

FLORIDA STATE CUP REFEREE PROCEDURES

Pre-Game Procedures

1. Pick up the **Game Envelope** from the **Registration Area**. The Game Envelope will include a **Game Card**, a **Substitution Card** (if U15+) and a **Supplemental Report**. The Game Card will not have the rosters printed on them as referees will use the State Cup Approved Roster during check-in.
2. At the field, each Team will provide a **State Cup Approved Stamped Roster**, **FYSA Passes** and **Referee Payment**. Individuals crossed off on the Roster are ineligible to participate. **A team who presents their passes without a State Cup Approved Stamped Roster cannot be checked in** and must be directed to the Registration Area.
3. **CHECK IN** - Notations must be made on each roster. **The following items must be noted:**
 - a. **Players at the field using a check mark** as well as any number changes.
 - b. **Coaches at the field using a check mark.**
 - c. **Players and/or Coaches who are serving suspension.** These players cannot be dressed in uniform, but may sit on the bench. Suspended Coaches cannot be present at the complex. Let a State Representative know of any issues.

Game Procedures

4. In Round 1 and 2, the games do not consist of any Overtime or Penalty Kicks.
 - a. **U13 and U14** teams play two **35 Minute Halves**
 - b. **U15 and U16** teams play two **40 Minute Halves**
 - c. **U17 and U18** teams play two **45 Minute Halves**
5. All U15+ games are **Limited Substitutions** (no re-entry per half). Substitutions must be documented on the Substitution Card.
6. **At the beginning of each half, coaches must provide the Passes of their team's starting 11.** AR1 should hold these passes. At the time of substitution, **the incoming player must present AR1 with his/her pass** prior to entering the game.
7. **Water Breaks** should not be executed unless directed by the Site Director, who will be in contact with both the Referee Assignor and Field Marshals.
8. **Referees** are encouraged to dismiss any unruly spectators and have authority to pause the game for a parent to leave, dismiss all parents from the sidelines or abandon the match in cases where personal safety is threatened.

Any Player ejected from the game must be accompanied off the field by the Team Manager or State Representative.

Post-Game Procedures

9. **If any player or coach is dismissed**, the referee should keep the pass and insert it into the **Game Envelope**. All other passes must be returned to the Team Manager at the conclusion of the match.
10. Have a Team Rep from each team sign the **Completed Game Card** after verifying the **Score** and **Red/Yellow Cards** for accuracy.
11. Return the **Game Envelope**, which will include the **Red Card Passes**, **Completed Game Card** and **Marked Rosters**, to the **Registration Area**. Complete a **Supplemental Report** for any send-offs, including **Double Yellows**.

