

**FEYSL LEAGUE**  
**Florida Educational Youth Soccer League.**  
**RULES**

**CHAPTER 1- ARTICLE OF ORGANIZATION**

**1.1 GENERAL.**

**1.1.1 PURPOSE.**

Florida Educational Youth Soccer League (FEYSL) organizes, facilitates, administers, and governs a youth soccer organization for the development of youth players in the state of Florida with a very affordable cost for the participant clubs.

**1.1.2 DISTRIBUTION.**

A complete set of bylaws is available to each FEYSL club participant as independent clubs. A copy of the bylaws is posted on the league's website and available for download and each club will receive an email with the bylaws.

**1.1.3 HEADQUARTERS/MEETING ORGANIZATION.**

The headquarters of the FEYSL will be within the Orlando area. Actual address: 7479 Conroy Windermere Road, Suite C 5 Orlando FL, 32835.

**1.1.4 PARTICIPATING CLUBS.**

Any youth soccer team or club agreeing to abide by the bylaws of the FEYSL shall be eligible. Acceptance into FEYSL shall be at the sole and absolute discretion of the DPSC Soccer LLC administration.

Any club or academy can participate in all FEYSL tournaments with at least one team.

**1.1.5 FISCAL YEAR.**

The fiscal year ends on December 31 of each year.

**1.1.6 DISCIPLINARY COMMITTEE.**

- The disciplinary committee will administer (receive the report, listen to the game appealing to any behavioral incident) that arises through FEYSL activity (FEYSEL activity shall be determined to be any activity that occurs from the moment the first players arrive at the matching facility until the last player leaves the matching facility). The decision of the discipline committee is final, subject to a petitioner's right to appeal.
- The disciplinary committee shall be constituted by one representative from each club participant of the league. Each member of the disciplinary committee has one vote in any decision of the committee. This committee will be presided over by the FEYSL administrator. The representative of each club participant involved in an incident is disqualified to participate in the decision taken.
- The disciplinary committee has the authority to suspend, fine, or eject any player, coach, assistant coach, team official, club official, board member, player parent, team supporter, or club supporter based on the severity of the infraction per FIFA rules.

If a disciplinary Committee member has a personal stake in the outcome of the protest, that member will be disqualified from participating in ruling on that protest. Reasons for

disqualification may include association with one of the teams or players involved in the protest or association with a team that could benefit from the ruling in league standing or in some other way. The committee will hold the day, place, and meeting as agreed by its members.

## **CHAPTER 2. RULES OF THE FEYSL ORGANIZATION.**

### **1.1.1 DIVISIONS.**

Each category is divided by age group, according to the FEYSL age chart standard. U13 to U16 divisions are competitive or developmental divisions and U8 to U12 are developmental divisions.

### **1.1.2 TEAM PLACEMENT.**

Clubs entering the league will be placed by age group.

### **1.1.3. TEAMS COMPOSITION.**

Rosters will be set at a maximum of 18 active players for divisions U 13 to U16. In divisions U11 and U12 the roster will be set at a maximum of 16 players. In divisions U9 and U10 the roster will be set at 14 players. U7 and U8 divisions, the roster will be set up at 10 players. All players must be registered with US Club Soccer before participating in the league following the US Club Soccer policies. There is no minimum or maximum of males or females required in each team. The team's composition is entirely the right of each team to determine. **ALL PLAYERS MUST HAVE A US CLUB SOCCER PLAYER'S CARD. ALL TEAMS MUST PRESENT THE OFFICIAL US CLUB SOCCER ROSTER BEFORE THE START OF THE GAME. THE AGE VERIFICATION WILL BE WITH THE PLAYER CARDS ONLY.**

### **2.1.1 POINT STANDING.**

Point standings will be based on:

WIN= 3 points, TIE = 1 point, LOSS= 0 points. A forfeit will be recorded as a 3-0 score, with three points awarded to the winner. Totals for the regular season games will determine the standings. In the event of a tie, the following will be used to determine the rank:

Head-to-head competition between the tied teams, or

Goal differential for the tied teams in league play, or

Goal differential for the tied teams in head-to-head play, Or

Goals were scored during the league play.

### **2.1.2 MERCY SCORE:**

The mercy score will be a 5 to 0 differential in developmental and competitive divisions. The game will continue until the end of its time in developmental divisions, and it will stop in competitive divisions.

### **2.1.3 SEASON/SCHEDULE:**

There will be two Outdoor leagues during the year. The fall season is September to November and the spring season is March to June. The game schedule will be posted one week in advance of the date to start the games. **When the club registers its teams, the club must notify the league of the block dates in which its teams cannot play.** After the

games have already started, and if any club has a team that cannot play on the scheduled day, this team or club must send a request to the league and the other team/club asking for a new date at least 2 weeks in advance. If the opponent team accepts the new condition, this team must notify the league and the league administration has the last decision about the request. When a team asks for a date change to play after the schedule is frozen, this team/club must understand that it must pay an extra cost in field rent or referees' fees and this extra cost must be paid before the new scheduled day. If the other club/team refuses the change, the game will be played on the originally scheduled date. Each club participant must check their team's schedule during the 1 week before the first game of the league starts asking for the necessary changes. After the league started the schedule is frozen.

#### **2.1.4 COACHES.**

The club's coaches must have a valid US Club Soccer coach card. Coaches and Assistant Coaches must present their cards when coaching the team. **No coach will be allowed to be in the coaching area without a valid US Club soccer pass.** Coaches must get a background check and fill out the US Club Soccer requirements. A maximum of 3 coaches per team can be in the coaching area. **All substitutes must wear a Penny to avoid other players of the same club with the same uniform but from other divisions being included in the game.** This led the referees to keep complete control of the game.

#### **2.1.5. COACHES RESPONSIBILITIES.**

**Each head coach or coach on the field is responsible for his/her conduct and the conduct of his/her assistants, players, their parents, and spectators.** Each coach should inform any coach, assistant coach, players, parents, and supporters of opposing teams that verbal abuse, threats, or physical assaults to the referee(s) are not allowed. Misconduct by a coach, players, parents, or spectators may result in the head coach receiving a red card and further disciplinary action, including suspension against the club, the team, the coach, and the players. Referee abuse will not be tolerated under any circumstance including from any member or director of the league.

#### **2.1.6. TRANSFERS/ADDITIONS.**

##### **2.1.6.1 ADDITIONS TO THE ROSTER.**

Additions to the roster will be made following the policy section 14 of US Club soccer.

##### **2.1.6.2. TRANSFERS.**

- Transfers between teams will follow the US Club soccer policies. A player who appears on the roster for a Cup game for one team is ineligible to play in the Cup for any other team during that year. When a club has 2 or more teams in the same division, **the roster will be frozen after the first game.** The club cannot mix or transfer players among the teams that are playing in the competitive (same) divisions. The club can add new players, but these players have the same restrictions. In the case that a club mixes or transfers players among its teams playing in the same division, the games will be forfeited, and the points will be loosened.

### **2.1.7. TEAM RESIGNATIONS.**

Any independent team or club member resigning from the league before the end of the season shall forfeit all games and points. Fees will be imposed on this team or club. Points for a team or teams completing the first half of the season before resigning will be maintained in the standings. If a team or club resigns before completing the season, the penalty would be as follows: **The Club/team will be charged \$250 from the refundable bond.** The club or team is subject to all monetary sanctions, including expulsion of the club/team from the league.

### **2.1.8. COMPLIANCE AND SANCTIONS.**

All clubs and independent teams in the league agree to abide by these rules and US Club Soccer policies.

#### **2.1.9.1 INFRACTIONS.**

Infractions of FEYSL rules, US Club soccer policies, or FIFA laws of the game will be subject to disciplinary action as recommended by the Disciplinary Committee.

## **2.2. FEES AND COSTS.**

### **2.2.1. LEAGUE FEES.**

- League administration will inform the costs to each club or team that wants to participate in a seasonal league. Each club will be invoiced and can pay online using the online system that the league has at that date. Refunds of refundable bonds will be processed using the same way in the following week that the seasonal league finishes.

### **2.2.2. LEAGUE BONDS.**

- Each club or independent team will pay with the registration fees a bond of \$300. This bond is completely refundable in the week after the league finishes. If the club, academy, or independent team has any fine (any player's red card for example), or referee's fees that were not paid in any game that the club participates in, the amount will be deducted from the bond.

## **2.3. PRE-GAME RESPONSIBILITIES.**

### **2.3.1 SCHEDULE.**

The league will publish the game schedule 1 week before the league starts. All clubs or academies will know their schedule in advance. Changes to the schedule must be done 2 weeks in advance of the date of the scheduled game following the steps described in **2.1.3**

### **2.3.2 FIELD AND EQUIPMENT.**

The home team must provide two game balls whose size has to be following the age group.

U8 size 3

U9, 10,11,12 Size 4

U13 and up Size 5

#### **2.3.2.1 FIELD SAFETY.**

Marshalls should determine the safety of the field before the game and should take into consideration the following factors: crowd control, police presence, if necessary, and

condition of the field playing surface. Any marshal who has concerns about the safety of the players if at any time during the game, or an unsafe situation arises, has the right to request the referee (whose decision is binding) to halt the game and finish it. The final score will be the score at the time the game is stopped.

#### **2.3.2.2 FIELD LOCATION.**

All games will be in the same field location designed by the FEYSL administration.

#### **2.3.2.3 UNIFORMS.**

- Uniforms shall consist of uniform shirts of matching color and permanent numbers on the back, shorts and socks must match exactly. Teams should try to coordinate shirt colors in advance of the match. In the event of opposing teams having the same color shirt, it is the responsibility of the home team to change shirts. If the home team does not have an alternate set of shirts to change into, the forfeit rules of section 2.3.9 will apply.

Players: All players are required to wear shin guards and appropriate footwear. No player will be allowed to play any league game without safety wear. **SUBSTITUTES HAVE TO WEAR PENNIES TO AVOID OTHER PLAYERS OF THE SAME CLUB BUT DIFFERENT DIVISION BE INCLUDED IN THE GAME.**

#### **2.3.4 GAME ROSTERS AND PLAYER'S IDS.**

Fifteen (15) MINUTES before kickoff, each coach will provide the referee and opposing team with an official printed US club soccer roster for their respective teams. Additionally, the head coach or the **team manager will provide the referee with player cards (US CLUB SOCCER).** The game roster must be presented to the referee exactly as supplied by the US CLUB SOCCER web and without alteration to any player's name. Only alternative shirt numbers may be written on the Game Roster if necessary. Under any circumstance, a roster written by hand will be accepted or **without player cards,** no games will be played. Before the start of the game, each player listed on the Game Roster must match with the US Club player card. These rosters cannot have any alteration and the asterisk that identifies an overage player cannot be erased.

##### **2.3.4.1 USE OF INELIGIBLE PLAYERS.**

Any player who does not appear on the official printed Game Roster, who cannot present the US Club Soccer player card before entering the game, or who is currently under suspension by the League is considered **INELIGIBLE.** Any team found using an ineligible player will be penalized with the following guidelines:

If a player is a registered player in the FEYSL but is not on the game-day roster, the team will forfeit the game. Players/teams/clubs that have adulterated rosters or any kind of falsification in the roster will be ejected from the league. The games with roster adulterated will be forfeited and the points will be conceded to opponent teams.

If the player is not registered in his club through US Club Soccer and is not on the game-day roster, then the team will forfeit the game.

If an unregistered player attempts to use a card that is not their own, the team will forfeit the game, plus the player whose card was used would be suspended for 5 games.

The team will also be assessed a \$250 fine. The use of an overage player will subject the player/coach/team/club to being expelled from the league and may subject the club/team/coach to be reported to US Club Soccer for further sanctions.

#### **2.3.4.2 USE OF AN UNOFFICIAL GAME ROSTER.**

- Any team that attempts to use a game roster other than the official printed US Club soccer game roster as defined in Rule 2.3.4.1 (Game rosters and players ID) will forfeit the game and be fined \$200.00. Repeated offenses will cause the team's rejection of the league.

#### **2.3.5. REFEREES.**

The referees will be paid by each team before each game. If the referee does not receive the fees before the game, the referee can end the match and the team that paid the referee wins the game 3 to 0. The fee that was not paid will be deducted from the refundable bond of the team that did not pay the referee fee.

The referee assignor is a third-party company not related in any way to the league. The referee assignor will assign the referee(s) for each game of the league and they are Certified US Referees.

#### **2.3.6 CANCELLATION.**

- If the referee declares the field unplayable (for any reason other than those described in 2.3.2.1) before the game starts, the game is canceled and must be rescheduled by the league.
- If the game is canceled by the referee before the start due to an unplayable field, the referee, and the assistant referee (if present) are entitled to their normal fees.

##### **2.3.6.1 ABANDONED GAMES.**

A game is abandoned when halted by the referee after kickoff due to the condition of the playing field or its surroundings, weather conditions, or marshal request described in 2.3.2.1. Any red cards awarded in a game which is subsequently abandoned will stand.

##### **2.3.6.2 RESCHEDULING.**

The league will reschedule the games if it is necessary.

##### **2.3.6. REFEREE NO-SHOW.**

Any referee or assistant referee who fails to arrive within fifteen (15) minutes after the scheduled kick-off is not entitled to a fee. In the absence of the referee, one of the assistant referees may assume the responsibilities of the referee and be entitled to the referral fee. If no referees are present fifteen minutes after the scheduled kick-off, at the discretion of both opposing coaches a referee or referees may be appointed, and the match played.

##### **2.3.7. TEAM FORFEIT.**

If within fifteen (15) minutes after the scheduled kick-off time, but before the game commences, the referee determines that a team is unable to play due to an insufficient number of eligible players, unsuitable uniforms, inadequate player equipment, or unsuitable field preparation or the team does not have the US Club Soccer players'

cards; the team will forfeit the match. The referee and assistant referees are entitled to their game fees. If both teams cannot play the game because of the previous reasons, both teams forfeit the points of the game. No match shall commence more than fifteen (15) minutes after the scheduled kick-off time unless a marshal or a league representative authorizes it.

#### **2.3.7.1. FORFEITURE PENALTIES.**

A team that forfeits in a FEYSL game shall receive a fine according to the following pay structure:

First game \$50

Second game \$75

Any team assessed three (3) forfeits, including Cup games, during one full season, shall be subject to suspension or dismissal from the league.

#### **2.3.8. DELAYED START.**

If the start of the game is delayed, but in no event longer than fifteen (15) minutes the home team may ask the referee to shorten the halftime break as necessary to complete the game on schedule. However, the minimum halftime break shall not be less than five (5) minutes.

#### **2.3.9. ALCOHOLIC BEVERAGE CONSUMPTION**

**The consumption of alcoholic beverages before, during, or after a game is banned.**

#### **2.3.10. CODE OF CONDUCT.**

No participant shall:

- Physically attack any participant, official or spectator. This includes but is not limited to threatening to or striking, shoving, kicking, or otherwise touching or subjecting another person with physical contact in a threatening or alarming manner.
- Use obscene language or gestures, harassing, insulting, taunting, or challenging language, racial, ethnic, or sexual slurs, or unsportsmanlike demonstrations, whether towards another player or as an act of dissent concerning an official's decision.
- Use unnecessary roughness or attempt to injure an opposing player during or after play.
- Throw or cause to be deposited any unnecessary object onto the field play/
- Violate any applicable open container ordinance, or other state or local alcohol or drug laws, while at a sports venue, or enter the field of play while under the influence of drugs or alcohol.
- Display other unsportsmanlike conduct before or after games or events, or while at a sports venue during a scheduled activity, game, match, or event.
- **The team coach** is responsible for the conduct of each parent participating in the game. Coaches will be expelled if a parent violates any of the above.
- Teams must have a coach and an assistant coach. If a coach is expelled, the assistant coach would assume the coaching. **If there is no assistant coach**, the game will be finished and forfeited in favor of the opponent team.

## **2.4. GAME RULES.**

### **2.4.1 FIFA –US CLUB SOCCER.**

- All league games including Cup games shall be played following the current FIFA (Federation International de Football Association) Laws of the game, except as may be amended by the US Club Soccer rules and by the FEYSL Bylaws or the league.

### **2.4.2 SUBSTITUTIONS**

- Free substitutions will be allowed at goals, goal kicks, and half-time. A team may substitute during their throw-in and the opposing team's throw-in if the opposing team substitutes at that time. If play is stopped due to injury or if a player receives a yellow card, the injured or carded player may be substituted, and the opposing team may elect to match this situation.
- The number of substitutions depends on the division.
- YOUTH DIVISION:
  - Ages 8 to 16. Substitutions are open and they will play based on FIFA rules (unlimited substitution).

#### **2.4.3.1 PLAYER PENALTY**

- For this rule, no distinction is made between regular FEYSL games and Cup Games.
- Any player receiving a red card is suspended for the next game.
- Any player receiving a red card for Violent Conduct or serious Foul play as formally noted in the Referees Report is suspended for the next three (3) games and is subject to additional disciplinary action which may include further suspension or dismissal from FEYSL. A monetary sanction not exceeding \$100 per incident will be issued for the same reason.
- Any player receiving a second red card in a season is suspended for the next three (3) games (except if the second red card is for violent conduct in which case the additional suspension shall be for an additional three (3) games for a total of six (6) games.
- Any player receiving a third card in a season for the same reason is suspended for the next five (5) games and is subject to additional suspension or dismissal from the FEYSL (except if the third red card is for violent conduct in which case the additional suspension shall be for an additional three (3) games for a total of eight (8) games.
- Suspension in effect at the end of the season will be carried over and served at the start of the following season, changing teams will not void the suspension.
- Any player receiving a red card who gives a false name or who refuses to leave the field will be dismissed from the FEYSL.

#### **2.4.3.2 RED CARD SUSPENSION**

- Any player receiving a red card for the reasons below is automatically suspended for (one game):



- Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his penalty area) and receives a second yellow card in the same match.
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick. Uses offensive, insulting, or abusive language and/or gestures.
- Any player receiving a red card for the reasons below is automated suspended for **the next 2 games and fined \$100**:
- Violent conduct or serious foul play. Violent conduct is defined as he/she uses excessive force or brutality against an opponent when not challenging for the ball. Violent conduct may occur either on the field of play or outside its boundaries, whether the ball is in play or not.
- Any player receiving a red card for the reasons below is automated suspended for **the next 3 games and \$200 fine**:
- Spits at an opponent or any other person.
- Uses discriminative or racist words or gestures.
- Attacks opponent, teammate, and coach using physical aggression such as using excessive force or brutality against a team-mate, or spectator.
- Any player receiving a red card for violent conduct such as attacking a referee i.e., punching a referee will **be expelled from the league and the team will be fined \$200.00**
- Any coach (head or assistant), team manager, or official team member removed by the referee during a game for the reasons below is automated suspended for the one game as follows:
  - Confronting referee decisions using abusive, offensive, or insulting language.
  - Receiving a second red card for the same reason is automatically suspended for **the next 3 games and will result in a fine of \$250.00**. Receiving a third card for the same reason is **automatically expelled from the league**.

## **2.5. MARSHALL OR FIELD COORDINATOR.**

- There will be a field coordinator or Marshall for every game day. The Marshall will be designated by the league and will oversee any incidents or situations from the start of the game until the last player abandons the field after the end of the game. The field coordinator or marshal will keep the order around the field and will follow the instructions from referees to keep order inside the field. If somebody is rejected by the referee (player, head coach, assistant coach, manager, and parent or league members) the Marshall will ask them to leave the game. If the person does not leave the area, the marshal must call the police to handle the situation. The Marshall will not confront anybody. Marshalls also must keep a distance between the field and their parents. Parents must be behind the white line which is 2 yards away from the sideline.
- Marshall will set up the corner flags in the different fields before the games and will pick up the flags at the end of the game day.

- Marshall will report to the league whatever incident occurs on a game day. If any team leaves the coaching area with garbage (water bottles and similar disposable elements), he or she will take a photo of the area and will include in the report the club and the team division that caused the infraction. **This team will be sanctioned with a fine of 100 dollars.**