

FLUGSA BY-LAWS/CONSTITUTION

FOR ANY AND ALL RULES NOT COVERED HEREIN, FYSA RULES WILL BE FOLLOWED

ARTICLE - I NAME

This Association shall be known as Florida United Girls Soccer Association (wherein referred to as FLUGSA or as the Association), a not for profit, educational organization.

ARTICLE - II PURPOSE

The general nature of the objects and purposes of this Association shall be to:

- A. Encourage the interest of female youth soccer.
- B. Provide supervised activities and encourage participation in a program designed to teach good sportsmanship and encourage physical fitness by means of an organized team sport.
- C. Promote the welfare of the youth and adults involved in youth soccer, and to promote good sportsmanship, clinics, and knowledge about soccer.

ARTICLE - III POLICY

- A. This league shall be subject to the charter, by-laws, rules and regulations of the Florida Youth Soccer Association as implemented by its elected officers and otherwise amended.
- B. No part of any net earnings of this Association shall incur to the benefit of any individual or club member and FLUGSA shall be operated strictly as a not for profit organization.
- C. Upon dissolution of FLUGSA, all remaining funds after payment of all outstanding obligations shall be distributed to Clubs who were members of the association during the last full year of competition. The funds shall be proportionally distributed to the Clubs based on the number of teams entered in the previous competition year.
- D. Alcohol, drugs and/or any form of tobacco products, i.e. snuff, chewing tobacco, cigarettes, pipes and cigars are prohibited for use by any coach, player or spectator on the fields prior to, during, and after games and practices.
- E. The league will conduct an annual College Preparation Seminar in order to inform membership as to the proper way of preparing those players wishing to play soccer in College.

ARTICLE - IV MEMBERSHIP

- A. The membership of this Association shall consist of clubs who:
 - a. are in good standing with FYSA,
 - b. have submitted all necessary paperwork required by FLUGSA,
 - c. and are not in arrears with FLUGSA.

Clubs who have prior season unpaid fines MAY NOT enter ANY teams in ANY FLUGSA division for the next season.

- B. Clubs are required to designate a club representative, an alternate, and provide an e-mail address, and work, home, and cell phone number for both as well as the club president. Additionally, each club must provide a club

mailing address. A contact from every club will be posted on the league website. Club websites will also be posted. Clubs will be considered current members based upon above criteria and that they have fielded a team in the previous season (either early or regular). Any club that does not submit a team to play in either early or regular season must notify the league as to their intention of continuing membership in the league. Any club who does not field a team and that has not responded to league attempts to contact them, will no longer be considered a member club and will forfeit their league deposit. A club however may ask to go on inactive membership from the league and only be required to pay that season's annual club fee. Once a club re-applies to become an active member, they will regain their vote.

- C. FLUGSA welcomes clubs to apply for membership. To be considered for membership, a club must be a member of FYSA and in good standing with FYSA. FLUGSA's Executive Vice-President will oversee all new applications for membership into FLUGSA.
- D. Any club representative, alternate, and/or their proxy who misses a designated meeting that is mandatory for their club, the club shall be fined (see fee schedule). If a club/alternate/proxy misses two consecutive meetings, the club shall lose voting privileges and be assigned fees (see fee schedule). (revised 5/31/08 AGM). Upon attending two (2) consecutive meetings, FLUGSA will reinstate the clubs voting privilege. Clubs will be allowed to use a proxy a maximum of three times during a seasonal year. A seasonal year is defined as August 1st - July 31st. Clubs using a proxy will not be fined for non-attendance. For the Annual General Meeting and any meetings where scheduling is on the agenda, use of a proxy is prohibited.
- E. A league deposit shall be required of each club per attached fee schedule. This deposit must be on file at all times with the league. This deposit is to ensure that all league fees, fines, and dues are paid. Clubs will be billed for any fees, fines, dues, etc. in a timely matter once they are incurred. Once a club has been notified, it shall have thirty days to comply with payment. Any club not paying these fees, fines, dues, etc. will result in funds being removed from the club's league deposit. Once this occurs, the club shall be on probation for the following three (3) years. The league deposit shall be maintained at the minimum set by FLUGSA or further play and membership shall be suspended. The league deposit fee shall be equal to the highest fee in the fee schedule.
- F. Any member club, withdrawing one (1) or more teams after declaration for whatever reason, will be fined in accordance to the attached fee schedule.
- G. Each club will designate in writing, by the July monthly meeting, their club president, club representatives/alternate, referee assignor, and home fields. At least one official from EVERY club MUST attend an annual FLUGSA Club Rep update workshop/orientation conducted by a member of the FLUGSA Executive Board. The purpose of this orientation is to update all clubs of new changes and to train new clubs (and their reps) as to what the responsibilities of a club rep are. Existing reps will only be required to attend the "new rules/regulations" portion of the workshop.
- H. League Officers and members of the Executive Board MAY NOT be a club representative. They may however proxy for a club for voting and attendance purposes, provided the President or Secretary is notified 48 hours in advance in writing.

ARTICLE – V- a BOARD OF DIRECTORS/OFFICERS

- A. The Elected Executive Board of Directors positions of the association shall be: President, Executive Vice President, Secretary, and Treasurer. Each elected position is for a two-year term. Non-elected positions of the Executive Board of Directors are Arbiter, and Divisional Coordinators. These will be solicited from the membership, are appointed by the elected officers, and are not for any specific term length. All Executive Board members shall be entitled to one (1) vote as an officer, with the exception of the President who votes only in case of a tie. No member of the Executive Board shall be an officer of any member club. Additionally, they are NOT allowed to be club representatives or alternate club reps. However, Executive Board members can be given a proxy by any club in accordance with Article IV Section B.
- B. The business affairs of FLUGSA shall be managed by the Executive Board of Directors and/or any such committees as may be deemed necessary.

- C. The Board of Directors will consist of all club representatives, the Technical Advisory Board, and the Executive Board of Directors.

ARTICLE – V- b DUTIES/RESPONSIBILITIES of BOD/OFFICERS

A. Duties of the President - The President is CEO of FLUGSA and shall:

- Preside at all board meetings, special meetings, and annual meetings.
- Cast the deciding vote at official board meetings in the event of a tie.
- Appoint all committee chairpersons deemed necessary by the board.
- Prepare agendas in advance of regular FLUGSA meetings.
- Represent FLUGSA at all FYSA functions.

B. Duties of the Executive VP - The Executive VP shall:

- Assume the powers of the President in his/her absence.
- Be responsible for, and act as coordinator, in all matters pertaining to game schedules, post-ponements and rescheduling of all competition.
- Be responsible for maintaining an accurate record of game results, association standings, and publishing it. Overseeing the day-to-day game operations.
- Oversees membership process for clubs applying for membership.

C. Duties of the Secretary – The Secretary shall:

- Record the minutes of all official association meetings.
- Maintain the official files of the association, including files of team coaches and rosters.
- Be responsible for, and act as coordinator for, all information releases as well as responsible to any correspondence.

D. Duties of the Treasurer – The Treasurer shall:

- Manage all finances of this association.
- Be responsible for directing all association purchases and making payment thereof.
- At each year's Annual General Meeting, provide to all in attendance a balance sheet for the year just completed. It will list detailed disbursements and monies collected.
- Make all financial documents available, within 30 days, to the FLUGSA Board of Directors upon request.

E. Duties of the Arbiter – The Arbiter shall:

- Administer red cards.
- Handle all incidents involving players, coaches, parents and clubs.

G. Technical Advisory Board

A minimum of three people who, in the opinion of the Executive Board of Directors, are knowledgeable in all aspects of the actual game. These people should be DOC's but are not required to be. They serve at the discretion of the Executive Board and advise the Board as to rules of the game and how to make the game better. They are to be involved in all decisions that affect anything having to do with the actual playing of the game.

ARTICLE – V- c IMPEACHMENT/RESIGNATION OF OFFICERS

- A. Any officer may resign from the association upon written request to the Board of Directors. If the President resigns, the Executive VP automatically assumes the role of the President.
- B. Any officer or member club and any team within that club may be suspended and/or expelled by a 3/4 vote of the Board of Directors present at a regularly scheduled meeting or a special meeting called for that purpose. Notice of any board meeting for the purpose of removing and/or expelling must be mailed to all voting members of the Board and the individual involved ten (10) days prior to the date set for the said meeting.
- C. If an officer resigns in “mid-term”, the replacement officer will be nominated by the President and shall fill the remaining term of said officer. The ratification of any replacement officer is a simple majority vote of the Executive Board.

ARTICLE – V-d ELECTION OF OFFICERS

- A. All officers of the association shall be elected bi-annually by the voting members and shall hold office for the term of two years or until their successors are duly elected or appointed. For the 2010-2011 season, the Treasurer and Executive VP will be elected. For the 2011-2012 season, the President and Secretary will be voted upon.
- B. A majority of the “qualified votes” of the Board of Directors as defined in Article VI Section C shall constitute a quorum. For the purpose of this election, each member shall cast a ballot(s) according to Article VI Section C.
- C. Declarations for any elected Executive Board office must be submitted to the Secretary in writing thirty (30) days prior to the AGM.
- D. Family members may not serve together in any Board position, Executive or Appointed as this presents a direct conflict of interest.

ARTICLE - VIMEETINGS

- A. An Annual General Meeting recapping the previous year’s season, proposing MAJOR by-law changes and providing for the election of officers, shall be held in accordance with the by-laws no later than the earliest try-out date of each seasonal year.
- B. A maximum of eight (8) regular in person meetings to be held at a central location (revised 5/31/08 AGM). Special meetings may be called by the President or by three (3) members of the Board provided proper notification of 48 hours is given all members of the Board by the President. A club may give a proxy to another club for the purposes of representation/attendance and voting. The Secretary and the Executive Vice President must receive the proxy 48 hours prior to the meeting.
- C. A simple majority of “qualified votes” of the Board of Directors shall constitute a quorum. “Qualified votes” shall be defined as those clubs in good standing, and those clubs who have NOT lost voting rights due to meeting non-attendance. The number of votes each club receives is proportionate with the number of teams they have who played in the previous season. A club who has 0-3 teams in the total previous year’s season has one vote (revised 05/31/08). A club with 4-8 teams gets two votes. A club with 9 or more teams gets three votes. Roberts’s Rules of Order shall be a guide at all meetings.

ARTICLE - VII AMENDMENTS

Amendments to the constitution and by-laws may be made at any meeting. An amendment shall be deemed adopted by a majority vote of all voting members, including proxies, present at the meeting. The Executive Board may institute by-law changes, including verbiage changes and explanations, to any by-law that does not affect league play or fines imposed and their amounts.

ARTICLE – VIII REGISTRATION/TEAM DECLARATIONS/ROSTERING

- A. All declarations for both early and regular season will be submitted in writing via US mail or via email. The appropriate club registration fee, individual team fees, must be received within one week of team declaration via

email or included with the written declaration via US mail. All teams up to and including U12 must purchase t-shirts. No declarations will be accepted without a check in the full amount due. Regarding early season, open only to teams U15 and above, each team must also submit a FLUGSA Evaluation Sheet and declare on this sheet which division they want to be placed in. For Early Season, teams may not be grouped by ages, rather into Divisions. For regular season, all U13 & U14 teams must also submit a FLUGSA Evaluation Sheet. All team rosters MUST conform to all published FLUGSA and FYSA rules and guidelines when the team is declared. This includes: a) all teams MUST have at least the minimum number of players for a team (Ex. U13 and above must have 11 girls PRIMARILY rostered.) b) if a team has a player playing up more than rules presently allowed, the required written approval MUST accompany the registration form. (revised 10/16/2008)

- B. Any and all teams wishing to play in FLUGSA MUST be league coded to FLUGSA. This is mandatory so that the Executive Board can check State Generated Rosters in case player eligibility is questioned. Any team that is NOT FLUGSA league coded will not be eligible to declare a team in FLUGSA. (Ex. If a team plays in the Treasure Coast League, when this team is being registered with FYSA, the team code must end in if XGS team wants to compete in FLUGSA.) Merging clubs will recognized by FYSA designation (revised 05/31/08). If a team plays in league other than FLUGSA, that team must change their team code with FYSA to end in XGS. Revised 10/16/2008
- C. All players MUST be registered with FYSA and appear on an FYSA State Generated Roster at least five days prior to their first league game. Every player who is playing must be rostered to a team.
- D. Roster size for U9 thru U10 will be a maximum of twelve (12). All other age groups fall under the FYSA guidelines of eighteen (18) for U11 to U16 and twenty-two (22) for U 17 and above.

ARTICLE – IX – THE GAME

- A. The rules of play shall be official rules as published by FIFA/USSF/FYSA as modified by FLUGSA. All clubs are required to provide EVERY CLUB BOARD MEMBER, COACH, TEAM MANAGER, AND THEIR REFEREE ASSIGNOR with current FLUGSA rules. No person in an executive position with any club should ever be able to say “I don’t know the rules”.
- B. Each club representative is responsible for entering all of their teams’ scores on-line by use of the automated software system, including Academy age groups. As of 8pm Tuesday, the automated system will become “locked” and no further scores will be accepted. Any club not entering their teams’ scores by 8pm Tuesday will be subject to a non-reporting fee per team score not reports as per the attached fee schedule.
- C. For purposes of determining team standings within each division, the winning team shall be awarded five points, and the losing team zero points. In the event of a tie, each team shall be awarded two points.
- D. An official state generated FYSA State Roster will be taken from the FYSA site no later than five (5) days prior to the start of each season. If a team questions the validity of any player participating in a game, they are to notify the appropriate divisional coordinator IMMEDIATELY and request the referee to document the protest on the game report. The game must still be played, but the questioning team will be allowed to protest the game WITHOUT a protest fine providing that the proper procedures for filing a protest are followed. Another FYSA State generated roster must be sent by Jan. 25th to the secretary and will be designated as that team’s official playoff roster. If a player is dual registered to two teams, both of whom make that playoffs, it will be REQUIRED that the club rep notify ALL FLUGSA Executive Board members which one team the player will play with, no less than 10 days prior to the start of the playoffs. If notification is NOT received, then the player can only play for their PRIMARY coded team in the playoffs. In any case, a player may only play on one FLUGSA team for playoffs.
- E. At the season’s end, should two or more teams be tied in point standings, in order to determine playoff teams and seedings, the following tie-breaking procedures shall be used: Previous League Head-to-Head competition, followed by previous League Goal Differential in Head-to-Head games, followed by previous League Goal Differential in all games with a maximum of three goals per game, followed by Least Goals Allowed. If no clear winner is determined, then the tied teams will have a head to head regulation game to determine who makes the playoffs. If two teams are qualified for playoffs and all that is to be determined is seeding a coin flip will be held to decide seedings. The Executive Officers and/or assignee shall have final determination of play-off seeding.
- F. There shall be Regular Season League Playoffs to determine League Champions and runners-up with trophies

being awarded to overall champions and runners-up. No trophies are awarded for early season play or any state division.

- G. The coach is responsible for their own conduct, the conduct of their players, other coaches and parents/spectators before, during, and after the games. Any of the above may be ejected at any time if, in the opinion of the referee, their conduct warrants ejection. The referee will warn a coach who does not keep their parents under control. The referee as a result of parent's action may eject the coach. If no other carded coach is available, game ends as a forfeit. There is a minimum one game suspension for ejection. There is NO forfeit fee assessed for a game in which a coach is removed, and no other person is able to coach the team. Revised 10/16/2008
- H. Disciplinary action for players'/coaches' misconduct shall be in accordance with FYSA rules and regulations will be determined by the Arbiter.
- I. Any team leaving the field of play before the officially designated end of the game shall be deemed to be in forfeiture.
- J. There is a fee (see attached schedule) per game for teams that reschedule without written approval from the Executive Vice President or designated FLUGSA official before the game is played. No non-rainout game may be rescheduled two weeks after the "freezing" of that season's schedule without written approval by the Executive Vice President. Upon publishing of the preliminary schedules, club reps will be responsible for making ANY & ALL changes on-line using the scheduling software. All games postponed by rainouts (except for extenuating circumstances i.e. hurricanes) must be rescheduled within seven days of the non-played game. Both coaches should report the rainout to their respective club rep, and the Club Reps, not coaches, will attempt to work out a make-up day and time. If after seven days the game has not been rescheduled, the Executive Vice President shall reschedule that game and their decision is final. If one of the teams does not agree to the make-up date, it will be considered a forfeit and appropriate fines/penalties will be assessed. All scheduled FLUGSA games MUST be played within the seasonal year. If a game is cancelled due to weather and the game is not made up, the HOME team will receive a forfeit and be fined appropriately. No tournament games shall be allowed to be used as league make-up games. No coach can cancel a game due to weather conditions; this is left to the discretion of the Referee and/or the field's presiding authority. Club representatives are responsible for ensuring that opposing team coaches are notified, as far in advance as possible, if for any reason fields are closed. If a game is suspended due to foul weather, the game will be considered complete if the first half of play has been concluded. If a game is suspended during the first half of play, the entire game must be rescheduled. There is NO time limit for rain delays in a game. The only way a game can be suspended is by the decision of the referee, or by closure of the field by officials. Revised 10/16/2008
- K. ROSTERS: All teams U11 and above must be 50% age appropriate on their rosters at the beginning of the season and MUST remain at 50% throughout the season. If guest players are used, the "fielded roster" must still be at 50% age appropriate or penalties outlined will be enforced. The Executive Board of FLUGSA will review these rosters. If a team is found to be less than 50% age appropriate, the team will be disqualified and any and all games played with this illegal team will become forfeits and fined in accordance with attached fee schedule for each infraction plus 100% of the referee costs. Any team may be allowed to petition to the FLUGSA Technical Advisory Board and FLUGSA Executive Board to play up. Final approval to play up must be granted by the Executive Board. All players MUST be registered properly and legally with FYSA. Any team fielding illegal players will have all games in which illegal players participated in declared forfeits; club will be fined a fee in accordance with attached fee schedule per game for each game illegal player was used, and be responsible for all referee fees for said games. In addition coaches and possibly club officials will be suspended from coaching. **All rosters must be completely filled out. Player numbers MUST be listed; guest players MUST appear in guest player section. Any roster not being filled out completely will be considered to be an improper roster and clubs will be fined the appropriate amount listed in our fines section. Each item not completed will be fined individually.**
- L. GUEST PLAYERS: The maximum number of guest players allowed per team per game is three (3) for 11v11 and 8v8; two (2) for 6v6. No player may play on more than one FLUGSA team on the same day. Guest players may ONLY come from within your club. Guest players MAY NOT play on a lower Division team within their same age

group. **This applies not only to FLUGSA designated divisions, but also to any other league in which the team plays in a state or premier division. A premier division is defined as a division within a league where a team must meet certain criteria based upon that team's ability in order to be accepted to play. ie...a division where everyone who applies DOES NOT get accepted to play.** Guest players MUST be listed as guest players on the game roster. (ex. A player playing for a team registered in the State Division or Premier Division cannot GUEST play for any team in a regular season FLUGSA game).

- M. ACADEMY PLAY: The league will only offer Academy style play in some of the younger age groups. Academy style play is defined as Developmental Academy Program which shall consist of the following:
- a. Each age group will continue to have separate divisions to anticipate and afford for different levels of players within an age group the opportunity to have forums for players with different levels of performance. Clubs on the outlying fringes of our geography, regions outside the tri-county area, will be allowed to enter teams in academy play only if there are an adequate number of teams (at the age level they are applying to play in) agreeable in writing to play those outlying clubs at their outlying home sites or if outlying clubs will play all away games. In such case, only those clubs agreeable to play teams from outlying clubs at their home sites will be scheduled to play those teams from outlying clubs at their outlying home sites.
 - b. There will be no more than ten (10) regular season league games for U9's and U10's; no more than 12 for U11's.; there will be no recorded scores or standings on the web site. Clubs however must submit scores each week, as per Article IX Section B.
 - c. There will be MANDATORY PARTICIPATION in an end of the year festival in early February for **ALL ACADEMY TEAMS**. This will be used to help determine brackets for the next year's divisions. All players in these age groups will receive a participation medal for playing.
- N. DUAL ROSTERED PLAYERS:
- a. No dual rostered player can play more than one game in one day for any team other than their primary rostered team. A game is defined as that time period that has a definite beginning and end.
 - b. Any player who is **PRIMARY** rostered to a State or Premier Division team cannot play for a lower division team in FLUGSA. This applies not only to FLUGSA designated divisions, but also to any other league in which a team plays in a State or Premier division. For example, a player who is **PRIMARY** rostered to an R3P or FSL team cannot play for a FLUGSA team.

ARTICLE – X FLUGSA GAME RULES

- A. Referees/Referee Fees/FLUGSA Three Part Rosters - Home teams are responsible for arranging for referees. All clubs must use currently registered USSF referees assigned by a currently certified USSF Referee Assignor. If no referee is at the field, and none can arrive at the field so game can kickoff within **thirty minutes** of the published on-line scheduled game time, the home team will be assessed a forfeit and the visiting team shall be declared the winner of the match. Appropriate forfeit fees will be applied. Referee fees will be split 50/50 between each team unless a forfeit occurs. In case a full referee crew is not present, the total referee fees are **not** to be split between those referees who show up. The Center Referee and Assistant Referee will be paid their regular rate. The additional money will remain with the two clubs. If for any reason other than weather a game is not played **DO NOT PAY THE REFEREES AT THE FIELD**. For all games where both teams are present, referees are to be paid prior to the game commencement. FLUGSA **does not** pay referee fees for any event including jamborees and playoffs. The official FLUGSA THREE PART team roster is the Official League Game Day roster and must be used for all jamborees, early season, regular season, and post-season FLUGSA games. Failure to use this roster will result in the club being fined as outlined in our fine schedule. Each team shall fill out a roster and turn it in to the Referee prior to the game. At the end of the game the Referee will give the opposing coaches a copy of the other team's roster. TEAMS are REQUIRED to keep ALL copies of these completed game day reports for the entire season.
- B. Passes – All players and coaches must have official FYSA passes for the current seasonal year and must appear as birth verified on the pass and the FYSA State Generated rosters. All FYSA official passes must have

a current picture attached. No player will be allowed to play in a game if she does not have a verified current pass, is NOT on the Official FYSA State Generated roster, or is not accepted by the referee. No player will be allowed to play if her official pass is not laminated. If a player's pass picture does not look like the girl who is identifying themselves to be said girl, referees/FLUGSA officials may ask for a second form of photo identification to confirm girl is who she says she is. If none is available, player can be withheld from playing in game by referee.

- C. Coaches - For each FLUGSA game a maximum of 3-CARDED coaches may be on the sidelines and roster for a game. If at game time there is no carded coach, the game is considered a forfeit. A carded coach must be on bench throughout the entire game. If a coach is thrown out and another carded coach is not available at the field, the game ends. Coaches and player substitutes must remain on the bench or in the immediate vicinity of the team's bench area while the game is in progress. All coaches must report scores to their club representative on the game day. A carded coach is a person carded to the same club.
- D. Equipment -All players will be required to wear shin guards to be worn beneath game socks at all times while participating in a game. A player wearing an orthopedic brace may not participate in any game unless she can present a written doctor's release, a written parent's release, and she is approved for play by the referee. Players wearing an orthopedic cast shall not be eligible to participate in any game. FYSA rules prevail on this topic.
- E. Uniforms -The home team is responsible if there is a jersey color conflict and will make a change. All jerseys including the alternate jersey must have numbers. The uniform of both goalkeepers must be distinctly different from the uniform of each competing team.
- F. Fields - Each club will designate fields as their "home fields" and the league will be provided with a listing of these fields before the start of the season. All clubs must play their games on their designated home fields. The home team will be responsible for the condition of the grounds, proper field markings and equipment. Nets and corner flags (or cones) are required. The Referee's judgment in these matters, according to the laws of the game, shall be final and unchallenged. Away coaches are responsible for checking the game time and field location, 48 hours prior to the game.
- G. Rescheduling of games - Games cannot be cancelled once the schedule is frozen without approval of the Executive Vice President. In cases of emergency, the home team must be given at least 48 hours notice to cancel a game or the visiting team will be responsible for the entire referee fees as set in FLUGSA rules.
- H. A team must have a minimum number of players to play a league game. U9-U10 must have a minimum of 4 players; U11-U12 must have a minimum of 5 players; U13 and above must have a minimum of 7 players. U9 to U12's must play under USYSA modified rules. Any team not showing up within fifteen (15) minutes after the published scheduled time shall forfeit the game and be responsible for the entire Referee fees. They shall also be assessed a fee as per the attached schedule.
- I. If in a game a red card is issued, it is mandated that BOTH coaches must fax game rosters to the Arbiter within 48 hours. The fine shall be \$25.00 per day after the initial 48 hours for each day the game roster is not received. The HOME team is required to provide a supplemental report on all red cards to the Arbiter within 48 hours of notification. The fine shall be \$25.00 per day after initial 48 hours for each day the supplemental report is not received. For games in which suspended individuals are sitting out their suspension, coaches must fax copies of the game report in which the player or coach is sitting out and it must be so noted on the report by the referee. These must be faxed to the Arbiter within 48 hours of completion of game. The fine shall be \$25.00 per day after the initial 48 hours for each day the game report is not received. Any questions regarding Red Card procedure should be directed to the Arbiter. Additionally ANY RED CARDS issued at ANY sanctioned out of area tournament MUST be reported to the Arbiter within 48 hours of said infraction. Any coach given a red card or suspended will NOT be allowed to be at the field for games he/she is sitting out. This includes being on parents sideline, behind fencing, or anywhere near the field. The suspended coach's name must be listed on the roster as sitting out suspension. Any coach found at field while he/she is serving red card suspension can be suspended from coaching in FLUGSA permanently, and club officials are also eligible to coaching suspension if they are coaches. Finally, the club may lose voting power within FLUGSA.

- J. The league has a mercy rule. Once a score differential reaches eight (8) the game is ended providing that at least half of the game has been played. If at end of first half goal differential is eight or more, the game is ended. As soon as the goal differential reaches eight in 2nd half, the game ends immediately. This will apply to all age groups in all FLUGSA games. Revised 10/16/2008
- K. All teams (Division One and Division Two, U14 and below) must participate in ALL POST SEASON events. If a U15 to U18 team declares their intent to participate in a post season event and then withdraws once the schedule has been posted, they will be assessed withdrawal of declared team fee as per fee schedule. The only exceptions will be for any club who is participating in FYSA Region Cup games has a Region Cup conflict. During playoffs any game that results in a tie after regulation time, will proceed to 2 five-minute overtime periods. If after that, the game continues to remain a tie, the game will be decided by penalty kicks. The first round of PK's will be a best of 5. If still tied, PK's continue until one-player scores and other misses. Both teams must have an equal number of shots to score. To participate in PK's, player MUST be on the field at the end of the 2nd overtime.
- L. Restriction on Punts and Free Kicks in Small-sided Games - In all small sided games (U9 through U12), an indirect free kick from the center mark will be awarded to the opponent when a goal keeper punts, or a player kicks a free kick from one penalty area to the other penalty area without the ball being played first by another player.

Article XI - PROTESTS

- A. Protests are to be presented to the referee on the field, noted on the game report, and called in to the Club Representative within 48 hours. The Club Representative will immediately report to the Arbiter and submit the protest in writing to the Arbiter within three days. No protest will be heard without the Referee game report.
- B. A protest fee (see attached schedule) must accompany the written protest. Protest fees will be returned if the protest is upheld and forfeited if the protest is denied.
- C. A protest decision made by the Arbiter and/or Arbitration committee is final within the association.

DURATION OF GAME:

AGE 17/18	2-45 MINUTE HALVES	SIZE #5 BALL
15/16	2-40 MINUTE HALVES	SIZE #5 BALL
13/14	2-35 MINUTE HALVES	SIZE #5 BALL
11/12	2-30 MINUTE HALVES	SIZE #4 BALL
9/10	2-25 MINUTE HALVES	SIZE #4 BALL

Substitutions (unlimited):

- A. Prior to a throw-in in a team's favor
- B. Prior to a goal kick in either team's favor
- C. After a goal by either team
- D. After an injury by either team, with the referee's permission and after play has stopped
- E. Half time

A substitute shall not enter the field of play unless the player she is replacing has left and then only after having received a signal from the referee. The player shall enter the field of play from the halfway line. Referee's MUST be notified of Keeper Changes.

A one-minute per half water break per FYSA guidelines is required. The clock continues to run; players must remain on the field; COACHING is NOT allowed during the water break!

INFRACTION CONSEQUENCES:

FLUGSA WILL USE THE GUIDELINES SET BY FYSA AS OUR MINIMUMS.

SCHEDULE OF FEES

CLUB

- \$300 League deposit fee
- \$100 Yearly Club registration fee
- \$100 Individual team fee per team per season. (Early & regular seasons)
- \$50 Missed meeting; fine posted after two (2) consecutive missed meetings
- \$300 Withdrawal of declared team
- \$300 Missing annual general meeting

GAME

- \$50 Late-fee per game for not entering scores online
- \$500 Protest of Game
- \$50 Non-approved schedule change
- \$300 Forfeit fee + Full Referee fees for age group
- \$50 Non-played games fee
- \$50 Use of Roster form other than a current FLUGSA roster form
- \$100 Improper completion of game-day roster. This fine is PER ITEM not completed!