



FLORIDA YOUTH SOCCER LEAGUE RULES

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LEAGUE SECTION I: INTRODUCTION

1.01 Name of the League

The league shall be named The Florida Youth Soccer League. (FYSL)

1.02 Mission

The intention of this league is to provide a safe and fun environment for recreational level soccer players. Competition within the league is intended for players to learn about game rules and structure as well as implement skills learned throughout their training with their clubs. Players / Teams participating in this league should not exceed Intermediate level play. This league is not meant for any teams looking for Competitive or Travel Team type competition.

The Florida Youth Soccer 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 any USSF affiliate sanctioning body's Code of Ethics.

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

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

1.03 Management of the League

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

1.04 Spirit of the Rules

All Coaches, Players, Club Representatives or other individuals representing a registered organization within the FYSL shall refrain at all times 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 Administration.

Each participating Club and their members must abide by the bylaws and rules of the USSF youth soccer affiliates. Rules added or amended by USSF, 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 Florida Youth Soccer League does not have any affiliation. Players must provide a birth certificate or passport to verify their age. These documents must be provided and uploaded through PlayMetrics during registration.

1.06 League office

The league office is located at 8011 SW 127TH Avenue, Miami 33183 Email: info@floridayouthsoccerleague.com

1.07 League Website

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

1.08 Matters Not provided for

The FYSL administrative staff 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

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

2.02 Registering teams with FYSL\League Structure .

2.03 Good Standing

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

2.04 Team Registration deadlines

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



2.05 Registration Process All teams must register directly by submitting an on-line registration on the FYSL website. **2.06 Acceptance & Placement of teams** Decisions concerning a team's admittance into the FYSL will be as objective as possible. Typically, there are two divisions; Rec A and Rec B.

2.07 Seeding Procedure

FYSL will be deciding a team's division according to playing experience and skill level of a team. **2.08 Acceptance of the FYSL League Rules** All teams applying to participate in the FYSL agrees to accept and abide to the FYSL 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 FYSL 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 FYSL.

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 FYSL shall charge a \$100 service fee for all returned checks

SECTION III: TEAM ROSTER & FORMATS

3.01 Team roster

ROSTERS MUST BE SUBMITTED WITH PROPER DOB DOCUMENTATION VIA PLAYMETRICS

1. Team roster
2. Player passes with **D/O/B verified**



Failure to have the approved Team Roster, the team will receive a \$ 50.00 fine, and the game will be recorded as a forfeit.

3.02 Roster Size

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

The League will adhere to the following maximum "game-day" roster limits: 4 v 4 – 8 players, 6 v 6– 12 players

3.03 Player eligibility Eligibility of players shall be in accordance with FYSL regulations, unless otherwise specified

and approved by
the League.

3.04 Player & Coaches passes

Each team is required to upload their official roster and all supporting documentation to PlayMetrics prior to participating in league games. Official game rosters will be provided at the field, so there is no need to bring printed copies.

If a team does not have their roster uploaded to PlayMetrics with the proper documentation and there is a player whose eligibility is in question, the team must be prepared to provide proof of age (passport or birth certificate) at the game. This exception will only be permitted during the first week of games.

Beginning the following week, any team without a fully verified roster and proper documentation in PlayMetrics will not be eligible to participate in league matches.

3.05 Age Divisions

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

3.06 Playing on Multiple teams

Players may not play on more than one team in the same age group.

3.07 Formats

U5-U8 teams will play 4 v 4 with 1 referee scheduled per game

U9-U12 teams will play 6 v 6 with 1 referee scheduled per game

SECTION IV: OPERATIONAL PROCEDURES 4.01 Reporting of scores Referees will submit the game report with

the match result. On completion of the game, the referee will verify
the score and sign the game report. Coach's need to sign the game report, post- game. Coaches may e-mail us with any comment from the game.

4.02 Weather Hotline



Every reasonable effort will be made to play all games. However, in cases of inclement weather updates contact Director.

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

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

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

A valid reason must be provided for a re-schedule. Re-scheduling games causes issues/concerns for both teams, managers and families. Abusing this system will create an adjustment to our flexible re-scheduling policy. Valid reasons would include participating in a new tournament if registered to the tournament prior to the league master schedule posted, shortage of players due to ACT tests etc. Missing a coach or key player would NOT be considered a valid reason!

Any changes that need to be made during the season must be received a minimum of 3 days prior to the original game date. Games will not be rescheduled if the request is received less than 3 days prior to the scheduled game date unless both teams agree, and a field and time is available. Otherwise the game will remain in the original schedule subject to the forfeit game rule.

Any team requesting a game change after the master schedule is published and/or after they have already indicated the game days that their team will not be able to participate, they must be willing to provide a field and referees to be able to change the game.

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



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.

GAME CHANGES NOT APPEARING ON THE WEBSITE ARE NOT APPROVED.

4.05 Forfeits

All teams must show up to scheduled games. Failure to show up will result in a fine of \$100.

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: 4v4 3 players and 6v6 5players

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, league officials will evaluate field conditions and the weather forecasts to make a determination 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 / League Management. 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 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.
- 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. Playing time for Makeup games may be reduced to two 15-minute halves, or its equivalent into 4 quarters. This may also 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 one and a half hours in between but never more than three.
- d) 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 to two 10-minute halves.
- e) When a game is cancelled after the first half is completed, the score at that moment will be the final score.
- f) 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.
- g) **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 closed field because we chose to play when we shouldn't have.

SECTION V: RULES OF PLAY

5.01 The Ball

U5-U8 divisions will use a size 3 ball. U9-U14 divisions will use a size 4 ball.

5.02 Player Equipment

The jersey of all players, except for the goalkeeper must be identical except for number on back. 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.

All teams must possess two different color jerseys (home and away), or at the minimum practice vests that are with different color from jersey.

5.03 Duration of the Game

4 v 4 Format – 2 x 25-minute halves

6 v 6 Format – 2 x 25-minutes halves

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 wear a different color vest when not on the field of play.

5.06 Tiebreakers

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

1. Fair Play
2. Head to head
3. Goal Differential
4. Goals for
5. Goals against
6. Most Wins
7. 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 of 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 ten (10) minutes of “grace” time shall be awarded. After ten (10) 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 approved by FYSL administration.

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 FYSL 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 FYSL administration.
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 of 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 at U12

Per US soccer recommendations there will be no deliberate heading at U12 and below. *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. If a player does not deliberately head the ball, then play should continue.*

5.10 U9-U14 "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 half field line until the ball is put into play.
2. Once the opposing team is behind the half field 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 half field 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.



5.11 6v6 Rules

1. No direct shot upon restart of a game after a goal or half time.
2. Direct goals from goal kicks are not allowed. The ball must be played on the field first. If a goal is scored directly from a goal kick, play will resume with an opponent goal kick.
3. Penalty kick – Goalkeeper on field at the final whistle but remain the Goalkeeper for a shootout should one occur.

SECTION VI: DISCIPLINE & CODE OF CONDUCT

6.01 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.

6.02 Profanity

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

6.03 Game and Crowd Control

Any violation of FYSL 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 FYSL 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 (2) 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".

6.04 Smoking & Alcohol

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

6.05 Referee Authority

The FYSL 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 FYSL 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.

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.

6.06 Park Rules

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

6.07 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.
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.
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.
4. The FYSL administrators shall have the right to add additional or reduce the number of matches in a suspension without a hearing. 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 particular 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 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. Unless the league believes the suspension should carry on to other teams as well.



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 FYSL match.**

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

6.08 Red Cards Reporting Procedures

The Field Marshall or person assigned from the league to report the scores, must send a copy of the Game Report, a copy of both official team rosters and at info@floridayouthsoccerleague.com within 48 hours of the completion for the game.

To show that a player has served their red card, the Field Marshall or person assigned from the league must send a copy of the team roster and the game report with the 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@floridayouthsoccerleague.com

6.09 Fee and Fines

The league shall have the authority to levy fines and fees as published below: All FYSL fees and fines shall be determined by the League's Administration on an annual basis; if no an action is taken, the fees shall remain in effect until changed.

1. TEAM REGISTRATION FEES (Due with team registration):

- 4 v 4 Format: \$400 per team
- 6 v 6 Format: \$500 per team

2. DROPPED TEAM / ADD TEAM \$100.00 (after final deadline for registration)

3. DROPPED TEAM /ADD TEAM \$200.00 (after published schedule)

4. FORFEIT GAME (NO SHOW) \$100.00

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

6.10 Mercy Rule FAIR PLAY SUBSTITUTION

In the event a team has a +5 goal differential, team with lead will subtract a player on the field.

In the event a team has a +10 goal differential, the score at that point will stop being counted however teams will be allowed to finish game time



SECTION VII: PROTESTS

7.01 Definition

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

7.02 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.

7.03 Filing Procedure

A protest must be filed in writing with the league administration 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.

7.04 Discipline Committee

A. All matters of concern to the FYSL 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 FYSL.

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

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