



Greater Central Florida Youth Soccer League

RULES OF PLAY

Revised December 2023

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INTRODUCTION

OVERVIEW

- General guidelines for league play are provided by FIFA Laws of the Game with adjustments based for youth soccer, FYSA Rules, and the league approved modifications herein.
- Two separate seasons are run in the Fall and the Spring. Teams register in one or both.
- Levels of play consist of Premier and Divisions 1, 2, and 3, with these recommendations:
 - 8U: All true 8U teams will participate in the 9U Elite Developmental Division.
 - 11U: Premier (Commissioner's Cup), Division 1, Division 2, & Division 3
 - 12U: Premier (President's Cup), Division 1 (Commissioner's Cup), Divisions 2 and 3.
 - 13U thru 19U: Premier (FL State Cup), Division 1 (President's Cup), and Division 2 (Commissioner's Cup).
- Division 2 Playoffs—At the end of the seasonal year (Spring) the top four teams from Division 2 age brackets 11U thru 19U participate in the GCFYSL Playoff Tournament.
- Game cancelation or request for reschedule must be initiated at least 10 days prior to the scheduled match (non-weather-related).
- Red Cards must be served for the team on which the offense occurred.
- Premier and Division 1 Scheduling: Typically, teams will be scheduled one game each week. If deemed necessary, a second game may be scheduled on a Sunday. Teams will only be scheduled two games on the same day with agreement between the league and club. Sunday games will not be scheduled by the league before 1 pm. Games rescheduled by the team may be at the time of their choosing. Games may be scheduled at a neutral site to ease team travel.
- **Spectators are required to follow the FYSA Code of Conduct.**

GAME DAY PROCEDURES

For full match card, roster, and game report rules see Section 3.0 – *Match Cards and Rosters*.

Pre-Game: Teams must have the Match Card roster set by noon Friday prior to the match.

- Both teams print the Match Card (the Away team as a backup).
- Teams must also have their official FYSA roster on hand if requested.

Game Day: Check-in takes place 30 minutes prior to game kickoff.

- At check-in the Home team presents the referee the GCF Match Card with the rosters of both teams listed on it. **No players may be handwritten onto the Match Card.**
- Both teams will give the referee their player/coaches passes which will be returned after the game. Any player or coach who does not have a current laminated pass may not participate in the match.

Post-Game:

- Both teams verify the score entered and the coach/manager initials the card.
- The Home team enters the score through GotSport per GCF instruction within 24 hours. If a score is not reported within that time, the visiting club may report the result.
- If a Red Card was issued, the Home team submits the Match Report to GCF by the Tuesday following the game. Reports are uploaded to GotSport through the Match Stats “choose file” button or sent to redcard@gcfsoccer.com.

PART I – REGISTRATION AND TEAM DOCUMENTS

1.0 DECLARATIONS

- 1.1 All clubs MUST provide a Point Of Contact (POC) who will be the communication liaison to the league. The POC contact information is published on the GCF website (gcfsoccer.com).
- 1.2 Clubs shall be responsible for placing teams in the appropriate age, gender, and competition level divisions. Once a team is declared in a specific playing division that is the level of play that they will stay for the season.
- 1.3 The GCFYSL reserves the right to promote or relegate teams in their age competition bracket to help ensure competitive balance.
- 1.4 Girls teams shall be permitted to participate in boys divisions. Boys teams MAY NOT participate in girls divisions, regardless of age. Coed teams may participate only in boys divisions.
- 1.5 Clubs must have all outstanding debt settled prior to each season's start. Failure to comply will result in denial of a club's declarations for that season.
- 1.6 Clubs who withdraw teams after schedules have been posted will be fined \$500 per team.

2.0 PLAYER AND COACH REGISTRATION AND PASSES

- 2.1 All players and coaches are required to be properly registered into FYSA through GotSport before they can participate in league activities.
- 2.2 All players and coaches must have a properly laminated FYSA pass with photo and registration number to be allowed to participate in league games. The age verification mark is not required. NO PASS – NO PLAY.
- 2.3 **Club Pass Players:** An eligible Club Pass player is one who is properly rostered to a team within the same club. Club Pass players may be used on any team provided they are of proper age and gender for the team. This is for seasonal league play only. For GCF Playoffs, Division 2 will revert to the Team roster from the first of the year.
 - 2.3.1. Club Pass players must appear on the game day Match Card.
 - 2.3.2. Club Pass players may participate with a maximum of two (2) teams per day and in no more than two games per day, whether for one team or two different teams.
- 2.4 **Playing Up:** 8U age groups will be allowed to roster up 2 years provided they have written permission from a parent and the Club's Director of Coaching. Players in the 9U to 14U age groups will be allowed to roster up 2 years, subject to the restriction that no player may participate in an FYSA sanctioned competition in which heading is permitted before their 11th birthday. If a 10-year-old is playing in a game they are not allowed to head the ball and it is the responsibility of the coaches and club to make sure this is clearly communicated prior to each game.
- 2.5 **Secondary Rostering:** A player may be rostered to multiple teams across two different affiliates at one time during a seasonal year pursuant to FYSA regulations. Secondary players must appear on the Match Card.

- 2.6 **Improper Registration:** If a player or coach participates in a game without proper registration, his/her team will automatically forfeit the game. In addition, the club, coach, and/or player may be subject to additional disciplinary action per FYSA rules or as the league may deem appropriate. The referee crew may also be subject to disciplinary action by FSR.

3.0 MATCH CARDS AND ROSTERS

- 3.1 The GotSport generated Match Card shall be the official game day roster of eligible players. **NO PLAYERS MAY BE HANDWRITTEN ONTO THE MATCH CARD.** Coaches may be added in writing by the referee upon presentation of a valid, laminated FYSA pass. Players not attending must be deactivated in GotSport or struck through on the printed Match Card.
- 3.2 All Match Card rosters must contain player identification numbers. The roster player identification number must match the player identification number on the pass.
- 3.3 Match cards should also display jersey numbers. Have these entered on the FYSA roster to transfer over. If no jersey numbers appear, they must be handwritten in.
- 3.4 Players serving a Red Card will appear with a red strikethrough (~~example~~) on the Match Card. (See Section 12.0 - Red Cards.)
- 3.5 The maximum number of players listed on a Match Card must follow FYSA rule 205.3:
- 13U-19U: Total roster size, including club pass players, is capped at twenty-two. The Match Card shall list up to 22 players however only 18 are eligible to play. All others listed on the Match Card shall be crossed out by the referee. A minimum of 7 players must be listed to start the game.
- 11U-12U: Total roster size, including club pass players, is capped at 16. Game Card shall list up to 16 players. A minimum of 5 players must be listed to start the game.
- 9U-10U: Total roster size is not limited, a maximum of 14 players are eligible per game. A minimum of 5 players must be listed to start the game.
- 3.6 The Match Card should be printed 24 hours prior to the scheduled match. If the opposing team players do not show on the card, your POC should contact your opponent to have this resolved. If a late addition is made by the AWAY team, it is their responsibility to present the Match Card at team check in and indicate which player has been added.
- 3.7 The Match Card is presented to the referee at check-in 30 minutes prior to the match, along with all players and coach passes. Teams must also have their official FYSA roster if needed to validate players as needed or requested.
- 3.8 **If a red card was issued**, submit the Match Card to GCF within 48 hours through score upload or by email. The home club is responsible for retaining all game reports for two calendar years. These reports must be available at the request of the GCFYSL or FYSA.
- 3.9 **Academies:** FYSA accredited Academies shall be able to play in the GCFYSL with an FYSA event roster. Accredited FYSA Academy teams must maintain the FYSA Academy rules of competition. This means rosters must rotate players from week to week. No Academy team shall be eligible for playoffs and must forfeit the right to compete if it becomes necessary.

PART II – FIELDS, EQUIPMENT, AND UNIFORMS

4.0 FIELDS AND EQUIPMENT

4.1 9U and 10U

| | |
|------------------------|--|
| Field size | shall be 55 to 65 yards long x 35 to 45 yards wide |
| Build Out Lines | Build Out Lines shall mark 1/3 the length of the overall field size and be physically painted in either an alternate color or dashed lines so that it is unique from other field markings, specifically the halfway line |
| Goal Size | shall be maximum 6.5 feet high x 18.5 feet wide |
| Goal Area | shall be 8 yards x 4 yards |
| Penalty Area | shall be 24 yards x 12 yards, with the penalty spot 10 yards from the goal line |
| Center Circle | shall be 8 yards radius |
| Halfway Line | Not applicable |

4.2 11U and 12U

| | |
|----------------------|---|
| Field size | shall be 70-80 yards long x 45 to 55 yards wide |
| Goal Size | shall be maximum 7 feet high x 21 feet wide |
| Goal Area | shall be 12 yards x 5 yards |
| Penalty Area | shall be 36 yards x 14 yards, with the penalty spot 10 yards from the goal line |
| Center Circle | shall be 8 yards radius |
| Halfway Line | shall be marked across the field equidistant from each goal line |

4.3 13U through 19U

| | |
|----------------------|--|
| Field size | shall be 100 to 130 yards long x 50 to 100 yards wide |
| Goal Size | maximum 8 feet high x 24 feet wide |
| Goal Area | shall be 20 yards wide x 6 yards deep |
| Penalty Area | shall be 44 yards x 18 yards with the penalty spot 12 yards from the goal line |
| Center Circle | shall be 10 yards radius |
| Halfway Line | shall be marked across the field equidistant from each goal line |

4.4 **Line Markings:** all ages are not to be more than 5 inches wide.

4.5 **Corner Arcs:** 9U thru 12U are to be 2-foot radius. All other ages are 3 feet.

4.6 The designated home team will be responsible for the condition of the grounds and proper field markings in accordance with the published schedule.

4.7 The home team is responsible for providing the game balls, but it is the responsibility of both teams to have an appropriate game ball. The referee is responsible for the selection of the game ball. Ball Sizes are: 9U thru 12U = size 4; 13U thru 19U = size 5. Per the new US Soccer recommendation, 13U may use a size 4 ball if both coaches agree.

4.8 **Goal nets are mandatory.** Lack of goal nets will be cause to award forfeiture to the visiting team. It will be the discretion of the referee if the nets are sufficiently ready for the game to be played.

- 4.9 **Goals must be properly anchored.** The game will not start until the referees have determined that both goals are safe to be used. Any club and/or referee that is caught playing a game with unsecured goals will be subject to disciplinary action by the league and possibly FYSA. Any allegations should be filed with the GCFYSL Vice President.
- 4.10 **Corner flags are required.** A flag post 5 feet high with a non-pointed top and a flag must be placed at each corner. No cones, bicycle flags, or other markers are permitted, unless no other option is available. It is the discretion of the referee to start the game using any other items. A Supplemental Game Report must be filed by the referee with the GCFYSL Vice President if any other items are used.
- 4.11 The center referee is the sole judge as to the playability of the field, except when the field's complex supervisors (city or county, etc.) determine that the fields are unplayable.
- 4.12 When a lightning detector is active at a field or complex, all parties are to adhere to its warnings and leave the field immediately to a safe place, preferably their cars, until the lightning detector has sounded that it is safe to return to the fields.

5.0 UNIFORMS AND PLAYER EQUIPMENT

- 5.1 The home team shall wear white or light-colored jerseys and socks matching jerseys. The visiting team shall wear dark colored jerseys and socks that match the jerseys. When colors of competing teams are identical or similar, the designated home team must change to colors distinctive from their opponent. Visiting teams MAY NOT intentionally wear their white/light kits to force the home team to change into dark kits. It is the sole discretion of the referee as to the color of the uniforms being appropriate to play the game. The uniform, or jersey, of the goalkeepers must be distinctly different in color from the basic colors of both competing teams.
- 5.2 Players' uniform numbers are to be affixed to the back of the uniform shirt. No two players from the same team may have the same numbered jersey.
- 5.3 Players wearing an orthopedic cast, or metal brace, must have it properly padded to the discretion of the referee and provide them a doctor's written approval before they are allowed to play. This conforms to FYSA rules.
- 5.4 Players wearing a soft brace (not metal) may play provided they have shown written approval from a doctor. The judgement as to safety is at the discretion of the referee.
- 5.5 All players are required to wear protective shin guards that are of a proper size while participating in a game. The referee shall be the determining factor if the shin guards are being worn sufficiently.
- 5.6 Shoes shall be of a type specifically designed for soccer. No baseball cleats with the front cleat on the bottom being in the front of the shoe can be worn. Regular tennis shoes are permitted. Screw in cleats are permitted; however, judgement as to their safety is at the discretion of the referee.
- 5.7 No jewelry of any kind shall be worn in any league game. Nothing is to be around the neck or wrist at any time during the match. Religious symbols and medical bracelets may be worn, but must be taped down and covered.

PART III – SCHEDULING

6.0 GAME SCHEDULES

- 6.1 All schedules will be published through GotSport and linked to gcfsoccer.com. Games must be played in accordance with the official schedule which is final when published.
- 6.2 With the exception of neutral site games, **it is the Home club's responsibility to set all start times and field locations in a timely fashion.**
- 6.3 **Pass, Match Card, or Player Delays** – It is at the Referee's discretion to delay the start of a game, given field availability, to wait for passes or rosters to arrive. A player who arrives late may be added to a game up to Halftime, given they have a pass and are on the match card.
- 6.4 **Weather Delays**
- In the event the start of a game is delayed due to weather, the referee shall have the option of shortening the length of each half equally to maintain the field schedule. The coaches shall be notified prior to the start of the game.
 - Games stopped due to weather or injury in the first half are subject to reschedule at the option of the league. In the second half, the game will be deemed completed.
 - After the game has begun, the referee shall remain the arbiter of any decision regarding inclement weather that arises. This includes lightning (in the case where a field has a lightning alert system, the referee will abide by the alerts), unsafe field conditions in the event of a downpour, etc. The referee must use the 30/30 rule in regards to lightning and thunder. If you can hear thunder then the lightning is close enough to strike. Get off of the field immediately and have the players go to their respective cars or a safe building. Referees should inform each coach of their whereabouts. When the game has been stopped due to lightning, the game cannot be restarted until 30 minutes has passed from the last seen lightning.
 - Before the game has begun, the Club President, or his/her designee, after notifying the League President or the VP, is provided the authority to cancel games under the following conditions:
 - The game field has been subjected to rainfall equal to or greater than two inches accumulated during the twenty-four-hour (24) period preceding game time, OR
 - The majority of the active playing area will not allow the ball to travel via rolling or bouncing in a manner conducive to safe play.
 - Any games canceled prior to their start due to weather conditions shall be rescheduled ASAP.
 - **GCF PLAYOFFS** - If weather stops a game from beginning, and there is no possibility of a make-up date, then a winner will be determined by a coin toss.

Referee crews assigned to consecutively scheduled playoff games will be paid for the first game canceled when approval has been granted by the League President for cancellation of the remaining games scheduled for a given field on that date.

7.0 GAME RESCHEDULES

Contact league schedulers at reschedules@gcfsoccer.com.

7.1 Starting from the day a season's schedule is released by GCFYSL, there shall be a fourteen (14) day grace period for clubs to make reschedule requests to the opposing club. Every effort to oblige these requests should be made by all clubs. After the grace period, a \$25 fee may be charged for each non-weather-related game reschedule (excluding those related to an FYSA Cup). The fee is paid by the requesting club and collected through charge to the team account. If a valid reason exists to void this fee, contact reschedules@gcfsoccer.com.

7.2 **The initial request to reschedule must be sent to your opponent at least 10 days prior to the original scheduled date.** This is in accordance with the *10-Day Rule*.

10 Day Rule: All reasonable requests made 10 days or more prior to the original game date should be considered and granted if a sufficient open date for both teams is available before the conclusion of league play. If a request is made less than 10 days prior to a match, clubs are still allowed to agree to a reschedule, but the club receiving the request IS NOT obligated to grant the request. (This excludes reschedules for reasons of weather or FYSA Cups.)

7.3 Home team coaches and managers MAY NOT reschedule any game without notifying their club's Point of Contact to guarantee proper field and referee scheduling.

7.4 All reschedule requests must be submitted through the GotSport Game Change Request process. Submit the request **after** reaching agreement on the new date and time. See the GCF Handbook or gcfsoccer.com for instructions.

7.5 All properly submitted reschedule requests must be replied to within four (4) days of the initial contact.

7.6 All rescheduling requests required by a weather cancelation or advancement in State Cup, Commissioner's Cup and President's Cup must be obliged. Teams that advance in FYSA Cup events should notify their opponent's Point of Contact of upcoming scheduling conflicts immediately upon advancement.

7.7 If a game has been rescheduled on, or after, the Wednesday prior to game day the referee crew are to be paid for that game unless their assignor is able to place them on another game. **Where referee fees are paid by the Home team and the Away team caused the reschedule, the Away team must reimburse the Home team for the fees.**

7.8 Improper handling of a request to reschedule (ex. late notice) may result in a fine or forfeit or both. An opponent may request a forfeit instead of rescheduling for an improper request. See Section 14.0 – Fines.

PART IV – GAME PLAY

8.0 GAME PLAY

- 8.1 **Any player who does not have a current laminated pass and is not printed on the official GCF Match Card presented at check-in may not play. Coaches must have a laminated pass from the club (for any team) in order to participate at the bench.** The referee must document on the Match Card any attending coaches who do not appear. Any referee that allows an unregistered player or coach to participate in an FYSA sanctioned event is subject to suspension and potential liability. **NO PASS — NO PLAY**
- 8.2 The length of each match will be the approved length for each age bracket as determined by FYSA and US Youth Soccer.
- 9U and 10U: two 25-minute halves
 - 11U and 12U: two 30-minute halves
 - 13U and 14U: two 35-minute halves
 - 15U and 16U: two 40-minute halves
 - 17U thru 19U: two 45-minute halves
- 8.3 Halftime intermission will be 10 minutes for all age brackets.
- 8.4 There will be a 1-minute rehydration break halfway through each half of all age bracketed games. The clock will not stop during the break.
- 8.5 Substitution — There will be unlimited substitutions at any stoppage of play. All substitutions are at the referee's discretion. All substitutes are to be at the midfield line before the stoppage of play. Substitutions from the bench are prohibited except when substituting for an injured player.
- 8.6 Players arriving after the match has begun may enter the game at any proper substitution time during the first half only after the referee has checked their equipment, player pass, and FYSA roster.
- 8.7 When play is stopped for an injured player:
- The injured player must leave the field when treated by coaching/medical personnel on the field. When medical attention is not needed, the injured player does not have to leave the field.
 - If an injured player leaves the field they can be replaced by a teammate. The opposing team may not substitute at this time. If the injured player's team wishes to substitute other players at this time then the opposing team may substitute as well.
 - Injured players may return to the game at the next regular stoppage in play, AND at the referee's discretion.
 - In the case of a goalkeeper injury where coach/medical staff enter the field of play, the keeper does not have to leave the field of play provided the coach/medical staff approve of their continued play.

- 8.9 **Mercy Rule** — The mercy rule becomes effective when there is an eight-goal differential and the referee will end the match, at: a) the end of the first half, or b) any time during the second half. There is no mercy rule for all 7v7 matches regardless of goal differential. 9U and 10U – At any time a 6-goal differential is reached the leading team must reduce the players on the field to 6. The leading team must continue to play short until the goal differential reduces to 4 at which time the match may return to 7v7. If the match goal differential is 8 or greater a Supplemental Game Report must be filed with GCF. This is to assure that the “play down” procedure was executed properly.
- 8.10 The home club is responsible for reporting the result of a GCFYSL game in GotSport. If a score is not reported within 24 hours, the visiting club may report the result.
- 8.11 At the conclusion of the season, if any game's result has not been posted to GotSport, the game will be considered un-played and both teams are subject to a \$150 fine.
- 8.12 All games deemed as a forfeit by the GCFYSL shall be entered as a 4-0 result.
- 8.13 **Build Out Line** – (9U & 10U) : As established in the USSF Player Development initiatives, Build Out lines are mandatory for 7v7 play. The build out line is used to promote playing out of the back in an unpressured setting.
- The build out line rule becomes effective when the goalkeeper gains possession of the ball. This rule is governed by the principal of “fair play”.
 - Like a free kick, the goalkeeper has the option of waiting for the opponents to be outside the Build Out Line, or take a quick re-start. There is no consequence to any player if the ball is lost after a quick re-start is played.
 - Offsides is the build out line farthest from the goalkeeper restarting play.
 - Punts and drop kicks by the goalkeeper are prohibited. If the keeper punts, or drop kicks the ball, the referee will stop play, place the ball at the spot from where the keeper kicked the ball, and play is restarted by the keeper kicking the ball to a teammate inside the build out line area. The opponents must be outside the build out line.
 - Goalkeepers may throw the ball, place the ball on the ground and kick the ball, or place the ball on the ground and dribble the ball. When placed on the ground for a kick, the ball cannot be moving.
 - The first kicked pass must be to a teammate inside the Build out line area. The keeper may release the ball by throwing it beyond the Build Out Line.
 - Opponents must stay outside the build out line until the second touch on the ball. A keeper dribbling the ball will be considered a second touch and can be defended once they have crossed the build out line.
 - Goal Kicks must be within 3 feet of the goal line and are subject to the Build Out Line rule.
 - Free kicks inside the build out line, but outside the penalty area, are NOT subject to the Build Out Line rule.

PART IV – COACHES, SPECTATORS, AND REFEREES

No tobacco or alcohol shall be consumed or dispersed by coaches, referees, spectators, or players on or around the field of play, before, during or after the game. No firearms or weapons shall be permitted on or around the field of play, before, during or after the game.

9.0 COACHING

- 9.1 Coaching from the team's Technical Area is permitted for the purpose of instruction and encouragement of the players. NO DEROGATORY REMARKS TO PLAYERS, OTHER COACHES, REFEREES, PARENTS, OR CLUB OFFICIALS WILL BE TOLERATED. Referees and Field Marshals have the authority to request that the coach remove any person from the area in sight of the playing field or complex.
- 9.2 The coach is responsible for the behavior of his/her team parents. See Rule 11.7 regarding handling unruly spectators.
- 9.3 The coaching staff, substitutes, and substituted players must remain in their team's Technical Area while the game is in progress. When lined, the Technical Area shall comply with FIFA Laws of the Game #1. When unmarked, it will be deemed one (1) yard from the bench and one (1) yard off of the touchline and within 15 feet of the bench.
- 9.4 The Technical Areas will be on the opposite side of the field from the spectators' side. **No person is allowed in the Technical Area without a proper FYSA pass and shall be limited to the coach, no more than two assistant coaches and players.** Players serving red cards are allowed to be on the bench, but not in uniform.
- 9.5 Coaches may not use mechanical, or electrical, devices such as voice amplifiers, cell phones, horns, etc., in aiding them in coaching during the game. The referee shall be the final authority in determining if a coach is in violation.
- 9.6 Coach Sendoffs — Coaches that have been red carded and sent off must leave the view of the field. A coach that is serving their suspension CANNOT be at the field where the team that they were coaching when sent off is playing. The assistant coach, or person filling in as coach, must present to the referee the *Red Card Completion Form* for them to sign. This must be sent by email to redcard@gcfsoccer.com before they are cleared.
- 9.7 Any person who takes over coaching for a sent off coach must have a legal FYSA pass from the same club. They DO NOT have to appear on the GCF Match card but must be written in by the referee.

10.0 SPECTATORS

- 10.1 Spectators are to be on the opposite side of the playing field from the players and at least three yards off of the touchline so to give players and assistant referee's room to operate.
- 10.2 No spectators are allowed to sit or stand behind the goals or the endlines.
- 10.3 No noise makers, whistles, horns, cowbells, etc., are allowed.
- 10.4 Spectators will be told to leave the field if they are yelling derogatory comments to any participants on the field, other parents or coaches.

- 10.5 The coach is in charge of his/her spectators. If the coach tells a spectator to leave, the game will not restart until they are out of the sight of the field. If the spectator doesn't leave then the game could end in a forfeit. See Section 11.7 - Unruly Parents and Spectators.
- 10.6 Florida Statute 784.081 — Assault or battery against a sports official actively participating in an athletic contest or immediately after. Penalty:
 - Aggravated battery: 1st degree felony, up to 30 years in prison, up to \$10000. Fine, or both.
 - Aggravated assault: 2nd degree felony, up to 15 years in prison, up to \$10000. Fine, or both.
 - Battery: 3rd degree felony, up to 5 years in prison, up to \$5000. Fine, or both.
 - Assault: 1st degree misdemeanor, up to 1 year in prison, up to \$1000. Fine, or both.

11.0 REFEREES

- 11.1 Clubs may not alter the referee fees unless authorized by the GCFYSL.
- 11.2 The referees' fees for all sanctioned games shall be:

| Age | Referee | Asst Referees | Total |
|------------------|---------|---------------|-------|
| 9U/10U if no ARs | \$50 | N/A | \$50 |
| 9U/10U with ARs | \$40 | \$20 | \$80 |
| 11U/12U | \$50 | \$25 | \$100 |
| 13U/14U | \$60 | \$30 | \$120 |
| 15U/16U | \$70 | \$35 | \$140 |
| 17U - 19U | \$80 | \$40 | \$160 |

- 11.3 If a game has been rescheduled on, or after, Wednesday prior to game day, the referees are to be paid for that game unless their assignor is able to place them on another game.
- 11.4 **Check-in** – Referees are to receive the required GCF Match Card from the Home team and perform a check-in to see that all players are properly equipped, appear on the Match Card roster and have a legal player pass.
 - Players MUST NOT be written onto the Match Card
 - All passes will be held by the referee and given back at the end of the game, except in the instances of Referee Abuse or Referee Assault. The referee will keep the player/coach pass and forward it, and a copy of the Match Card, to the VP.
 - The referee is the go-to person in cases of coach’s challenges of player credentials.
- 11.5 **Minimum Players**—The referee shall not start any game if a team has fewer than:
 - 9U and 10U — Five (5) eligible players including a goalkeeper.
 - 11U and 12U —Six (6) eligible players including a goalkeeper.
 - 13U thru U19 —Seven (7) eligible players including a goalkeeper.

11.6 Supplemental Game Report

- The Supplemental Game Report is located on the GCF website at gcfsoccer.com.
- If a player or coach receives a red card, the referee MUST submit a Supplemental Game Report within 48 hours of the game by email to redcard@gcfsoccer.com.

- The referee should also file a Supplemental Game Report for any unusual situations such as serious injuries, game stoppages, "no-shows", etc.
- The only time that you will be asked to mail the report is for referee abuse in which you will send the player/coaches pass along with the report to the GCF VP.

11.7 Unruly Parents and Spectators

Referee's MUST NOT engage unruly parents. The referee MUST go to the coach first, not the spectator. If the referee goes to the unruly spectator then there will be no discipline to the coach, and the referee may be subject to an FSR discipline.

When a game is stopped by the referee because of an unruly spectator:

- The referee may ask the coach to issue a warning to the unruly spectator.
- If the referee asks the coach to remove the unruly spectator:
 - Coach asks the unruly spectator to leave and the unruly spectator complies, then the game continues and no discipline to coach.
 - Coach asks the unruly spectator to leave and the unruly spectator refuses, the game is a forfeit and no discipline to the coach.
 - Coach refuses to ask the unruly spectator to leave, in violation of FYSA Policy, the game is forfeited and the GCFYSL will suspend the coach for 2 games and fine the coach \$200, for the first violation. For each violation thereafter, the suspension and fine are doubled.
- Following the match, the referee MUST file a Supplemental Game Report with the details of the unruly spectator's and coach's actions. Upon review, further action may be taken by the Club, GCF, and/or FYSA.

- 11.8 **NO PARENTS ARE ALLOWED ON THE PLAYER SIDE OF THE FIELD AT ANY TIME FOR ANY REASON!** Only players and coaches with proper FYSA passes may be on the player side of the field, along with referees. If a parent needs to get any item to a player they must give it to a person with a proper FYSA pass.

PART V – DISCIPLINE & PROTESTS

12.0 RED CARDS

- 12.1 Any player receiving a red card in a GCFYSL game is automatically suspended from their next FYSA sanctioned match regardless of notification of discipline from the GCFYSL or FYSA. Players may be suspended from additional games by the GCFYSL or FYSA. The fine will be \$50 for Double-Yellow (DY) or DGSO, or \$100 for all others paid by the club or player.
- 12.2 Any coach receiving a red card from a GCFYSL game is automatically suspended from their next two (2) FYSA sanctioned matches regardless of notification of discipline from the GCFYSL or FYSA. Coaches may be suspended from additional games by the GCFYSL or FYSA. The fine will be \$100 for Double Yellow (DY) or \$200 for all others paid by the club or coach.

12.3 Completing Game Suspension

The player or coach is ineligible until the Red Card is served and the fine paid. Players serving red cards attend the game to receive credit and must have the Red Card Completion form signed by the referee. They are allowed to be on the bench, but not in uniform. Coaches have the attending (assistant) coach present the form to the official for signature. Coaches are not required to attend the match for sign-in.

A red card suspension is to be served in accordance with FYSA rule 504.1: "Red card suspensions can only be served with the team with which the suspension was earned in games played by their team. Until the suspension is served the player/coach is suspended from any other team(s) to which the player/coach may be registered. Games may not be scheduled to "work off" suspension. Players may not serve suspensions as "guest players" nor may they "guest play" with any other team(s) until such time as the original suspension is served."

12.4 The player/coach will be suspended in GotSport until such time when GCF has received the red card fine and the *Red Card Completion form*. The player/coach will then be marked as served.

12.5 **Video Usage** — Video sent to the GCFYSL for the purpose of alerting us to a certain situation, or certain plays, is permitted as long as it is understood that the board's decision will be final. Video can only be used to determine the length of suspension in the case of a red card. Video can only be sent by a club's official representative. Not by a parent.

Videos will not be used during a game by referee's, coaches, or club representatives to determine the outcome of a play.

13.0 PROTESTS

13.1 For games played under protest, a written report must be forwarded to vp@gcfsoccer.com within 48 hours of the game. The report must contain the essential facts of the case and the basis on which the protest is submitted. In addition, the referee must be notified of the protest not later than the end of the game. No protest may be filed after the games' final whistle by the referee. Protests will be resolved by the League's Board of Representatives. The respective clubs shall be notified of the time of the protest hearing, and have the option to attend. The protest must be heard within 30 days of the filed protest.

SECTION VI - FINES

14.0 FINES

14.1 Game Reschedule and Forfeit Fines — All fines will be administered between the Vice President and the Treasurer. Each club’s GCFYSL account will be either credited or deducted depending on the necessary action needed. Requests due to weather or FYSA state tournaments are not included.

| OPPONENT AGREES TO RESCHEDULE | |
|--|--|
| Timing of Request | Fee/Fine |
| 10 days or more from the original schedule | \$25 Reschedule Fee paid by the requesting team |
| Less than 10 days from original schedule | \$50 Reschedule Fee |
| After noon on Wednesday prior to a weekend match | \$50 Reschedule Fee and must cover the referee fees (when Away team is the requesting party) |

| OPPONENT DOES NOT AGREE TO RESCHEDULE | |
|--|---|
| Timing of Request | Fee/Fine |
| No call, No show | \$500 fine and cover the referee fees if the away team is the offending party |
| 10 days or more from the original schedule | Team must play the game or submit a forfeit, \$200 Forfeit Fee applies |
| Less than 10 days from original schedule | \$250 fine and team must cover the referee fees if unplayed (when Away team is the requesting party). If unplayed the \$200 Forfeit Fee also applies. |

| UNPLAYED GAMES | |
|--------------------------|-------|
| Forfeit Fee | \$200 |
| Make-up games not played | \$150 |

14.2 Red Cards — All red card fines will be paid by the carded coach/player or their club through the GotSport Red Card online payment form. It is the club's responsibility to be reimbursed from the offending player or coach. All fines are monitored by the GCF Treasurer.

- Any player receiving a red card in a GCFYSL game will be fined \$100 except for Double-Yellow (DY) or Deny Goal Scoring Opportunity (DGSO) offences, which will be fined \$50, paid by the club or player.
- Any coach receiving a red card from a GCFYSL game will be fined \$100 for DY or \$200 for all other offences paid by the club or coach.
- The player/coach will be suspended in GotSport until such time when GCF has received the red card fine and also the "Game Served" report. Then, and only then, can the player/coach return to the pitch.

14.3 Late Fee for Invoices:

- 30 days late — 10% of the invoice amount
- 60 days late — 20% of the invoice amount