

2021 US Youth Soccer Florida Futures Cup
Rules & Regulations



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I. Laws of the Game

All games shall be in accordance with FIFA, US Soccer, and FYSA Constitutions, By-laws, Rules and Regulations and US Youth Soccer National Championship Rules except as noted below for US Youth Soccer Florida Futures Cup play:

1. Law I - The Field of Play - No Change
2. Law II – No change
3. Law III - Number of Players
4. Substitutions – May be made only upon proper notification of the referee through the assistant referee, and with the referee’s permission. Substitute may not enter the field of play until the player he/she is replacing has left the field, and after being signaled onto the field by the referee. Substitutions will be allowed at any stoppage by either team, with the referee’s permission.
 - A. For 11U and 12U age groups, unlimited substitutions shall be allowed.
5. Law IV - Players’ Equipment - Clarifications
 - A. Each player shall have a number on the player’s jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Duplicate numbers are not permitted. Numbers are not required for goalkeepers.
 - B. In the event of a uniform color conflict, the team designated as the home team will wear light colored jerseys and socks, and the team designated as the away team will wear dark colored jerseys and socks.
 - C. Goalkeepers must wear colors that distinguish them from other players and game officials.
6. Law V - Referees
 - A. In the event the assigned referee fails to appear, the Site Referee Assignor will find an alternate referee.
 - B. The referee shall complete the Game Report, and any other reports as may be required, following the game and deliver it to the Site Director.
 - C. The referee must be familiar with the rules of the competition and understand how to report result and any incidents that may occur during cup play.
7. Law VI – Assistant Referee
 - A. Two (2) assistant referees will be used.
8. Law VII - Duration of the Game for all rounds is noted below, and is subject to change for certain group play. There will be no overtime periods in preliminary round games. In games requiring overtime, all overtime periods will be played in full. If teams remain tied at the conclusion of the overtime periods, teams will proceed with Penalty kicks in accordance with FIFA “Taking of Kicks from the Penalty Mark”.

Age Group	Game Length	Overtime	Size	Circumference
11U	Two 30’ Halves	Two 10’ Periods	Size 4	25-26 in.
12U	Two 30’ Halves	Two 10’ Periods	Size 4	25-26 in.

9. Law VIII through XVII - No Change

10. PLAYER HYDRATION/WATER BREAKS

In any FYSA sanctioned match a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any FYSA sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. This break will be a maximum of one (1) to two (2) minutes of time.

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II. Eligibility of Players/Coach/Team & Roster

1. Players

Only players in good standing with current, valid, laminated, and verified US Youth Soccer player passes (current photo) will be allowed to play provided they have met and completed all registration procedures per FYSA Rules and Regulations. (No unverified passes will be allowed in FC competition)

Players and rosters are subject to the following requirements:

- A. Teams may only enter Futures Cup in the age group of their oldest player, based on their roster at the time of entry. After entry, teams may not release players in order to qualify for a younger age group, nor can teams enter an age group that they do not have at least 1 player rostered of that age at time of roster freeze.

- B. At the time a team names (freezes) its FC roster, it may not have more than 5 previously rostered players. Only players who have been issued a pass by an affiliate/association, other than the club of which the team is a member, are considered previously rostered. Players moved from one team to another within an affiliate are not considered “previously rosters” and do not count toward the 5 previously rostered.

- C. Primary rostered players and club pass players only can participate in Futures Cup. Secondary (dual) rostered players will be released at the time of roster freeze. **An eligible club pass player is a player who is properly rostered to a team within the same club** before the team submits its FC roster for its first competition.

- D. A player may be on the roster of only one team for Futures Cup.

2. Coach

Only coaches in good standing with current, valid, laminated, CDC approved, risk management approved and SafeSport Trained US Youth Soccer coach passes (current photo and correct signature) will be allowed to coach providing they have met and completed all registration procedures per FYSA Rules and Regulations. All coaches must be named on the official FYSA roster for the team they are coaching.

3. Team/Application/Roster

Any changes and/or corrections must be made in accordance with FYSA registration procedures **before the freeze date**. It is the club's responsibility to ensure all changes and/or corrections are complete and accurate prior to roster freeze date.

- A. Florida Futures Cup is limited to teams registered as 11U and 12U. The Futures Cup application **MUST** be entered on-line in Got Soccer using the FYSA registered team account in order for a team to be accepted in the competition and can be entered by the club Registrar or a registered team staff member rostered to that team that received access to the FYSA Got Soccer Team Account.

DEADLINES FOR APPLICATION:

- **11U – 12U** divisions – no later than close of business at 5 PM (EST) of **November 30, 2020**. Late applications will be accepted until **Dec 4, 2020** at 5pm for an additional fee. A waitlist will be created after December 4, 2020. Teams that revoke their application may be replaced with teams on the waitlist.

- No applications can be completed without the submission of payment within the GotSoccer Application process. Therefore, a team must enter payment information in order to complete the GotSoccer Application. Applications with faulty payment must be corrected by 12 PM (EST) the next business day following the respective application deadline. Failure to provide payment by this time will result in the denial of the team's application.

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- C. At the time of entry, all 11U – 12U teams must have a minimum of eight (8) properly registered players and a coach. Any application submitted for a team with less than the required minimum players and a coach will be denied if not corrected by the Application Deadline.
- D. Clubs are required to ensure the accuracy of jersey numbers as listed on the state generated roster. Only state generated rosters will be used at all Futures Cup matches and will be provided to the site by the Competition Committee. Failure to list jersey numbers for all players on a team's roster by the Roster Freeze Date will result in a fine per team detailed in XI.4.
- E. **Roster Freeze**
- 1) The roster freeze date is the final date on which all player changes; additions or deletions to a team's roster can be made. All time references are Eastern Standard Time (EST).
 - 2) Roster transactions are to be processed electronically on-line unless otherwise noted, in accordance with FYSA registration procedures.
 - 3) **Roster Freeze & Competition Dates**
 - (a) Roster(s) for the FYSA Futures Cup will be frozen for age groups **11U and 12U** as of **5:00 PM (EST) 10 days prior to the start of competition (Rosters for all age groups will freeze on that date, regardless of your team's start date in the competition)**. There shall be no player roster changes permitted on the event roster for any reason after this date.
 - (b) All age divisions may not be required to compete on each date depending upon the number of teams that enter the competition. All Challenge Round and Championship games will be held on the dates noted for such. Once the number of teams entered is known and the schedules/group play formats are set the schedules for each age group will be determined and posted on the Futures Cup page of FYSA's web site and on the Futures Cup Tournament site in Got Soccer.
 - (c) The dates for the competition have been set as part of the annual FYSA calendar of all events, to avoid major College test dates and holidays to the best of our ability, in order to complete the competition. Teams planning to enter the Futures Cup competition need to assess individual conflicts they may have prior to entering the competition, as the competition will not be able to accommodate requests to alter competition dates.
 - (d) Competition dates are listed on the FYSA website. The actual number of games played on a weekend will vary depending on the number of games needed to determine group results.

F. Frozen Roster

Once the roster has been frozen, no activity may occur to the team's event roster. Season ending injuries cannot be replaced once the roster is frozen. Any change to the player roster will result in the team being disqualified from the competition. **Coaches/Volunteers may be added after roster freeze at least one week prior to the next scheduled game by contacting the FC Administrator at the FYSA Office.**

G. Roster (Minimum/Maximum)

- 1) **It is the responsibility of the club, coach and team staff to monitor their roster. In no way will it be the responsibility of FYSA and/or any of its representatives to monitor a team's roster.**
- 2) Any team rostering in excess of the maximum allowed number of players becomes ineligible to compete in Futures Cup Competition.

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- 3) All teams must not roster more than **eighteen (18)** players (primary rostered plus club pass players). Prior to each Futures cup game, the Coach/Manager must declare an 16-player game roster with the Site Director. Players not participating will be crossed out on the Official roster.

III. Pre-Game Procedures

1. For all rounds, a representative from each team must be at the site no less than one half-hour (1/2) prior to each scheduled game for check in with the Site Director. **Failure to do so will result in a \$50 fine.** Extenuating circumstances may be considered by the Competition Committee Chair.
2. Prior to each game at each round, the Coach/Manager will check in at the fields with the officials, present the passes for all players and coaches, and verify jersey numbers for each player on the roster that will participate in the game. For all Rounds prior to the Championship Round, the Coach/Manager will pay each game's referee fees to the Center Referee at the field in the required currency as defined below. FYSA is responsible for referee costs for Championship rounds.

Referee Game Fees in Group Play – Per Age Group				
AGE GROUP	REFEREE	ASST REF	TOTAL PER TEAM	Required currency
11U & 12U	\$40.00	\$20.00	\$40.00	20/10/10

3. At time of check-in, the coach must inform the officials and note on the roster any player who will not participate in the match due to suspension (i.e., for a previous red card).
4. EACH TEAM MUST HAVE IN HIS/HER POSSESSION A MEDICAL RELEASE FORM FOR EACH PLAYER.
5. **NO PASS – NO PLAY – NO EXCEPTIONS**
6. The referee will check the player's identity with his pass and will check the player's equipment. Only at this time may a player be challenged. The referee will note the challenged player's name on the game report, and a staff member of the team requesting the challenge must inform the Site Director of the Challenge. The player will be allowed to play. No player's eligibility can be challenged or protested after the start of each game.
7. A player who arrives at the playing field after the start of the game may enter the game after showing his/her pass to and being checked by the referee/assistant referee. (If the player's pass was not checking in with the team passes, the player must first be checked in by the site director who will have the pass sent out to the field by a field marshal)
8. No more than four (4) team staff members are allowed on the side with the team. All must have the appropriate U.S. Youth Soccer pass and be listed on the FYSA team roster. Site Directors have discretion to add coaches to the roster by write-in, if coach has a proper coach pass from the club in which the team is registered.
9. Control of Sidelines
 - A. Players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of The Laws of the Game. The Site Directors shall have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct without warning; in addition to the rules of good manners, these rules will apply in this competition: The Site Director will designate one sideline for the sole use of the players and coaches. (One team occupying one side of midfield and the other the other side).
 - B. Teams shall take opposite sidelines for their benches. Home teams have choice of preferred sidelines. Parents must take the same sideline as their respective team.
 - C. A restraining line may be drawn two (2) yards from the side touchline and all sideline viewers must remain outside of that line.

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- D. Coaches will be accountable for behavior of their fans and may be ejected for non-compliance.
- E. All Coaches are required to remain within their technical area, and should remain seated on their respective benches (if provided), except to give tactical instructions, or to make substitutions. The use of cell phones from the bench sidelines is prohibited. Violators are subject to dismissal from the match.
- F. Artificial noisemakers are NOT permitted during any rounds of Futures Cup. Violators are subject to dismissal from the match.

IV. Post-Game Procedure

- 1. At the completion of the match, the referee/assistant referee will return all player and coach passes to the team at the field.
- 2. The referee will complete the Game Report, ensure that both teams sign the completed Game Report, compile any other reports as may be required, and give the report(s) to the Site Director.
- 3. At the conclusion of the match:
 - A. It is required that that both teams clear the bench area and the field as soon as possible, (ten (10) minutes maximum)
 - B. It is also required that the bench area be cleaned and that all trash be disposed of in a proper manner.
- 4. The coach will be responsible for the behavior of their fans at all times.
- 5. All Spectators will remain on the spectator sideline during the match and until such time as the coaches have released the players after the match and referees have vacated the field of play. Failure to remain off the field of play until such time will result in an ejection for the coach, and possible forfeit of the match.
- 6. Following the completion of the last scheduled games in preliminary group play, all teams will present themselves to a site identified by the Site Director where standings will be resolved. Any tie-breaks that are needed to resolve group standings and advancers will be done immediately following the conclusion of scheduled group play for that round of play. Teams are responsible to know their status, and must plan accordingly to be available to any tie-break play-offs.
- 7. Following the completion of Championship weekend games including semi-finals, all teams will present themselves to a site identified by the Site Director where award presentations will be conducted.
- 8. PLAYER PASSES

It shall be the sole responsibility of the head coach to insure that all player/coach's passes have been returned at the completion of the weekend. Failure to have the proper player/coach's passes will result in the team either forfeiting the match or the match being declared a forfeit by the cup committee. All passes must have a current picture (no more than 6-month-old) and be signed by a Registrar or Agent of the State. No double lamination or picture on picture is allowed.

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V. Determination of Standings

1. Group/round-robin play in Preliminary Rounds

In any elimination game, overtime procedures will be followed as listed in Rule I.8. In group/round robin play, there will be no overtime games. Standings in a group will be determined as defined below. **In no case, once a tie breaker has been used, will it be revisited if a team is eliminated.** Points and tie-break criteria do not carryover to subsequent group play rounds.

- A. First: game points:
 - 3 points for a Win
 - 1 point for a Tie
 - 0 points for a loss
- B. Second as follows:
 - 1) **Head-to-head competition** (not used if 3 or more teams are tied on points); if no clear winner, then
 - 2) **Net Goal Differential (NGD)** calculated as goals scored minus goals allowed, with a maximum NGD of +/- four (4) per game; if no clear winner, then
 - 3) **Most Goals scored**, maximum of four (4) goals counted per game; if no clear winner, then
 - 4) **Least Goals against** (no limit to number of goals allowed); if no clear winner, then
 - 5) Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark"
- C. If three or more teams are still tied, then:
 - 1) In the event three (3) teams are tied at the end of group play and are tied through all the above tie breakers, the Site Director will hold a random draw with the 1st team drawn sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then participate in kicks from the mark with the team sitting out, and the winner will advance. If a 2nd team advances from this group, PK's will be taken by the 2 teams that lost their kicks from the mark pairing, to determine the next team to advance.
 - 2) In the event that four (4) teams tie at the end of group play, the site director will hold a random draw with the first team drawn participating in kicks from the mark with the second team drawn, The third and fourth teams will also take kicks from the mark. The two winners will then take kicks from the mark with the winning team advancing. If a 2nd team advances, the losing team in this pairing will be the next advancer.
- D. Round 1 may include Wild Card advancers allocated to each Region. The number of Wild Card advancers will be made public prior to the Futures Cup Roster Freeze. In the case that a Wild Card is to be chosen from groups that have played a different amount of games, the Wild Card Standings will be determined as follows:
 - 1) First: Game Points divided by the number of Games Played
 - 2) Tiebreaker Procedures reverting back to Futures Cup Rule V.1.B and V.1.C with values divided by the number of Games Played

2. Challenge Round and Championship Weekend Play

In Challenge Round and Championship weekend games, if the game is tied after regulation, overtime will be played. If still tied after overtime, kicks from the mark will be taken in accordance with FIFA's Laws of the Game.

VI. Discipline

It shall be the club's, team's and coach's responsibility to determine the status of its players. It is the responsibility of the team to notify the Site Director of any suspensions from a tournament, local league, Commissioner's Cup etc. that is to be served, at the time of player's check in (see pre-game check-in).

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Any team playing a suspended player or coached by a suspended coach shall be immediately disqualified from Cup Competition. All games played by this team will be considered as forfeits with a score of 4-0 in favor of the opponent.

The Discipline Committee will consist of four (4) members of the Competition Committee, and will review and rule on all reports of unacceptable conduct by players, coaches, managers, referees, spectators, etc.

Notwithstanding rulings of this committee:

1. A player or coach ejected will have at least a one- (1) game suspension. A player/coach may receive more than a one-game suspension based on the severity of the actions. The minimum suspensions for unacceptable conduct will be in accordance with FYSA's discipline procedures.
2. Suspensions for red cards/ejections received in Futures Cup competition play must be served in the next Futures Cup series match until team is eliminated from competition. After the team has been eliminated from Futures Cup, players and coaches will sit the remainder of their suspension in any subsequent games scheduled for the team until suspension has been fulfilled.
3. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Any other individual, who may be reasonably construed, as being associated with a team such as relatives and spectators, shall also be subject to the jurisdiction and authority of this Association. Any coach or team official shall be held responsible for the actions of any individual(s) at any match, that in the opinion of the referee, is a supporter of that team.
 - A. A player that receives a red card may remain on the team bench for the remainder of the match provided the player does not cause any additional problems. If further issues are created by the red carded player, additional penalties may be imposed against the player and/or coach. A player under the age of eighteen (18) may leave the site if they are accompanied by a parent or guardian only. A player eighteen (18) or older may leave the site unaccompanied. If the player chooses to leave the site, he/she must do so in a timely manner or the match may be declared a forfeit.
 - B. Any coach ejected must leave the Site immediately following ejection.
 - C. It shall be the coach's responsibility to notify the site director prior to any match of any players serving suspensions. A suspended player may be present at subsequent matches and if so, remain on the team's bench and shall not be in game uniform. Failure to notify the site director may result in the player receiving an additional game sanction.
 - D. An ejected Coach shall not return to the site for subsequent matches until suspension has been served. Coaches who coach more than one team will be eligible to coach during games of other teams until the suspension is served with the original team with which the coach received his ejection. Failure to comply may result in the match being declared a forfeit.

VII. Forfeits

A team will be allowed a fifteen (15) minute grace period from the scheduled game time before awarding the match to the opponent. Failure to meet scheduled play will automatically require payment of forfeiture fine. A match shall be started as soon as the minimum number of players or a rostered coach/manager as required under the Laws of the Game is present. A forfeited match shall be recorded as a 4-0 score in favor of the opponent. A team that forfeits a match shall be considered to have withdrawn from the competition, subject to the disciplines for withdrawing as described in Section XI.4. below. The Commissioner can extend the 15-minute time allocation due to unforeseen circumstances.

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VIII. Protest/Appeals

1. PROTESTS

The Competition Committee will rule on all protests/appeals. For a protest to be considered, the following procedure will be followed:

- A. No protest on referee judgment or discretion calls will be accepted.
- B. Verbal notification of intention to protest must be given to the Site Director immediately following the game.
- C. All protests must be in writing, delivered to the site director within one hour of the conclusion of match. A protest fee of \$400 must accompany the protest, delivered to the site director. This fee must be a money order, cash or cashier's check. Personal checks will not be accepted. The site director will then forward the protest fee with the written protest to chair of the Competition Committee. The decision of the Competition Committee will be binding on all parties, allowing the state competition to proceed. The protest fee will be refunded if the protest is upheld at the Futures Cup Level.

2. APPEALS

If time allows, decisions of the Competition Committee may be appealed to FYSA's Protest and Appeals Committee. The procedures and fees for filing an appeal to FYSA's Protest and Appeals Committee are delineated in FYSA rules and regulations. In no case will the competition be postponed or delayed by any appeal to FYSA's Protest and Appeals or the National Cup Committee.

Any appeal of a decision not covered above must be filed with seven (7) days of the decision. The appeal must be filed with the chair of FYSA's Protest and Appeals Committee in writing and be accompanied by a fee of \$600.00. This fee must be a money order, cash or cashier's check. Personal checks will not be accepted. The fee will be refunded if the appeal overturns a decision made by the Competition Committee.

IX. Unfinished Games

Unfinished games due to any cause shall be replayed providing neither team is at fault and the first half of the match has not been completed. If play is stopped after the completion of the first half and play cannot be resumed, and provided neither team is at fault, the game is considered complete. Should play be stopped at any time in the second half due to one of the teams being adjudged at fault, it shall be at the discretion of the Committee as to whether the game is to be replayed, complete with the score at the time of stoppage, or declared a forfeit in favor of the team not adjudged at fault.

Terminated games – Once play has begun, games may only be terminated by the Futures Cup Chair, or their designated Competition Committee member.

Decisions of the Competition Committee are final.

X. External Conditions, Weather, Etc.

In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the FYSA Competition Committee shall have absolute authority to make changes to best serve the interest of the tournament.

XI. General

1. The FYSA Competition Committee and/or FYSA will not be responsible for any expenses incurred by any team due to the cancellation in part or in whole of this tournament or for any travel incidental to the competition.
2. The Competition Committee's interpretation of the foregoing rules and regulations will be final, subject the rules of US Youth Soccer.

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3. The Competition Committee reserves the right to decide on all Futures Cup matters.

4. Affiliates may be fined for teams withdrawing from the Futures Cup competition, failing to show for a scheduled match, player, coach or team misconduct, etc. All withdrawals or disqualifications after the entry deadline will result in automatic forfeiture of entry fee. The minimum fines for the following offenses shall be as follows:
 - A. Failing to show for a scheduled match with no or less than a one week's notification will result in disqualification: \$1,000 paid to each team they were scheduled to play.
 - B. Withdrawing from the competition with more than 1 week's notification after completing a prior round of competition: \$3,000.
 - C. Withdrawing from the competition after the draw, with more than 1 week's notification before the initiation of play: \$2,000.
 - D. Withdrawing from the competition within 2 weeks before the draw, will result in forfeiture of entry fee and bond, and a \$1,000 fine.
 - E. Withdrawing from the competition prior to 2 weeks before the draw but after entry deadline, will result in forfeiture of entry fee.
 - F. Disqualification of the team by any means after initial eligibility verification shall result in a fine of \$3,000 plus \$1,000 paid to each team they were scheduled to play within one week's time.
 - G. Failure to have a rostered coach who meets the Coaching License Requirements detailed in II.2 present in the technical area for all Futures Cup games will result in a fine \$1,500 per game in which the team is not compliant with Rule II.2.
 - H. Failure to leave the bench area and police all trash will result in a fine of \$200.
 - I. Any ejection of a team official or parent identified to be a supporter of a team will result in fine of \$100 per individual ejected issued to the club.
 - J. Failure to have a representative from each team at the Check In Area one-hour (1) prior to each scheduled game time of the weekend will result in a \$50 fine per incident.
 - K. Failure to assign numbers to all players listed on an FYSA roster at the time of Roster Freeze will result in a fine of \$50 per team.
 - L. Conduct reflecting adversely upon the Competition or FYSA, actions requiring law enforcement being called, or conduct deemed unsatisfactory by the Competition Committee shall result in additional fines to the affiliate not to exceed \$4, 000.00. Teams may be subject to removal from continuing in the current year Futures Cup competition.
 - M. The Competition Committee reserves the right to require a club to post a performance bond of up to \$1,000 per team prior to the start of the tournament in response to a club's history of non-performance. During the event, the Competition Committee may also require a club to post a performance bond prior to the team's next game in cases of non-compliance. In cases where a club has posted a performance bond and commits one of the Non-Performance offenses above, the performance bond will be forfeited in addition to the sanctions listed.