FLORIDA YOUTH SOCCER ASSOCIATION

RULES OF COMPETITION

STATE CUP
PRESIDENTS CUP
COMMISSIONERS CUP

LAST MODIFIED OCTOBER 30, 2026

ABOUT FLORIDA YOUTH SOCCER CUPS

The **Florida State Cup** is the country's most prestigious national youth soccer tournament, providing winners from each state the opportunity to showcase their soccer skills against the best competition in the nation while emphasizing teamwork, discipline, and fair play. The winner of the Florida State Cup U11 and U12 teams will advance to the U11-U12 National Championships, where winners of the U13 teams and above will advance the US Youth Soccer National Championships.

The **Florida Presidents Cup** provides additional challenges to play against teams of similar abilities for a national title. The cup provides a progressive, competitive experience to teams that might not otherwise get the opportunity to participate in a series of unique experiences highlighting competition, camaraderie, and community from the state to regional to national levels of US Youth Soccer. The winner of the Florida Presidents Cup U11 and U12 teams will advance to the U11-U12 National Championships. The winner of the Florida Presidents Cup U13 teams and above will advance to the US Youth Soccer Southeast Presidents Cup National Qualifier.

The **Commissioners Cup** is the Florida Cup that attracts the most teams and provides a third-tier state competition. This tournament hosts travel teams in the U8 to U16 age groups. This state-only tournament is designed to create a challenging and enjoyable event for teams that do not play in the State Cup or Presidents Cup.

ABOUT FLORIDA YOUTH SOCCER

Florida Youth Soccer Association (FYSA) is a nonprofit, 501(c)(3) tax exempt organization. Founded in 1974, FYSA is governed by a board of directors that is elected by representatives from our member associations, and maintains a state office in Auburndale, FL with a professional staff. Our membership consists of 200+ clubs/leagues, 105,000+ registered players, and 20,000+ coaches/officials. FYSA is part of a much larger soccer community. We are a proud member of the United States Youth Soccer Association (USYSA), United State Soccer Federation (USSF), and the Fédération Internationale de Football Association (FIFA).

Table of Contents

PART 100 – ORGANIZATION AND ELIGIBILITY 4

RULE 101. ORGANIZATION OF COMPETITIONS 4

RULE 102. ADMINISTRATION 4

RULE 103. COMPETITION DATES AND PRECEDENCE OF GAMES 4

RULE 104. VENUE SELECTION 4

RULE 107. PLAYER ELIGIBILITY 6

RULE 108. COACH ELIGIBILITY 7

RULE 109. COMPETITION ROSTERS 7

RULE 110. REGIONAL AND/OR NATIONAL ADVANCEMENT 8

RULE 111. CHANGES TO A TEAM APPLICATION AND REGISTRATION 8

PART 200 – PROCEDURES 10

RULE 201. PRE GAME PROCEDURES 10

RULE 202. POST GAME PROCEDURES 10

RULE 203. SELF-SCHEDULE MATCHES – Presidents Cup & State Cup 10

RULE 204. FORFEITS 11

RULE 205. PROTESTS AND APPEALS 12

RULE 206. REFEREES 13

RULE 207. GAME DISCIPLINE 13

RULE 208. UNSERVED SUSPENSIONS 14

RULE 209. CONDUCT 14

RULE 210. MATCH MANIPULATION 15

RULE 211. ABANDONED AND TERMINATED MATCHES 15

RULE 212. MATCH REPLAYED IN ITS ENTIRETY 15

RULE 213. UNIFORMS 16

PART 300 – GAME PLAY 17

RULE 301. GAME PLAY DURATION AND BALL SPECIFICATION 17

RULE 302. SUBSTITUTIONS 17

RULE 303. SUSPECTED HEAD INJURIES 18

RULE 304. HYDRATION BREAKS 18

RULE 305. DELIBERATE HEADING (U8-U11 AGE GROUPS) 18

RULE 306. DETERMINATION OF STANDINGS 19

PART 100 – ORGANIZATION AND ELIGIBILITY

RULE 101. ORGANIZATION OF COMPETITIONS

101.1. The Florida Cups consist of three tiers of competition:

A. Tier 1: State Cup (“SC”)
B. Tier 2: Presidents Cup (“PC”)
C. Tier 3: Commissioners Cup (“CC”)

101.2. Each tier will consist of a group play format, advancing to single-elimination rounds with divisions and advancement patterns as determined by FYSA. It will be open to all US Soccer-registered boys and girls teams with age groups as follows:

A. U8 and U10 (7v7) – Commissioners Cup Only
B. U11 and U12 (9v9)
C. U13 to U19 (11v11)

101.3. FYSA conducts random flighting. Only the previous year’s semifinalists are seeded and placed in the brackets as far away from each other as possible (no more than one team from the same club retained in the seeded positions). Semifinalists are recognized by the season’s age group progression for 2026/27 (i.e., 2025/26 15U Boys Semifinalists are now the 2026/27 U16 seeded qualifiers).

RULE 102. ADMINISTRATION

102.1. The entire administration of these competitions is vested in Florida Youth Soccer.

102.2. Participants shall adhere to the published FYSA Cups Operating Procedures (“FCOPs”).

102.3. Any matter(s) not provided for or requiring further interpretation in this policy shall be decided by Florida Youth Soccer.

RULE 103. COMPETITION DATES AND PRECEDENCE OF GAMES

103.1. Dates for all rounds of the Florida Cups are published on the FYSA website

103.2. Teams shall be prepared to play all games by the scheduled dates and should not enter the competition if they are unable to make the commitment.

103.3. FYSA Cups matches take precedence. League matches and/or tournament matches may need to be postponed to ensure the timely continuity of the tournament.

RULE 104. VENUE SELECTION

104.1. FYSA will select venues for the FYSA Cups unless otherwise communicated.

RULE 105. APPLICATION AND REGISTRATION

105.1. Teams that meet the eligibility as defined in this document may apply for the FYSA Cups competition. Applications may be completed and submitted by club personnel or team through the FYSA tournament management software.

105.2. The appropriate entry fee must be received by FYSA prior to the published deadline before the application can be accepted or a team may incur potential penalties.

105.3. FYSA reserves the right to require a club to post a performance bond prior to the start of the tournament in response to a club's history of non-performance.

RULE 106. TEAM ELIGIBILITY

106.1. Teams must be properly registered with a US Soccer Member Organization and actively participate in a US Soccer sanctioned league during the current seasonal year.

106.2. A team must make a good faith effort to complete their entire league schedule.

106.3. Competition Flighting

A. FYSA seeks to provide competitive games at each tier of the Cups competitions. As a result, teams shall enter the tournament level corresponding to the appropriate level of play.

1. State Cup: Teams that participate in following leagues (or the equivalent level) shall participate in State Cup:

- MLS Next Homegrown
- MLS Next Academy
- National 1 League (N1)
- Elite Clubs National League (ECNL)
- Girls Academy (GA)
- USL Academy
- UPSL
- Local FYSA Leagues – Division 1 (U11-U12)

2. Presidents Cup: Teams that participate in the following leagues (or the equivalent level) shall participate in the Presidents Cup and shall not participate in the Commissioners Cup.

- Florida Regional League (FRL)
- Florida Girls League (FGL) Flight 1 & Below
- Local FYSA Leagues – Division 1 & Below (U11-U19)
- National Academy League
- Developmental Player League (DPL)
- ECNL-RL
- Elite Academy League
- FCL Premier Leagues Division 1 & Below

3. Commissioners Cup: Teams that participate in the following leagues (or the equivalent level) shall participate in the Commissioners Cup.

- U8-U10 divisions open to all league levels
- Florida Girls League (FGL) Flight 2 & Below (U11-U16)
- Local FYSA Leagues - Division 2 & Below (U11-U16)
- FCL Premier Leagues Division 2 & Below (U11-U16)

106.4. **Playing in a Higher Competition**

A. Teams may opt to compete in higher competition.

106.5. **Playing in a Lower Competition**

A. Teams may only compete in a lower competition after submitting a request and receiving approval from FYSA.

106.6. **AGE GROUP DETERMINATION**

A. A Team participating in the FYSA Cups may only play in one age group of the FYSA Cups during a seasonal year and must do so at the oldest age group in which they participate within their league at the time of Cups.

B. Teams entering the U11 or U12 competitions must play in a 9v9 league. Teams entering the U9 & U10 competitions must play in a 7v7 league. Teams entering the U8 competitions may play in a 4v4 or 7v7 league, but must play 7v7 for the competition.

C. U10 or younger teams are not permitted to play in FYSA State Cup or Presidents Cup.

106.7. Teams must also meet the Player Eligibility and Coach Eligibility requirements defined in this document.

RULE 107. PLAYER ELIGIBILITY

107.1. Each player entering the competition must be registered to the team applying to the competition through the appropriate US Soccer Member Organization that sanctions the league in which the team regularly competes in.

107.2. No player may present or play with a player pass issued by a US Soccer Member Organization that differs from that of the applying team.

107.3. Valid player identification is required for each player in every game. Passes may be displayed digitally.

107.4. A player can only be rostered on or play with one team in any level of FYSA Cups competitions (State Cup, Presidents Cup, Commissioners Cup) during an entire seasonal year. For the purpose of considering whether a player is 'rostered', a player that appears on the Cup roster at the time of the team's first scheduled Cup game, or any Cup game, thereafter, is considered a 'rostered player' – regardless if the player participated in any matches.

107.5. A player who participates on teams affiliated across different U.S. Soccer Member Organizations, where one or more of those teams seek to enter Cup competitions, shall have the sole discretion to determine which team the player will represent in the Cup competition.

107.6. Primary1 (Club Pass)

A. A team participating in the FYSA Cups may add a Primary1 player to the state level competition roster so long as:

1. it is before the state competition roster freeze date,

2. the player's primary team is not participating and did not participate in FYSA Cups competition during the current seasonal year,

3. the player is not participating and did not participate as a primary or a club pass player with another team in a FYSA Cups competition during the current seasonal year, and

4. the team maintains the minimum continuity defined in Rule 109 Competition Rosters.

107.7. Guest players, Dual Rostered Players, and/or "Additionally Roster Players" are ***not*** eligible to play in the FYSA Cups. If a guest player appears on a game day roster and/or participates in a match with a team, that team shall be disqualified from the competition.

107.8. Any team using an ineligible player(s) may forfeit the game(s) in the competition and may be subject to fines.

RULE 108. COACH ELIGIBILITY

108.1. Each coach entering the competition must carry a membership with the relevant US Soccer Member Organization.

108.2. All team officials, coaches, assistant coaches, managers, etc. must also be listed on the official roster, official game card (generated by FYSA online registration system) and have a current valid member pass for the competing team.

RULE 109. COMPETITION ROSTERS

109.1. The Competition Roster is formed from the Official Roster of the team from the governing body (or league where appropriate), in which primary players, Primary1 (P1) players, and team staff are listed at the time of roster freeze.

A. In the U8 through U12 age groups, the Competition Roster must demonstrate continuity of at least 50% of players from the Official Roster and have a minimum of 9 players on the roster.

B. In the U13 through U19 age groups, the Competition Roster must demonstrate continuity of at least 50% of players from the Official Roster and have a minimum of 11 players on the roster.

109.2. **Maximum Roster Sizes**

Age Group (Format)	Max Roster	Game Day Roster	Max Coaches per Match
U8 -U10 (7v7)	16	12	4
U11 - U12 (9v9)	18	16	4
U13 - U19 (11v11)	22	18	4

109.3. **Roster Freeze – State Cup & Presidents Cup**

A. Group Play: The team's player roster submitted for the competition will be frozen ten (10) days prior to the team's first Group Play match. The roster will then be unfrozen at the conclusion of Group Play.

B. Elimination Rounds: The team's player roster submitted after Group Play will be frozen five (5) days prior to the team's first single elimination match. Teams must demonstrate continuity of at least 75% of players from the Group Play round.

C. Requests for exceptions to the roster freeze must be made in writing to FYSA. Exceptions will be granted in cases of administrative oversight by the competition or unique circumstances not previously considered. FYSA will

not review requests brought on by injuries, illness, (e.g., player or goalkeeper replacements).

109.4. **Roster Freeze – Commissioners Cup**

A. Regional Level: The team's player roster submitted for the competition will be frozen ten (10) days prior to the team's first regional level match. The roster will then be unfrozen at the conclusion of the regional level.

B. Statewide Level: The team's player roster submitted after the Regional Level will be frozen five (5) days prior to the team's first statewide match. Teams must demonstrate continuity of at least 75% of players from the Regional Level.

C. Requests for exceptions to the roster freeze must be made in writing to FYSA. Exceptions will be granted in cases of administrative oversight by the competition or unique circumstances not previously considered. FYSA will not review requests brought on by injuries, illness, (e.g., player or goalkeeper replacements)

RULE 110. REGIONAL AND/OR NATIONAL ADVANCEMENT

110.1. The FYSA Cups determine the teams representing FYSA at the next level of the applicable competition. The U11-U16 Commissioners Cup Regional Champions advance to the Statewide Finals; however, the Statewide Commissioners Cup Champion does not advance to a regional and/or national tournament.

110.2. Participation and Housing Agreements

A. By registering for the FYSA Cups, teams agree to represent FYSA in the next level competition should they qualify. USYS can fine FYSA for failing to provide a team for the Regional or National tournament. A team that agrees to represent FYSA that later forfeits its place is subject to that fine. Commitments to Travel will be secured by FYSA prior to the Quarterfinal matches, and such Commitment(s) shall be binding.

B. Teams advancing to the next level of competition will be assigned a hotel/housing contracted by USYS. Teams opting out of that assignment should expect to pay the fee designated by USYS.

110.3. Runner-Up, Alternate, and Wildcard Selection

A. The FYSA State Champion has the first option to advance but should that team decline, the finalist would be given the option to participate. From there, FYSA may provide the option to teams from the semifinal rounds, and potentially quarterfinal rounds as needed. Therefore, teams participating in the FYSA applicable semifinal and quarterfinal games will be asked to confirm their commitment to attend the appropriate competition event representing FYSA.

B. Teams that do not win their Cup championship may still be called upon to attend the events as a wildcard entry.

RULE 111. CHANGES TO A TEAM APPLICATION AND REGISTRATION

111.1. FYSA will post preliminary tournament flighting prior to releasing the schedule.

Teams may submit a flighting appeal up until the deadline communicated by FYSA.

111.2. Teams that withdraw prior to the final registration deadline are eligible for a full refund of their registration fee.

111.3. Teams that withdraw after the registration deadline and before the flighting release are subject to forfeiting their registration fee.

111.4. Teams that withdraw after the flighting release and before the schedule release are subject to forfeiting their registration fee and may incur a $500 administrative fee.

111.5. Teams that withdraw after the schedule release are subject to the Forfeit rules in the Rules of Competition.

RULE 112. TITLE & AWARDS

112.1. The champion team shall be awarded the champion title for their applicable year, age group, and tournament level. For example, “2027 Florida Youth Soccer U11 Boys State Cup Champion”.

112.2. FYSA defers to a club’s policy to determine the rights and obligations to property awarded by the competition (e.g., the championship trophy). Perpetual trophies, if applicable, are property of FYSA.

112.3. A team subject to forfeit of the championship match after the Title & Awards have been conferred are subject to returning the Awards provided by FYSA and removal of the champion title.

PART 200 – PROCEDURES

RULE 201. PRE GAME PROCEDURES

201.1 Teams shall arrive on site no less than one (1) hour prior to each scheduled game.

201.2 Teams will provide the referee with an official FYSA computer-generated game-day roster in the form of an official printed match card or via GotSport Live Digital Check-In, including accurate jersey numbers.

201.3 The referee will inspect all players' and coaches' credentials and equipment.

A. Any challenges by either team will be noted on the game report by the referee, and the player will be allowed to play.

B. Challenges of players must be made at the time of player inspection and will be addressed by FYSA.

201.4 Team Officials will be permitted on the sideline provided they possess a valid (up-to-date) member pass and are listed on the Game Day Roster. No more than four (4) Team Officials will be permitted in the technical area.

201.5 Only players on the Game Day Roster may compete in the game.

201.6 Ineligible players may sit in the technical area, so long as they present a valid member pass and are not dressed in uniform.

RULE 202. POST GAME PROCEDURES

202.1 The referee shall report the score to FYSA within one (1) hour of the match utilizing the game report.

202.2 Referees are responsible for reporting any misconduct, apparent serious injuries, and/or unusual incidents that the competition authority should know about through a US Soccer Supplemental Report form submitted to FYSA.

RULE 203. SELF-SCHEDULE MATCHES – Presidents Cup & State Cup

203.1. Group Play Match #1 for Presidents Cup and State Cup will be designated as a Self-Schedule Match. Group Play Matches #2 and #3 will be played at an FYSA-hosted venue.

203.2. **Match Location:** The Home Team shall host the match unless it is designated "Neutral Site" in GotSport. FYSA may designate a Neutral Site when the teams' primary home fields are more than 200 miles apart.

203.3. **Scheduling:**

A. Home Team shall secure the field and coordinate the kickoff time with the opponent

B. Home Team must enter the start time and field information in GotSport within fourteen (14) days of the bracket draw.

C. For Neutral Site matches, FYSA will secure the venue and schedule the match. Teams must confirm the kickoff time through GotSport Chat.

D. Date changes must be agreed upon by both teams and submitted through the GotSport Game Change Request process.

E. The match must be played no later than seven (7) days prior to Group Play Match #2.

203.4. **Referees:** Home Team shall use its club referee assignor. FYSA will assign referees for Neutral Site matches

203.5. **Pre-Game:** In addition to the pre-game procedures outlined in this document, both teams need to come to the game with all necessary pass cards (digital or physical) and a printed match card in case online check-in is not able to be used.

203.6. **Post-Game:** In addition to the post-game procedures outlined elsewhere in this document, the Home Team is responsible for completing the following requirements **within two (2) business days of the match**:

1. Enter the **final score** in GotSport.
2. Enter any **red cards** issued during the match in GotSport.
3. Upload a photo of the completed **official Game Report** to GotSport. The Home

Failure to complete all required post-game procedures within two (2) business days will result in a $50 fine.

RULE 204. FORFEITS

204.1. **Prior to Game Day:** Teams shall notify FYSA immediately upon the intent to forfeit.

204.2. **Failure to Show on Game Day:** If both teams are properly notified per the parameters above, and following a 15-minute grace period, one teams fails to show-up, the game may be forfeited to the showing team. FYSA may extend the period due to extenuating circumstances.

204.3. **Failure to Field the Minimum Number of Players or Coaches:** If both teams are properly notified per the parameters above, and following a 15-minute grace period, one teams fails to field a minimum number of players, the game may be forfeited to the showing team. FYSA may extend the period due to extenuating circumstances.

204.4. In the event that both teams fail to adhere to deadlines, show on game day, or field the minimum number of players, FYSA may determine a forfeit for both teams, with the match being labeled as a “No Contest.”

204.5. A forfeited match shall be recorded as a 4-0 score in favor of the opponent.

204.6. A team that forfeits a match may be withdrawn from the competition.

204.7. The forfeiting team(s) may be assessed a fine, payable within 10 days of notification, according to the following schedule:

A. **Group Play Game(s):** $1,000 plus referee costs

B. **Quarterfinal Game:** $1,250 plus referee costs
C. **Semifinal Game (or 3rd Place Game):** $1,500 plus referee costs
D. **Final Game:** $1,750 plus referee costs

RULE 205. PROTESTS AND APPEALS

205.1. FYSA will hear and decide protests, appeals, and commissions for FYSA Cups matches subject to the following conditions:

A. Protests

1. A protest must regard a clear misapplication of the Laws of the Game or the FYSA Cups Policies and Rules of Competition. Judgment decisions are not subject to protest.

2. The protest must be verbally lodged with the referee, the opposing team's coach, and the Site Director before leaving the field.

3. A team official listed on the Game Day Roster must submit the protest in writing to FYSA within one (1) hour of the game completion, along with the applicable fee.

B. Appeals

1. Appeals regarding administrative decisions (e.g., forfeits) may be made in writing within 24 hours of the decision.

2. The individual to which the decision was communicated to must submit the appeal in writing via email to FYSA within 24 hours of receipt of the decision.

3. Red Card Suspensions

a. A red-card suspension may only be appealed when the sanction is *greater than* the minimum for the offense. The appeal shall argue why the suspension should be reduced to the minimum penalty.

i. For example, a 4-game suspension issued for Violent Conduct is not appealable because a 4-game suspension can be the minimum penalty for Violent Conduct. An 8-game suspension for that offense can be appealed to a 4-6 game suspension (i.e., the minimum).

b. Appeals arguing for 'no penalty' or less than the minimum will not be heard. Red cards by the referee are a matter concerning the Laws of the Game and shall be addressed in accordance with the Protest procedure above, not the appeals process.

C. A fee of $400 must be submitted to FYSA at the time of the protest or appeal submission(s) via cashiers check or money order. If the protest or appeal is upheld, the fee will be returned. If denied, the fee will be retained.

D. Written complaints can be filed without a fee, but they will not result in a change in the game result.

RULE 206. REFEREES

206.1. Referee fees are to be paid prior to the match and will be split by teams 50/50, except for the final. FYSA will pay referee fees for the final round. The established fees for **State Cup & Presidents Cup** are:

Age Group	Referee	AR	Per Team
U17 - U19	$100.00	$60.00	$110.00
U15 - U16	$90.00	$55.00	$100.00
U13 - U14	$80.00	$45.00	$85.00
U11 - U12	$70.00	$40.00	$75.00

206.2 Referee fees are to be paid prior to the match and will be split by teams 50/50, except for the final. FYSA will pay referee fees for the final round. The established fees for **Commissioners Cup** are:

Age Group	Referee	AR	Per Team
U15 - U16	$80.00	$40.00	$80.00
U13 - U14	$70.00	$35.00	$70.00
U11 - U12	$60.00	$30.00	$60.00
U8 - U10	$50.00	$25.00	$50.00

RULE 207. GAME DISCIPLINE

207.1 Players and/or coaches may be sent off from a match for offenses listed in the Laws of the Game. FYSA Cups competitions will issue a minimum suspension for the offenses below:

Player Send-Off Offenses (Red Card)	**Minimum Penalty**
Second Caution in the Same Match	1 game
Denying a goal an Obvious goal Scoring Opportunity by Offense other than Handling	1 game
Denying a Goal or an Obvious Goal Scoring Opportunity by Handling	1 game
Serious Foul Play	1 game
Offensive, insulting, abusive language, and/or Gestures	As outlined in FYSA Rules
Violent Conduct	As outlined in FYSA Rules
Spitting or Biting	6 games
Coach Send-Off Offenses (Red Card)	**Minimum Penalty**
Delaying the restart of play by the opposing team	1 game
Receiving a second caution in the same match	1 game
Deliberately leaving the technical area to: (1) show dissent towards, or demonstrate with, a match official, or (2) act in a provocative or inflammatory manner	2 games

Entering the field of play to: (1) confront a match official (including at half-time and full-time), or (2) interfere with play, an opposing player or a match official	2 games
Entering the opposing technical area in an aggressive or confrontational manner	2 games
Deliberately throwing/kicking an object onto the field of play	3 games
Using offensive, insulting or abusive language and/or action(s)	3 games
Violent Conduct	3 games
Physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person (e.g. ball boy/girl, security or competition official etc.)	3 games

RULE 208. UNSERVED SUSPENSIONS

208.1 A player may not participate with any team in the state, regional, or national of the competition until the entirety of the suspension is served or the conclusion of the next seasonal year is reached.

208.2 In the event a player changes clubs or teams during or between seasonal years, the suspension must be served with the new team participating in FYSA Cups, regional events, or national events in which the player attempts to participate with.

208.3 A coach may not participate with the team in which the suspension is for at the state, regional, or national of the competition until the entirety of the suspension is served at such competitions or the conclusion of the next seasonal year is reached.

208.4 In the event a coach changes clubs or the team ceases to exist or participate in the FYSA Cups, the suspension will be applied to the next FYSA Cups match(es) in which the coach appears. This applies across seasonal years.

208.5 FYSA Cups may refer suspensions for more severe offenses to the FYSA Review and Discipline Committee and therefore may be shared with other applicable competitions.

RULE 209. CONDUCT

209.1 Coaches are responsible for their own conduct and that of their players and spectators.

209.2 Misconduct Toward Game Officials (e.g., Referee Abuse and Assault) is not tolerated and will be referred to the FYSA Review and Discipline Committee for sanctions.

209.3 All parents and 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 a send-off for the coach and possible forfeit of the match.

209.4 Coaching is only permitted from inside the technical area. Coaches are not permitted to coach from the spectators' side of the field and may not use electronic communication during the match.

RULE 210. MATCH MANIPULATION

210.1 Teams and clubs failing to compete in the spirit of the competition or are involved in the manipulation of a game result (e.g., an intentional result) are subject to forfeiture and disqualification from all levels of the competition and referral to the FYSA Review and Discipline Committee.

210.2 At a neutral site, if failing to compete is actively observed and confirmed, the competition authority representative will give notice to the offending Team or Teams.

210.3 If corrective action is not taken, the Team or Teams will be subject to disqualification and a fine of up to $10,000.

RULE 211. ABANDONED AND TERMINATED MATCHES

211.1 Should the match be abandoned at any time due to one of the teams being adjudged at fault, it will be at the discretion of FYSA as to whether the game is to be replayed or forfeited.

211.2 **First Half Completed – Neither Team at Fault**

A. Abandoned (i.e., unfinished) matches will *not* be replayed, provided neither team is at fault, the Laws of the Game and Rules of Competition are correctly applied, and the first half has been completed. If any of these conditions are not met, FYSA will determine the appropriate action.

211.3 **First Half Not Completed – Neither Team at Fault**

A. If the first half has not been completed and provided neither team is at fault, FYSA will determine the appropriate action.

211.4 **Tied Matches**

A. If a single elimination match is tied in any period of play and provided neither team is at fault, FYSA will determine the appropriate action.

B. In the event a single elimination match is tied at the conclusion of regulation, provided neither team is at fault, and the game cannot be restarted, FYSA may determine that only the kicks from the mark (if applicable) need to be conducted.

RULE 212. MATCH REPLAYED IN ITS ENTIRETY

212.1 FYSA may deem it necessary that a match be replayed in its entirety for one or more matter(s) concerning a misapplication of the *Laws of the Game*, *FYSA Cup Rules of Competition*, or other circumstance(s) not previously considered.

212.2 The following rules will be utilized in the matter of a match replayed in its entirety.

A. **Referee Assignment**

1. The referee crew assigned to the original match must not be assigned in any capacity to the replayed match.

B. **Player & Coach Eligibility**

1. Teams may only utilize players to which they were entitled to use at the time of the original match unless the player has been transferred/released from the team.

2. No new additional players may be added to the game day roster (e.g., new club pass players, new roster additions). For example, a player listed on the game day roster who did not partake in the match is still eligible to participate; however, a club pass player or newly registered or transferred player not listed on the roster at the time is not eligible to be added.

C. **Misconduct and Suspensions**

1. Players or coaches serving a suspension at the time of the original match are not eligible to participate in the replayed match, even if the suspension is considered served at the date of the replayed match.

2. In the event a player/coach is issued a red card during the original match, they will be suspended from the replayed match, and the team will not be able to replace the player/coach on the roster. The player/coach will not be able to sit on the bench for the replayed match. For clarity, the team does not play down a player on the field for the replayed match.

3. In the event a player/coach is issued a second yellow card during the original match, they will be suspended from and not be eligible to participate in the replayed match and the team will not be able to replace the player/coach on the roster. The player/coach will not be able to sit on the bench for the replayed match. For clarity, the club does not play down a player on the field for the replayed match.

4. All other yellow cards and warnings are removed and will not be applied to the replayed match.

5. If a player/coach receives supplemental discipline from FYSA after the date of the original match and in effect at the time of the replayed match, the player/coach will serve the discipline during the replayed match.

D. **Original Game Score**

1. The reported score of the original match will be cleared, unless deemed otherwise by FYSA.

RULE 213. UNIFORMS

213.1 Each player shall have a unique jersey number affixed to the back of his/her jersey. Duplicate numbers are not permitted. A taped number is permissible; however, the referee will report it to the competition authority. Goalkeepers may wear optional numbered jerseys but must wear colors that distinguish them from other players and officials.

213.2 In a jersey color conflict, the home team wears light jerseys and socks; the away team wears dark jerseys and socks. The team causing the conflict must change.

PART 300 – GAME PLAY

RULE 301. GAME PLAY DURATION AND BALL SPECIFICATION

301.1 The table below indicates the duration of the match, halftime, and size of the ball by age group.

Age Group	Length of Games	Halftime	Ball Size
U17, U19 (11v11)	Two [2]-45-minute halves	10 min	5
U15, U16 (11v11)	Two [2]-40-minute halves	10 min	5
U13, U14 (11v11)	Two [2]-35-minute halves	5 min	5
U11, U12 (9v9)	Two [2]-30-minute halves	5 min	4
U8, U9, U10 (7v7)	Two [2]-25-minute halves	5 min	4

301.1 Only FYSA can decide to reduce the duration of the match and halftime. The referee and/or coaches cannot independently agree or decide to so without permission from FYSA.

301.2 Procedures to Determine a Winner if Still Tied at the End of Regulation

A. If a Commissioners Cup single-elimination, or Presidents Cup or State Cup Quarterfinal and Semifinal game, is still tied at the end of regulation, the match will be decided in accordance with the FIFA Instructions regarding the Taking of Kicks from the Penalty Mark.

B. If the Presidents Cup or State Cup final (Championship) game is still tied at the end of regulation, the match will be decided in accordance with FIFA Instructions regarding 2 ten-minute Overtime Periods. If the final game is still tied at the end of overtime, the match will be decided in accordance with FIFA Instructions regarding the Taking of Kicks from the Penalty Mark.

RULE 302. SUBSTITUTIONS

302.1 Commissioners Cup

A. U8 through U16 - Unlimited substitutions can occur at any stoppage in play with the permission of the referee.

302.2 Presidents Cup

A. U11 through U19 - Unlimited substitutions can occur at any stoppage in play with the permission of the referee.

302.3 State Cup

A. U11 through U12 - Unlimited substitutions can occur at any stoppage in play with the permission of the referee.

B. U13 through U14 - Unlimited substitutions can occur at any stoppage in play with the permission of the referee over three (3) moments per half and halftime. Players are permitted to re-enter the match during one of the team's allotted moments.

C. U15 through U19 - Unlimited substitutions can occur at any stoppage in play with the permission of the referee over four (4) moments per match and halftime. Players are permitted to re-enter the match during one of the team's allotted moments.

D. Temporary Substitutions Due to Head Injury Evaluation (State Cup U13-U19)

1. If a player is suspected of suffering a head injury, the player must be evaluated.
2. The player may be substituted for evaluation without the substitutions counting against the team's total number of allowed substitution moments, *if and only if*, the Team making the temporary substitution has a substitution moment available.
3. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play.
4. The evaluated player must replace the original substitute and will not count as a substitution.

RULE 303. SUSPECTED HEAD INJURIES

303.1 If a player is suspected of suffering a head injury, the player must be evaluated.

303.2 At a neutral FYSA venue, a player must receive clearance from the events' Health Care Professional prior to re-entering the match.

303.3 Should a Health Care Professional not be available at a match, FYSA recommends the player receive professional medical clearance prior to returning to play.

303.4 The referee must report all suspected head injuries as an apparent serious injury through the appropriate game report.

RULE 304. HYDRATION BREAKS

304.1 Prior to the match's start FYSA will decide whether to implement a hydration break based on US Soccer's Heat Guidelines.

304.2 The break will occur at the midpoint of each half and at the end of each overtime period (if played).

304.3 The break will be given at a normal stoppage of play, and all active players must remain on the field.

RULE 305. DELIBERATE HEADING (U8-U11 AGE GROUPS)

305.1 Players in U11 and younger age groups may not deliberately head the ball.

305.2 If a player deliberately heads the ball, the referee will immediately stop play and restart with an indirect free kick.

RULE 306. DETERMINATION OF STANDINGS

306.1 Group Play:

A. Points are awarded as follows: 3 for a win, 1 for a tie, 0 for a loss. When goal difference is used as a tie-breaker, a maximum of +/- 4 goals will be counted per match (e.g., a 7-0 win counts as +4 goal difference).

B. **Two Team Tiebreakers:** If two (2) teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:

1. Winner of head-to-head
2. Goal Difference (+/- 4 goal difference maximum)
3. Goal For
4. Goals Against
5. Fair Play (fewest total player/coach dismissals)
6. Penalty Kicks
    a. If both teams are not present, the FYSA may replace the Penalty Kicks tiebreaker with a coin toss to break the tie.

C. **Three (3) Team Tiebreaker Sequence:** If three (3) teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the three-way tie is completely broken, then that determines the final order of finish between those three (3) teams. If a criterion separates just one (1) team, then the two (2) teams that are still tied based on that criterion will resort to the two-team tiebreaker to determine the order of finish between those two (2) teams.

1. Goal difference in all matches
2. Goals for in all matches
3. Goals against in all matches
4. Fair Play (fewest total player/coach dismissals)
5. Drawing of lots

D. **Four (4) Team Tiebreaker Sequence:** If four (4) teams are tied based on points earned, the final rankings will be determined in accordance with the 3-Team tiebreaker sequence. If a criterion creates a situation where the four-way tie is completely broken, then that determines the final order of finish between those four (4) teams. If a criterion breaks a portion of the tied teams, then the tiebreaker shall move to the tiebreaker that coincides with the number of teams that remain tied.

E. **Wildcards:** Group Play may include Wild Card advancers. The number of Wild Card advancers will be made public prior to Roster Freeze. If groups have played different numbers of games, Wild Card Standings use: (1) Points ÷ Games Played; (2) Tiebreakers with values divided by Games Played.