the Referees assigned to officiate games within the organization.

Understanding these policies, which may be unique to this League, will assist in reaching the level of professionalism desired.

All clubs associated with the SFPL are required to use a USSF certified Referee Assignor.

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee(s) is empowered to:

1. Rule on what equipment is considered playable
2. Issue Yellow or Red cards to players and coaches during that entire period

The referee may terminate a game for coach, players, or spectator misconduct. Teams causing the termination will forfeit the game. Referees will show red cards to coaches during league games.

7.06 Referee Fees

| AGE GROUP | REFEREE\TEAM | REFEREE SPLIT |
|------------------|---------------------|------------------------------|
| U9-U10 | \$ 25.00 | Single referee |
| U9-U10 | \$ 40.00 | \$ 40 / \$ 20 / \$ 20 |
| U11-U12 | \$ 50.00 | \$ 50 / \$ 25 / \$ 25 |

| | | |
|-----------------|-----------------|----------------------------|
| U13-U14 | \$ 60.00 | \$ 60/ \$ 30/ \$ 30 |
| U15 -U16 | \$ 70.00 | \$ 70/ \$ 35/ \$ 35 |
| U17-U18 | \$ 80.00 | \$80/\$40/\$40 |

7.07 Park Rules

All Park rules where games are played shall be respected and obeyed

ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.

7.08 Red Cards & Suspensions

Players or coaches are subject to match suspensions according to the following:

1. Any player or coach that is ejected from any league match due to striking, punching, hitting, kicking, spitting, or any action that reflects harmful intent shall automatically be suspended for a minimum of two (2) sanctioned games.
2. Any player, coach or fan verbally abusing a referee during any league match as documented on the Referee's Report of the match shall automatically be suspended for a minimum of two (2) league matches.
3. Any player receiving a red card or coach being ejected, in any league match other than the circumstances listed above shall automatically be suspended for a minimum of one (1) league match.
4. The SFPL administrators shall have the right to add additional or reduce the number of matches in a suspension without a hearing but not less than the recommended suspension by the FYSA rules. This could include but not be limited to any derogatory comments of a racial nature.

Players or coaches that are ejected from a game, for whatever reason, shall serve their suspension at the next sanctioned event(s) for that team.

Failure of a coach/player/team official to remain out of sight and out of sound after being ejected may result in a forfeit.

Any coach that is ejected from a game is liable to sanctioning at the league and state level. They will be assessed a \$100 fine by SFPL, these must be paid before the coach has their card returned and is eligible to coach that team again. This is in addition to any game suspensions. Also, any coach receiving 3 ejections in one calendar year will not be eligible to coach within the SFPL for the remaining of the season.

Any player, coach, or manager, who participates in a match while under suspension, shall cause his or her team to forfeit that match and will be subject to additional penalty. During a coach's suspension he/she must not be within sight nor sound of the game that they are suspended for.

An ejected coach will only be suspended from coaching the team that he/she was coaching when he/she was ejected.

Any parent that is ejected from a game must remain out of sight and sound of the field. Failure to do so could lead to the referee terminating the game and resulting in a forfeit win for the opponent and should also result **in a suspension to all the parents in the team's next SFPL match.**

Coach\Referee are responsible to report the infraction the same way than reporting a red card.

7.09 Red Cards Reporting Procedures

All red cards are an automatic one game suspension.

The Home team Coach\Field Marshall and\or person assigned from the club to report the scores, must send a copy for the Referee Game Report, a copy of both FYSA official team rosters and the supplementary referee report if needed to the league at info@southfloridapremierleague.com within 48 hours of the completion for the game.

To show that a player has served their red card, the team is responsible to send a copy of the game roster and the Referee game report with the Suspension Service Report Form showing that the player has served the red card. You can always take a picture of both documents and send them to the league email at info@southfloridapremierleague.com

Please note that as per FYSA rules, the league sends a red card report every time a red card is issue to the state office. They record the infraction and until we do not send a report that the red card was served, the player\coach and\or parent will show that they still must serve a red card.

7.10 Fees and Fines

The league shall have the authority to levy fines and fees as published below: All SFPL fees and fines shall be determined by the League's Board of Directors on an annual basis and approved by a majority vote; if not an action is taken, the fees shall remain in effect until changed.

TEAM REGISTRATION FEES ONLY PER SEASON (Due with team registration): \$175.00 (does not includes referee fees)

Note: All players must be register with FYSA or they will not have excess accident insurance available. For further information about registration, please send email to info@southfloridapremierleague.com.

1. DROPPED TEAM / ADD TEAM \$100.00 (after final deadline for registration)
2. DROPPED TEAM /ADD TEAM \$200.00 (after published schedule)
3. FORFEIT GAME (NO SHOW) \$200.00 plus the referee fess for both teams.
5. POLICY VIOLATION \$ 50.00 (to cover all violations not specifically listed)
6. SPECTATOR /COACH NOT LEAVING FIELD WHEN EJECTED \$100.00
7. UNSPORTSMANLIKE CONDUCT BY COACH \$100.00
8. RETURNED CHECKS \$ 100.00
9. Team registration after the deadline \$ 50.00
10. Cancellations of games within less than 14 days' notice, \$100 plus referee fees and field rental if applicable. (see Rule **4.04 Rescheduling Policy**)

7.11 Mercy Rule

The SFPL does not have a Mercy Rule.

Only a maximum of 3 goals plus or minus will be used to calculate a team standing within their age group.

It is suggested but not mandatory that coaches winning for more than 3 goals may use the game to practice some other tactics and/or scoring restrictions with their team for the benefit of the participants.

7.12 FYSA Rules for Discipline used by the SFPL.

502. DISCIPLINE - GAME CONDUCT

When Discipline/Sanctions are imposed, they must meet the required minimums as specified by FYSA and/or USSF. The Disciplining body must evaluate the incident as to intent, severity, and past misconduct to determine the appropriate disciplines/sanctions. More severe disciplines/sanctions shall be imposed for multiple red cards during a season and for misconduct directed towards officials or administrators.

502.1 One Game Suspension:

1. Resulting from a second caution; (i.e., persistent infringement or dissent by word or action).
2. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
3. Denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offense punishable by a free kick or a penalty kick.
4. 4 Serious Foul Play is defined as using disproportionate and unnecessary strength in a manner likely to hurt or injure an opponent; any tackle from behind which endangers the safety of an opponent.

502.2 Offensive or insulting or abusive language:

1. One (1) game suspension -- Offensive or insulting or abusive language and/or gestures not directed.
2. Three (3) game suspension -- Offensive or insulting or abusive language and/or gestures directed toward a player, referee, assistant referee, administrator, spectator, or game and/or tournament official.
3. Six (6) game suspensions -- Adult directed to a youth referee.

502.3 Violent Conduct:

1. One (1) game suspension (minor infractions) -- dead-ball foul that is neither violent or with intent to harm or injure; attempting to strike, hit or punch.

2. Two (2) game suspension (minor infractions) -- is defined as the aggression of a player towards an opponent with clearly no intent to play or fight for the ball, threatening gestures.
3. Four (4) game suspension (major infractions) – striking with the intent to injure; fighting; any intentional exposure of the anatomy considered lewd and lascivious; all gestures with any part of the body which implies visual profanity.
4. Six (6) game suspension (major infraction) -- Entering a fight in progress or action resulting in law enforcement being called; entering the field of play and committing any additional offense (e.g., violent conduct, foul or abusive language; this will be in addition to the sanction for the subsequent violation).

502.4 Spitting - 4 (four) game suspension:

Spitting is defined as spitting on or at an opponent or another person as well as spitting onto their own hand prior to shaking hands with their opponent and/or the referees or other game officials.

502.5

FYSA affiliates shall notify the FYSA Office within seven (7) days of any player or coach red card/ejection for violent conduct (major infraction), foul and/or abusive language/gestures directed, spitting, or referee abuse. If the player or coach has two such ejections during a seasonal year or a third within two seasonal years, FYSA will notify the player, coach, affiliate agent of record and reporting affiliate that an additional suspension for thirteen (13) games or six (6) months, whichever is longer be applied to the end of the current suspension. Multiple offenses relating to the same red card/ejection will qualify under this rule. The action may be appealed to the FYSA Protest and Appeals Committee.

502.5.1

Any player who attempts to conceal their identity either before, during or post game, shall be suspended for a minimum of sixty (60) days or eight (8) games whichever is longer.

502.6 GAME OFFICIALS

Misconduct toward a referee may include, but it not limited to, all registered referees, assistant referees, forth officials or other duly appointed to assist. It also includes any unlicensed or unregistered person serving in an emergency capacity as a referee under USSF Policy 531, Section 2 and any club assistant referees.

Any act committed before, during, or after a match, even at later times, if it is match related, such as at work or at home may constitute misconduct toward game officials.

502.6.1 REFEREE ABUSE

Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee's property or equipment.

Abuse includes, but is not limited to, the following acts committed upon a referee; using foul or abusive language toward a referee (must imply a threat of physical harm), spewing any beverage on a referee's personal property; spitting at (but not on) the referee; verbally threatening a referee with remarks that carry imply or direct threats of physical harm.

Verbal threats are remarks that carry the implied or direct threat of physical harm. Such remarks as "I'll get you after the game." or "You won't get out of here in one piece." shall be deemed referee abuse.

Discipline: Minimum sanctions

1. Six (6) games or three (3) month suspension, whichever is longer.
2. Spitting at a referee or game official, six (6) games or six (6) month suspension, whichever is longer.
3. An adult upon a youth referee, minimum of one (1) year suspension.

502.6.2 REFEREE ASSAULT

Referee assault is an intentional act of physical violence at or upon a referee committed before during, or after a match, even later times if it is match related such as at work or at home. "For the purpose of this rule, "intentional act" shall mean an act intended to bring about a result which will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the actions are irrelevant." Assault includes, but is not limited to, the following act committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee's uniform or personal property (i.e., car, equipment, etc.).

The player, coach, manager, spectator or official committing the referee assault is automatically suspended as follows:

1. For a minor or slight touching of the referee or the referee's uniform or personal property, at least six (6) months from the time of the assault.
2. Except as provided in above, for any other assault, at least twelve (12) months from the time of the assault.
3. For an assault committed by an adult and the referee is seventeen (17) years of age or younger, at least three (3) years; or
4. For an assault when serious injuries are inflicted, at least five (5) years.

SECTION VIII: PROTESTS

8.01 Definition

A protest is a formal written objection of any violation of established rules policies or procedure. Protests will only be accepted regarding illegal players, there will be no protests regarding referee decisions.

8.02 Who can file a protest

Only a coach or team-administrator can file protests. Only those teams involved are allowed to file a protest. Third parties, i.e., coaches/administrators from other teams, cannot file a protest on a specific game.

8.03 Filing Procedure

A protest must be filed in writing with the league commissioner and must include:

1. Details of the complaint
2. A listing of the players that are deemed to be illegal.
3. A statement of the desired resolution

All protests must be filed within 72 hours of the incident. No protests will be heard on referee judgment calls.

8.04 Discipline Committee

A. All matters of concern to the SFPL Disciplinary Committee must originate from the referee's game report or from a formal protest submitted in writing by the offended party.

B. Any player, team official or spectator alleged to have been guilty of any violation of the laws of the game, the bylaws, rules and regulations of the association or any misconduct detrimental to the game, shall be subject to appropriate penalty as determined by the Disciplinary Committee.

C. The SFPL Disciplinary Committee shall consist of the association Executive Director and a committee of three (3) people.

D. The league administrators shall notify the player/coach of any penalty or suspension determined by the Disciplinary Committee.

E. The decision of the SFPL Disciplinary Committee shall be promptly sent via email. Verbal notification may supplement but shall not supplant this responsibility.

F. Any, club, team, or individual not wholly satisfied with any decisions made by SFPL has the right to appeal to the FYSA Appeals and Protests Committee. This appeal must be in writing. A fee for the appeal may be required by FYSA.