

— REFEREE ASSIGNOR
BRIEFING



NATIONAL 1 LEAGUE

— AGEND

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GAME DAY STANDARDS

Check In, Game Ball, Uniforms, Length
& Fees

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of the Game

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Guidelines, match reporting, and
helpful resources

01

GAME DAY STANDARDS

Check In, Game Ball, Uniforms, Length & Fees

CHECK IN, GAME BALL, &

U GAME BALL SIZE AND UNIFORM COLORS ARE **THE SAME** ACROSS EVERY FCL LEAGUE, INCLUDING N1

- U13–U18/19: **Size 5** ball (home provides)
- Referees should provide **appropriate stoppage time**

Every player, coach and staff on the bench **must** have a US Club passcard — digital accepted

- **NO WRITE-INS ON ROSTERS; Players must appear on the roster.**

Any US Club Carded Coach can coach a team if rostered coach was red carded or missed the match.

STANDARD UNIFORM POLICY

Home: light. Away: dark.

30 MINUTES BEFORE SCHEDULED KICKOFF

TWO-GAME / TRAVEL WEEKEND

Game 1 (Saturday): **Home light / Away dark** — standard

Game 2 (Sunday): **Home dark / Away light** — colors reverse

In the event of a color conflict, the AWAY team is required to change.

GAME LENGTH BY AGE GROUP

AGE GROUP	HALVES	HALF-TIME
U13	2 x 35 min	10 min
U14 N1 ONLY	2 x 35 min	10 min
U15 / U16	2 x 40 min	10 min
U17 & U18/19	2 x 45 min	10 min

**N1 U14 IS THE
EXCEPTION**

Every other FCL league plays U14 at 2 x 40 minutes. In N1 it is 35-minute halves — confirm which competition you’re assigned before kickoff.

REFEREE FEES & CREWS

AGE GROUP	TOTAL	BREAKDOWN
U13	\$200	\$80 / \$60 / \$60
U14 / U15 / U16	\$205	\$85 / \$60 / \$60
U17 & U18/19	\$250	\$100 / \$75 / \$75
SAME FEES FOR ALL LEAGUES Referee fees are paid by the HOME team.		

CREW MINIMUM
Three licensed referees for every N1 match, assigned through a current USSF certified assignor. Referees are assigned by the HOME club, not FCL. If club fails to assign referees they will be fined for each missing referee.

Arrival: referees should arrive 30 minutes before scheduled kickoff. Fees are paid by the home team.

NOTE: FCL does not dictate Referee Assignors contracts with Clubs. We only set the standard pricing for the league when 3 referees appear and the match is played to completion.

REFEREE NO-SHOW

TEAMS WAIT 15 MINUTES PAST SCHEDULED KICKOFF FOR A MISSING REFEREE

Work through these questions in order.

1

Did the missing referee provide an ETA?
Home club must call the referee & assignor

YES →



Match May Begin as Scheduled

The assigned referee assumes full duties at the next natural stoppage in play.

↓ NO

2

After the grace period, are at least two age-appropriate assigned referees present?

YES →



The Match Must Be Played

Center missing: higher-certified AR takes center for the entire match, if qualified and willing.

AR missing: center favors uncovered half; AR works spectators' sideline.

↓ NO

3

Is a neutral club linesman available?

YES →



Club Linesman May Assist

Must be a US Club credentialed adult, not rostered to either team, approved by away team. Signals ball in/out of play only (**no offside, no fouls**).

↓ NO

Fewer Than Two Refs → Reschedule

The match must be rescheduled. Home team travels and pays all referee fees on reschedule.

15 MIN GRACE PERIOD

If no qualifying club linesman is available or approved: the match is played with two referees (never grounds for delay, protest, or replay)

WEATHER & LIGHTNING

Play is suspended **immediately** when a strike is confirmed within ten miles. Everyone vacates the field and seeks shelter.

10 mi

DETECTION RADIUS

A detection system or app confirming a strike inside ten miles stops play. Thor Guard facilities follow their own protocols, but verified lightning inside ten miles still stops play.

30 min

BEFORE RESTART

The countdown runs from the last strike, and any new strike resets it. Play cannot resume until a full thirty minutes passes strike-free.

60 min

MAXIMUM DELAY

A bright-line rule, whether the match has kicked off or not. It extends only if both teams agree to keep waiting.

Nobody leaves early. Teams stay until the delay window expires or the referees abandon the match. **Leaving early is a 3-0 forfeit.**

Suspended before halftime? If it cannot resume inside the window, the match is rescheduled in consultation with the League.

02

N1-SPECIFIC DIFFERENCES

What Changes for National 1 Matches

— FCL EXCEPTION FOR NATIONAL 1

SUBSTITUTIONS

3

SUBSTITUTION MOMENTS PER HALF, PER TEAM

WATER BREAKS

Water breaks **do not count** as a substitution moment.

RE-ENTRY

Substituted players **may re-enter at any time** , provided they were taken off during a stoppage in play.

AT THE HALFWAY LINE

All substitutions are made at the **halfway point of the field** . Coaches and staff must ensure that happens.

INJURIES

An injury substitution uses a moment. With **none left** , the injured player leaves and you play a player down until moments reset.

HEAD INJURIES

A head-injury evaluation does **not** use a moment. If cleared, the player re-enters in place of the substitute. A healthcare professional must be presented to the referee before kickoff, or re-entry is not permitted.

NO SIDE DEALS

Coaches may not agree to deviate from the substitution policy.

HEAD INJURIES

ANY PLAYER SUSPECTED OF A HEAD INJURY **MUST BE EVALUATED BEFORE RETURNING TO PLAY**

- Evaluation must be by a **licensed medical professional**, not a coach
- A head-injury evaluation **does not use a substitution moment**
- If cleared, the player **re-enters in place of the original substitute**

Referees will **not allow re-entry** unless the club's healthcare professional met with the referee before kickoff

CLUB RESPONSIBILITY — CONFIRM BEFORE KICKOFF

A healthcare pro must be presented to the referee before kickoff to be used for evaluations.

NO MOMENTS USED FOR A HEAD-INJURY EVALUATION

REFEREE'S ROLE

You decide whether an evaluation is warranted — **err toward caution**

No medical professional presented pre-match? **No re-entry** for that player, no exceptions

Note any head-injury stoppage in your match report and incident report

— RULES

LAWS OF THE GAME

In alignment with ECNL, N1 will **NOT** be adopting the following FIFA rules.

COVERING THE MOUTH

The league will **NOT** adopt the optional law regarding players covering their mouth with their hand to disguise potentially discriminatory behavior or communication because of concerns with its application in youth soccer.

To be clear, the league does not tolerate discriminatory behavior or communication of any kind, and any confirmed behavior will result in **sanctions**.

“ONLY THE CAPTAIN” PROTOCOL **MANDATORY IN 2027-28**

The league will **NOT** adopt the “Only the Captain” protocol for the 2026-27 season before it becomes mandatory in the 2027-28 season. This continues our stance from last season as the law remains optional at this point.

03

REPORTING & GUIDES

Red Card reporting and Gameday/Rule Guides

— DISCIPLINE

RED CARD REPORTING

REFEREE

- Report ALL red cards with a Supplemental Report
- Send Supplemental Report to redcard@floridacclubleagues.com, copy the assignor on the email.

WHAT TO INCLUDE

- Age group, teams, **player(s) sent off**, and the offense.

Your name, email, and phone number in case we need additional information.

DO NOT KEEP PASSES

- Do not keep a sent-off player's pass — return it to the coach or manager.
- The club separately submits their own
- Subject to disciplinary review by the PDE Committee.

YOUR TWO QUICK REFERENCE GUIDES

GAME DAY REFERENCE GUIDE

26/27

APPLIES TO

ECNL

PRE-ECNL

NI

USPCL

CCFCL

WFLCL

FLCL

[UNIFORMS]

STANDARD POLICY

HOME TEAM – light shirt, light socks, any short
AWAY TEAM – dark shirt, dark socks, any short

TWO GAME / TRAVEL WEEKEND (ECNL RL)

Game #1 (SATURDAY)
HOME TEAM – light shirt, light socks, any short
AWAY TEAM – dark shirt, dark socks, any short

Game #2 (SUNDAY)
HOME TEAM – dark shirt, dark socks, any short
AWAY TEAM – light shirt, light socks, any short

WHO CHANCES?

In case of a conflict the **AWAY TEAM** will be required to change

[SUBSTITUTIONS]

ECNL RL & NI

Teams are allowed a maximum of three (3) substitution moments per half, per team – with water breaks not considered a substitution moment. Players who are substituted may re-enter the game at any time, provided they are substituted off during a stoppage in play.
An injury substitution will count as one of those moments, and additional substitutions can be made during the same stoppage. If your team does not have any remaining substitution moments, only the injured player may be substituted off and can not be replaced.

ALL OTHER FCL LEAGUES

Substitutions are unlimited. A substitution can take place at any stoppage with the referee's permission.
Substitutions must be made at the halfway point of the field. Coaches and team staff are required to ensure that all substitutions occur within this designated area.

[GAME DAY]

WHAT YOU NEED...

ECNL RL & Pre-ECNL

- Cell Phone with the ECNL app (REQUIRED)
- All Match info & Player Cards are DIGITAL
- Electronic Check-In by referees on the field

NI and Local Premier Leagues

- Match Day Roster set for EACH game (Printed in GotSport)
- US Club Player Cards for players and staff (*digital will be accepted*)

IMPORTANT: MAX 4 Club Pass Players per Match Day Roster

[POST GAME]

WHAT TO DO...

- Referees enter scores (ECNL App and/or GotSport QR code)
- Coaches/Managers sign the Game Card/ECNL App
- Upload Game Report (GotSport only) – Home team w/in 24 hours
- Home team must verify/report score within 24 hours
- If a red card is given, follow red card procedure
- RED CARDS** – Clubs must report OWN Red Cards via FCL Form

Referee/Assignor submits Supplemental Report

Red Card Procedures and Complete Handbook of Rules on FCL website

[REFeree PAY STRUCTURE]

AGE GROUP	FEE TOTAL	FEE BREAKDOWN
U8 / U9 / U10	\$50	\$50 (Center Only)
U11 / U12	\$140	\$60 / \$40 / \$40
U12 (11v11) & U13	\$200	\$80 / \$60 / \$60
U14 / U15 / U16	\$205	\$85 / \$60 / \$60
U17 & U18/19	\$250	\$100 / \$75 / \$75
SAME FEES FOR ALL LEAGUES	Referee fees paid by HOME team	

[GAME LENGTH]

AGE GROUP	GAME LENGTH
U8 / U9 / U10	2 x 25 Min
U11 / U12	2 x 30 Min
U12 (11v11)	2 x 35 Min
U13	2 x 35 Min
U14 (NI ONLY)	2 x 35 Min
U14 / U15 / U16	2 x 40 Min
U17 & U18/19	2 x 45 Min

FLORIDA CLUB LEAGUES · 2026-27 GAME DAY REFERENCE GUIDE

FLORIDACLUBLEAGUES.COM

GAME DAY REFERENCE

What happens on game day: Rosters, Passes, the Game Card, and who is responsible for what before, during and after the match.

RULES QUICK REFERENCE

26/27

APPLIES TO

ECNL

PRE-ECNL

NI

USPCL

CCFCL

WFLCL

FLCL

[OVERALL RULES]

ALL FCL LEAGUES

PLAYER PASSES §7.4

All players and coaches must present a US Club Soccer approved pass to the referee before the match. Physical and digital passes are accepted. **No pass, no play.**
ECNL RL & Pre-ECNL check players in through the ECNL App.

MATCH REPORTS / CHECK-IN §7.3.1

All players must be printed on the match report for GotSport-run FCL leagues. No handwritten names without written FCL permission, and no player may appear on more than one roster in the same division.
ECNL RL & Pre-ECNL check-in is completed entirely in the ECNL App.

CLUB PASS §1.5 · §7.2.3

Players are tied to **ONE Primary Roster**. Age-appropriate players within the club can be added to additional teams as Club Pass players (CP). CP players are added in the Scheduling Event Roster and are limited to **4 per game**.
Primary ECNL players may not play National 1.

GAMES PER DAY §7.3.2

One game per day for all **U13-U19** teams and players. **U8-U12** may play two games per day, however may not play for two teams in the same **division** without written FCL approval.
Goalkeepers may play two matches in one day in National 1 and Local Premier ONLY. Email FCL 48 hours ahead; they must play goalkeeper in both.

GAME LENGTH §6.5

U8: 2 x 25
U11 / U12: 2 x 30
U14 / U15 / U16: 2 x 40
U14 National 1 plays 2 x 35 (NI §5.2).
U9 / U10: 2 x 25
U12 (11v11) & U13: 2 x 35
U17 / U18 / U19: 2 x 45

KICK-OFF GRACE PERIOD §2.3

15 minutes past the scheduled start. A team must have **7 players** ready to play or the match is a no-show forfeit.

REFEREE NO-SHOW §3.3

Wait **15 minutes** past kickoff. With **two** assigned referees present, **the match must be played**. With fewer than two, it is rescheduled; the home team travels and pays the referee fees.
A minimum of 3 referees must be assigned for every game U11 and up, through a current USSF certified assignor. Failure to meet the minimum is fined \$100 per referee, regardless of fault.

INCOMPLETE GAMES §6.13

The result stands if one half or more was played. If suspended earlier, the game is replayed at a time agreed by both teams with FCL. Teams causing a termination may face fines and forfeiture.

RED CARDS §4.3 · §4.5

A red card, including two cautions in one match, is a minimum **one game suspension**. A player sent off may not play the rest of that weekend.
Clubs report their OWN red cards within 24 hours via the FCL Red Card Reporting Form.

[SUBSTITUTIONS]

LEAGUE SPECIFIC · §6.11

ALL LEAGUES

Substitutions must be made at the halfway point of the field. Coaches and team staff must ensure this.

ECNL RL & NATIONAL 1

A maximum of **three (3) substitution moments per half, per team** — water breaks do not count. Substituted players may re-enter if taken off during a stoppage in play.
Coaches may not agree to deviate from this rule (NI §5.7.4).

PRE-ECNL

Unlimited substitutions with unlimited re-entry.

LOCAL PREMIER LEAGUES · U8-U18/19

Unlimited. A substitution may take place at any stoppage with the referee's permission.

INJURY SUBSTITUTIONS

If moments remain, an injury substitution uses one. If none remain, the injured player leaves and **the team plays a player down** until moments reset.

CONCUSSION SUBSTITUTIONS §6.9

A head-injury evaluation does **not** use a moment. If cleared, the player re-enters in place of the substitute. Substituting anyone else counts as a moment.

HEADING §6.8

U11 and younger may not head the ball in practice or games. **U12 and above** may head, with no restrictions in games; U12 and U13 are limited to 30 minutes of heading training per week.
A deliberate header by a restricted age group is an indirect free kick from the spot. Referees enforce by age group, not by player.

[WEATHER / LIGHTNING]

§2.5 · ALL FCL LEAGUES

- Suspend play **immediately** on a confirmed strike within **10 miles**. Vacate the field and seek safe shelter.
- A **30-minute** countdown runs from the last strike. Any new strike resets the countdown.
- Thor Guard facilities follow their own protocols. Verified lightning within 10 miles still suspends play.
- 60-minute maximum delay**. An unstarted match must begin within 60 minutes of kickoff or be rescheduled; a started match may wait 60 minutes from the stoppage. Extendable only by mutual agreement.
- Teams must **remain at the facility** until the delay expires or the referees abandon the match. Leaving early is a **3-0 forfeit**.
- Any game suspended **before** the first half is complete and unable to resume — rescheduled in consultation with FCL.

FLORIDA CLUB LEAGUES · 2026-27 RULES QUICK REFERENCE

1 OF 2

RULES QUICK REFERENCE

The rules that differ by league: Substitutions, Game Length, Club Pass, Red Cards and the Weather Policy, with Handbook sections cited.

RESOURCES AND CONTACTS

EVERYTHING ON THIS SLIDE LIVES ON THE FCL WEBSITE

floridacлубleagues.com > Resources > Referee Resources

REFEREE PROCEDURES Full regular-season procedures: game ball, uniforms, subs, no-shows, red cards, weather.	floridacлубleagues.com/referee-procedures
RED CARD REPORTING Sanction table, serving rules, and the referee’s Supplemental Report.	floridacлубleagues.com/red-card-report
REFEREE ASSIGNORS Assignor directory by club: name, email, and RL designation.	Google Sheet, shared link on Referee Resources page
FCL HANDBOOK Full rules of competition, cited by section throughout today’s deck.	floridacлубleagues.com/documents-guides

? QUESTIONS

Open floor. Ask it now, before the season starts.

