

Central Florida Soccer League Rules

CFSL
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Administrative Rules

Team Registration

Rosters and Player Passes

1. A team may have no more than 22 players on its roster.
2. All players on a roster must obtain a current and signed player pass, valid only for that team.
3. Player passes must have a current color photo.

Player Team Eligibility

1. A player must be released from his current team before being added to another team in the same division.
2. A player may only play on one team per division.
3. A player may only play on at most two teams in the league.
 - a. A separate player pass is required for each team (Dual Registered).

Add/Drop Procedure and Fees

1. Player registration and player release forms are available from the league website, and must be submitted to the league office by the specified deadlines.
2. The deadline for new player registration is four (4) days prior to the next scheduled match.
3. No drops are allowed after the eighth (8th) match of the season.
4. No adds are allowed after the eighth (8th) match of the season.

Over 30 Eligibility

1. Players must reach the age of 30 (25 for goalkeeper) by December 31st to be eligible for the Fall or Spring seasons.
2. Any player who is eligible for goalkeeper only must have his player pass marked as such by the league office.
3. A goalkeeper only player who plays as a field player will be treated as an illegal player.

Over 40 Eligibility

1. Players must reach the age of 40 (25 for goalkeeper) by December 31st to be eligible for the Fall or Spring seasons.
2. Any player who is eligible for goalkeeper only must have his player pass marked as such by the league office.
3. A goalkeeper only player who plays as a field player will be treated as an illegal player.

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Discipline and Fines

Card Accumulation

1. Any player who accumulates three (3) or more yellow cards in one season is subject to a 1 game suspension and/or a \$25 fine by the league, this is based on the nature of the yellow cards.
2. The league will monitor yellow cards, and the team captain shall be informed when a player is in danger of being suspended and/or fined for yellow card accumulation.

Coaches

1. If a manager/coach causes disruption in a match and the official dismisses them, they are to leave immediately and are subject to a suspension and/or fine from the league.

Red Cards

1. Any player who receives a red card shall surrender his player pass to the referee, based on their report and the league's red card committee findings, the player is subject to:
 - a. Fines and/or suspension ordered by the league president, administrator or discipline committee.
 - b. Additional penalties ordered by the league president, administrator or discipline committee.
 - c. For Verbal/Physical Assaults on a referee, the Florida State Soccer Association and the CFSL will impose separate punishments to run concurrent.

Using Illegal Players

1. Any club or team using a suspended or non-registered player shall:
 - a. Forfeit the game in which the player played or attempted to play.
 - b. Be fined by the league \$100.
 - c. Is subject to having the current captain of the team suspended.
 - d. Is subject to additional penalties ordered by the league president or discipline committee.
2. A suspended player who plays or attempts to play in a game will be suspended for a complete season and this will be added to any current suspension.

Protests

1. Team protests shall be submitted by the team representative in writing to the Executive Secretary within two (2) days of the incident-giving rise to the protest.
2. An appeal of any ruling made by this League or its representatives shall be submitted in writing to the League office within two (2) days after notification of the League decisions.
3. The protest or appeal shall include a notification of the League decision and a non-refundable fee of twenty-five (\$25.00) dollars.
4. The protest shall be acted upon within (3) business days (after receipt of the protest/appeal) and a Arbitrator or Board of Appeals appointed by the executive secretary after consulting with either the league president or either of the vice-presidents.
5. Decisions based upon the opinion of the referee are not protestable.

Fines

1. Fines of debt of any team (other than team dues) or of any person shall be paid within one week of being assessed, but before the 1st Tournament game.
2. Failure to comply shall result in suspension of such team or person.

Referees

1. If at least two (2) teams request in writing during a season that a particular Referee be assessed:
 - a. The CFSL shall pay the cost of such assessment
 - b. The assessment shall be conducted without the subject referee's knowledge.
2. The CFSL shall pay for only one assessment of a particular referee in a season.
3. Teams requesting that a particular referee not be assigned to their matches must submit the request in writing to the league office and the request is only valid for 1 season.

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Standings

Points

1. Teams receive 3 points for a win.
2. Teams receive 1 point for a tie.
3. Teams receive 0 points for a loss.

Forfeits

1. If a team forfeits prior to a scheduled match, or during a match, the score shall be recorded as 5-0.
2. In the event that a team forfeits two (2) matches in a season, the forfeiting team will be fined.
3. The President or the Executive Board will have the right to suspend a team that has forfeited two (2) or more games in a season from further league play for that current season.

Tie Breakers

1. Teams in each division will be ranked by the following criteria, in order:
 - a. Points
 - b. Wins
 - c. Goal Differential
 - d. Goals For
 - e. Goals Against
2. If two or more teams are tied based on the above criteria, their ranking will be determined by:
 - a. Points between the teams concerned
 - b. Goal Differential between the teams concerned
 - c. Goals For between the teams concerned
 - d. Goals Against between the teams concerned

Goal Difference Cap

1. When recording Goals Against or For, the most that can be accumulated in one game is five more than the other team scored.
2. Example: Final score is 9-0
 - a. The winning team will have 5 Goals For and 0 Goals Against.
 - b. The losing team will have 0 Goals For and 5 Goals Against.
3. Example: Final score is 12-5
 - c. The winning team will have 10 Goals For and 5 Goals Against.
 - d. The losing team will have 5 Goals For and 10 Goals Against.

Promotion, Relegation, Postseason

1. Promotion to a higher division and relegation to a lower division shall be based on the standing after the regular season. Division Champion and runner up move up automatically (only O40 Division is not affected), lowest 2 teams will be demoted to the next lowest division; this will be at the discretion of the CFSL Board.
2. Eligibility for CFSL Champions Cup and CFSL Presidents Cup (when in effect) shall be determined at the beginning of the season for each division by the CFSL Board.

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Competition Rules

All Central Florida Soccer League games shall be played under the current "Laws of the Game" published by FIFA, subject to specific League Rules created by the CFSL membership, the Rules and Regulations Committee and/or the CFSL Board of Directors.

All Inter-League, State and National sponsored games shall be played under the rules of the officiating organization. It is the responsibility of the participating club/team to be aware of these rules.

Rosters, Player Passes, Uniforms

1. Both teams must present complete CFSL rosters to the referee at least 10 minutes before game time.
2. All players must present a CFSL current and valid, laminated and signed player pass with photo to the referee.
 - a. Players without a valid player pass may not participate in the game or remain on the bench side of the field.
 - b. Players should be prepared to present a secondary form of ID if the validity of the identity of the player is questioned by the referee.
 - i. Referees may only use this ID to verify identity, not age or other eligibility requirements.
 - c. If a player presents a non valid pass in an attempt to deceive the referee, the referee shall:
 - i. Not allow the player to play in the game.
 - ii. Keep the presented pass.
 - iii. Send the pass and a supplemental report to the league office within two (2) days of the game.
3. Team Managers/Coaches must present a current and valid laminated CFSL Coaches pass with a color photo in order to be allowed in the bench area during a match, if the pass is not present the manager/coach must go to the spectator side of the field before kickoff.
4. All team jerseys must be numbered and be of the same color. Any player having a jersey that is unnumbered or is not of the same color with his or her team markings shall not be eligible to play in any League match. (The Goalkeeper is the exception if no # he will be listed as 0 "zero" on the roster)
5. The first team listed in any scheduled match shall be designated the home team. They shall be responsible for changing to jerseys of a different color in matches where the opposing team jerseys are similar in color.
 - a. The referee shall have final authority to determine whether the jerseys of the two opposing teams are of similar color.
6. If a player receives a red card before, during, or after the match, the referee will:
 - a. Keep that player's pass.
 - b. Send the pass and a supplemental report detailing the incident to the league office within two (2) days of the game.
7. If a player receives a yellow card before, during, or after the match, the referee will:
 - a. Mark on the team's roster/game report the person who received the yellow card with the appropriate cautionable offense code (UB, DT, PI, DR, FRD, E, L)

Playing Time

1. Teams shall be prepared to Kick Off at the scheduled match time.
2. If at least 7 players on a team are not checked in at the scheduled match time:
 - a. The referee will note on the match report that the team was late.
 - b. As soon as 7 players are checked in, the match must begin.
3. If a team is not able to field seven (7) rostered players with valid passes within 10 minutes of the scheduled match time, that team will have forfeited the match.
 - a. In the event of a forfeit, the teams may request that the referees remain for a friendly match; they are not required to do so.
 - i. All players must be registered with current valid player cards.
 - ii. All FIFA and CFSL rules will apply and be enforced, as they would be for a regular season match.

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4. If the match begins after the scheduled time, the length of the match will be reduced by the difference of the scheduled time and the actual kickoff time. Matches that begin after the scheduled time will be adjusted accordingly to play the same amount of time for both halves (80/40 min halves, 75/37.5 min halves, etc).
5. Half time shall not exceed 10 minutes.
6. If a match is terminated/abandoned during the halftime interval or during the 2nd half the match is considered completed and the score will stand. Matches that are terminated /abandoned prior to halftime will be replayed. Games ended for team encroachment/abandonment will not be replayed.

Player & Team Conduct

1. Teams are responsible for the conduct of all players, bench personnel, and fans.
2. Only players and coaches with valid passes are allowed on the team bench side of the field.
3. There is no alcohol, smoking or pets permitted at any fields, including the team bench areas, fan areas, or parking lots.
4. Obscene or abusive language is not permitted by players, bench personnel, or fans.
5. If a manager/coach cause disruption in a match and the official dismisses them, they are to leave immediately and will face a suspension and/or fine from the league.

Substitutions (Are Subject to the referee's discretion)

1. There are unlimited substitutions. (Players may re-enter the game once substituted off)
2. A player must be ready at midfield before requesting a substitution.
3. Either team can request a substitution at any stoppage.

Referee Reports

1. Referees must submit, within two (2) days of the game:
 - a. Game scores.
 - b. Game reports.
 - c. Any supplemental reports.
 - d. Any collected player passes.
 - e. Marked rosters from each team (if requested).

Coed Division

1. There can be at most seven (7) men on the field at a time.
2. Examples of legal formations:
 - a. 7 men, 4 women (Typical)
 - b. 6 men, 5 women
 - c. 4 men, 4 women
 - d. 7 men, 2 women, or 1 woman or none

Women's Division

1. Women are allowed to tape down their earrings, no hoops, only studs are to be taped.

Playoffs

1. Playoff games before the finals: If no winner at the end regulation:
 - a. Directly to kicks from the mark.
1. Finals: If no winner at the end regulation:
 - a. 2 Full 10 minute overtime halves.
 - b. If no winner after overtime, kicks from the mark.
2. If a Coed game goes to kicks from the mark:
 - a. If both teams have 4 women at the end of the match:
 1. Both teams must use 2 women in the first 5 kicks.
 2. No requirement after this initial group.
 - b. If one or both teams have 1-3 women at the end of the match:
 1. Both teams must use 1 woman in the first five kicks.
 2. No requirement after this initial group.
 - c. If one or both teams have no women at the end of the match:
 1. Neither team required to use a woman in kicks.