



# Florida Suncoast Soccer League 2024 Women's Division Team Registration

The Florida Suncoast Soccer League (FSSL) was established in 1973 and is one of the largest competitive adult amateur soccer leagues in the state of Florida. FSSL has an established promotion & relegation model giving each division top competition.

Through its membership in Florida Adult Soccer Association (FASA) the FSSL is a member of the United State Adult Soccer Association (USASA) and US Soccer. Teams registered with Suncoast are eligible to compete in both FASA State, USASA Regional and National competitions if they qualify.

Florida Suncoast Soccer League has been sanctioned as an USASA State Premier Elite League. One of only 17 Premier Leagues throughout the country.

FSSL is a Premier Competitive Soccer League offering players ages 18+ opportunities in our seasons.

## General

The Florida Suncoast Soccer League (FSSL) Women's Program for the inaugural season, offers 1 division.

Women's Premier (Open): Playing Sunday between 9am & 1pm kickoffs

## Software

Florida Suncoast Soccer League uses Team Pass as their player registration and main league software program. All managers and players will have access to Team Pass for registration, schedules, etc.

FSSL also maintains a league website at <https://suncoastsoccer.com> The website will include links to schedules, teams by division, tournament opportunities, affiliate links, and more.

All registered Suncoast teams will also receive a Team Snap account. Team Snap is a complete team and player management system we are excited to offer FREE. Team Snap will enable managers and coaches to manage their clubs & teams in one area.

## Costs

FSSL offers many benefits to our teams and players while keeping the league costs at a minimum. Please see the following chart for costs.

- Team Registration Fee: \$500.00
- Player Registration Fee: \$45.00 per player – due upon player registration to Team Pass
  - *2024 season FASA Grant covers \$30 of player registration fee = \$15/player due*
- New Team Performance Bond: \$300.00 – due upon team registration
  - *Waived 2024 season*
- Home Field Costs: Varies – (see \*fields\* below)

- Referee Fees
  - 11v11: \$120 per team per game – cash on field (total \$240; split between home/away team)

Team Registrations will be accepted on a first come first in basis and must include the complete fee. Partial payments will not be accepted. Team Registration payments are non-refundable.

### **Team Registration fees**

Team Registration Fee covers the team registration to Suncoast for the entire seasonal year (September 1, 2024 – August 31, 2025). Team registration includes your field insurance (COI) for your home field, referee assignor fees, along with the software benefits listed above including Team Snap.

### **Player Registration Fees**

Player registration fee covers the player membership and insurance to Suncoast for the entire seasonal year (September 1, 2024 – August 31, 2025). Suncoast membership includes excess participant accident insurance plan 25k during the seasonal year. See additional participant insurance details online at SuncoastSoccer.com

### **New Teams**

New teams are welcomed to Suncoast.

New Teams are required to put up a \$300 performance bond that will be credited at the end of the season towards the following season if all the team's obligations are met including no forfeits. If team does not return the following season, bond will be forfeited. **\*\*2024 season bond waived\*\***

### **Returning Teams**

All returning teams with an outstanding balance from the prior season must be paid in full BEFORE an application for the new season will be accepted. Additionally, some teams may be required to post a bond if they owed money for fines or referee fees during the past season, or at the discretion of the Suncoast board. If you wish to register any players from a team with an outstanding balance the individual players will have to pay their portion of the team's balance before they may register.

### **Fields:**

Each team is responsible for acquiring and maintaining a Home field throughout the year. Your application must be accompanied by a letter from the management of the field you are using stating you have permission to use the field on your game days from September 2024 thru August 2025. Any dates the field is not available should be advised on the application.

**\*\*Teams using Hillsborough County Fields must work with Suncoast Office to secure fields\*\***

To alleviate the critical shortage of referees the number of games played at easily staffed venues will be higher and the use of difficult to staff fields may be lower. Games will be concentrated at locations where a single referee crew can work multiple matches. Teams that do not play at locations where we can regularly schedule multiple games will not be guaranteed an equal number of Home & Away games.

## **Referee Fees**

The referee fees will be \$240 per game and are split equally between the home & away team. Each team must bring \$120 cash to each game and paid to the officials prior to the game. All divisions use a 3-referee crew for games.

## **Transactions during the season**

Transactions, including fines and fees will not be conducted without prior payment. Transactions can be paid through Team Pass, Intuit/QuickBooks, Zelle or Venmo. All fees must be paid within 24 hours.

Player registration will be done through Team Pass for the 2024-25 season. All player registrations must be paid at the time of registration via Team Pass with a credit card.

## **Team Requirements**

**Team names** must be unique and will be accepted on a first come first in basis. Team name changes will not be accepted during the season. Club teams must begin with an identifier that indicates they are part of a club (i.e. Pasco United and Pasco FC are both part of the Pasco Club organization) and must play at the same home field. If teams do not designate themselves as a club on their application, they will not be allowed to participate as club teams during the season including club passing players.

**Team Managers** are required for each team. Suncoast's office must have a designated manager that will receive all correspondence for their team, along with the responsible party for all team fees and dues. Team managers must have Internet, Email, Text & Team Snap access. Team managers will be responsible for submitting game rosters and reports to the office after all games.

**Social Media Managers** are requested for each team. Suncoast's Office must have a designated manager for your social media. Teams Social Media Manager will be responsible for submitting game data and product to our Marketing team and sharing/promoting your games.

**Social Media Pages:** Suncoast will request teams and clubs to maintain an online presence. All teams are requested to have both a Facebook and Instagram account. #SuncoastSoccer

Further social media details will be announced and distributed at the AGM.

## **Florida Suncoast Soccer League, Inc.**

### **Articles of the Constitution**

#### **Article I - Name**

The name of the League shall be Florida Suncoast Soccer League, Inc. The Leagues' initials shall be FSSL.

#### **Article II - Purpose**

To promote soccer in Florida's Suncoast area, including league cup and other tournaments; to resolve questions and controversies not adjustable under the rules of existing teams and other soccer organizations within the area; to promote good will through physical fitness.

#### **Article III - Location**

The headquarters of the FSSL shall be centrally located in the Suncoast area, which denotes the counties of Sarasota, Manatee, Pinellas, Pasco, Hillsborough and Polk. Regular meetings of the FSSL may be held in a central location to be designated by the FSSL Executive Board. The jurisdiction of the FSSL will, from time to time, be expanded so as to accommodate new areas of soccer interest. Any area not under jurisdiction of any other recognized body, into which the FSSL, Inc. shall expand, shall come under the auspices of the FSSL, Inc. Any team not within the boundaries of the FSSL that wishes to apply for membership within the FSSL may do so, but membership will be reviewed on a yearly basis by the Executive Board.

#### **Article V - Colors**

Representative colors of this League shall be green, orange and white.

#### **Article VI - Affiliation**

This League shall be affiliated with the Florida Adult Soccer Association (FASA), shall be all integral unit of that Association and shall at all times recognize the authority, rulings and laws of the body.

#### **Article VII - Qualification of Membership**

Every team in good standing with Florida Adult Soccer Association with headquarters within the territory above defined shall be eligible for membership in this League and every team with headquarters within the territory above defined not becoming a member of the League shall be deemed outlaw organizations. Teams from vessels touching at a point within the limits of the territory, all school and college teams and teams of the United States Armed Forces shall be entitled to play against teams that are members of this League upon permission being requested and granted.

#### **A team loses its membership by:**

a) having been separated from organized soccer by the FASA b) having been expelled from this League by the mandatory two-thirds (2/3) vote C) failing to have competition in the current fiscal year unless it has been granted a waiver by the General Council, in which case two (2) such waivers shall not be granted to the same team consecutively.

#### **Article VIII - Officers and Directors**

The Board of Directors of this League shall be composed of the following officers: President, Vice President, Director of Marketing, Director of Rules, along with 3 director positions. The Executive Board shall select a person or persons to be employed to maintain a League Office, whose duties shall be that of the Secretary, Treasurer, Games Chairman and Registrar. This person or persons shall have no vote but will be an ex-officio member of all boards and committees within the League.

Meetings of the Board of Directors are subject to call by the President at any time for any purpose he may deem expedient or by call of a majority of the Directors so requested in writing. A quorum shall be the majority of the Directors present. All decisions of the directors shall be conferred to the General Committee for ratification.

#### **Article IX - General Meetings**

The business of this League shall be transacted by the General Committee composed of the board of Directors and one representative from each affiliated team. Each team in the Legislative Council shall have one vote, the President voting only in the case of a tie. The General Committee shall meet at least twice yearly, and their decisions shall be final, subject to appeal to the FASA. The order of business of the Annual General Meeting shall be as follows:

1. Roll call and voting strength
2. Approval of minutes of last Annual Meeting
3. Communications
4. Unfinished business
5. Report of Auditing Committee
6. Report of

Officers 7. Amendments of Constitution Rules and Regulations and By-laws 8. New business 9. Election of officers 10. Adjournment

### **Article X - Definition of A Team**

A team shall be a body of registered players of the specified number. A team shall have two (2) registered delegates to the FSSL and shall have one vote at the meetings of the FSSL.

### **Article XI - Amendments to the Constitution and Bylaws**

Amendments to the Constitution and Bylaws of the FSSL can be made at meetings of the Legislative Council or at the Annual General Meeting. Amendments must be approved by a two-thirds (2/3) vote of the member teams. Each affiliated team shall be given fourteen (14) days' notice in writing of proposed amendments, unless all member teams are present and vote unanimously in favor of such amendments.

## **Florida Suncoast Soccer League Bylaws, Rules and Regulations Revised August 2012**

### **I. Introduction**

1. All teams under the jurisdiction of this League shall play under FIFA rules as set forth by the United States Soccer Federation (USSF), Amateur Division.

2. All affiliated teams shall be required to keep an accurate record of all receipts and expenditures and file a copy with the Administrator of this League upon request.

3. In the event of any organization, team, player, official member, referee or spectator being proven guilty of any violation of the Laws of the Game, Rules, Regulations or Bylaws of this League, or of the USSF or any misconduct, the General Committee shall have the power to order the offending party to be removed from this League, suspended for a stated period or dealt with in such manner as the General Committee may deem proper.

Any organization, team or player playing with or against the offending team, or player, shall also be dealt with as the General Committee may deem proper.

4. The player assumes all risks, responsibility and liability for loss, damage or injury to himself while engaged as a player for the team or in using the property and facilities of the team, whether such loss, damage or injury be occasioned by the team, its agents, employees or otherwise. This League waives any and all claims for damages and costs arising out of such loss, damage or injury.

5. The league will endeavor through the USSF to provide limited medical coverage. If such insurance is available, a player is only covered upon registering through the official League registration system and payment of the appropriate fee to FSSL.

6. Every team is responsible to the General Committee of this League for the conduct of its players, officials and spectators and as such, is required to take all precautions necessary to prevent spectators from threatening or assaulting officials and players before, during or after the conclusion of games.

7. It shall be compulsory for any referee, player, team or League official to report cases of misconduct in writing. Such cases shall be investigated by the General Committee and punished as may be deemed proper by this League.

8. Players, officials and spectators are only allowed to take part in or attend games on condition that they observe the Rules, Regulations and Bylaws of this League. Every affiliated team is required to observe and enforce such Rules, Regulations and Bylaws.

9. This League shall be entitled to publish in the press or in any other manner it may see fit, reports of its proceedings, acts and resolutions, whether the same shall or shall not reflect on the character or conduct of any team, player or spectator, which shall be deemed to have assented to such publications.

10. In cases of charges pressed against an affiliated team, official or individual, this League shall have the power to call upon parties involved to produce any book, letter or document and/or any other evidence the General Committee may require.

## **II. Games**

1. The home team shall be ready to play at game time. The visiting team shall have 20 minutes from the scheduled game time if they have problems finding the fields. If both teams have at least 7 players, the game shall begin on schedule.

The home team shall be allowed a reasonable time period to correct any damage done to their field by outside persons or the elements, if damage was beyond their control.

2. No scheduled games shall be postponed or rescheduled.

3. When jersey colors of the competing teams are the same, the home team must change or provide satisfactory identifying marks.

A team that changes its colors during the season must notify the league AND all their opponents of the change. Failure to give proper notification may result in forfeiture of the game.

4. A team must have a minimum of seven (7) players on the field at all times during FSSL games.

5. An official of each team shall be present at all FSSL games. In the absence of the Manager/Coach the team Captain shall be the "official."

6. The referee shall have the right to call off the game due to adverse weather. In that event the home team shall pay each official twenty (\$20.00) dollars to cover travel expenses.

7. Player substitutions shall be permitted at any stoppage. A player who has been substituted may be allowed to return. No substitution shall be allowed for a player ordered off the field.

8. No reschedules will be allowed during the season. A team must field a minimum of 7 players or forfeit their match.

Forfeits must be advised 72 hours prior to the scheduled match time. Forfeit fine of \$50 will be charged. Any team calling off the game within the seventy-two (72) hour time limit will be fined one hundred (\$100.00) dollars and any official's fees (\$240.00) incurred.

A second offense during the same seasonal year shall result in a two hundred (\$200.00) dollars fine plus any official's fees (\$240.00) incurred.

A third offense will result in suspension of the team and all registered players for the balance of the season and all cup games as well as a three hundred (\$300.00) dollars fine and any official's fees (\$240.00) incurred.

A team suspended under this provision shall play under a one (1) year probation and shall be required to post a five hundred (\$500.00) dollars bond, to be returned at the end of the probationary period if there are no further infractions under this rule.

A. Season game schedule will be published with new season registration. Teams must submit a maximum of 5 black-out dates with their registration.

If field problems are not under the control of the team – for example lights do not come on as scheduled, sprinklers come on or the field has been double booked AND the home team has proof of a contract with field management for that game time, the home team will pay each referee twenty dollars (\$20.00) in travel costs. The game will be rescheduled.

9. If the appointed referee fails to appear the game will be postponed to a later date unless a registered, uniformed official is available.

10. If a team does not complete all its scheduled league games the team will be fined five hundred dollars (\$500.00). If a team forfeits one of its last two scheduled games the board may issue an additional fine at their discretion.

11. Standings shall be determined by awarding three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. All forfeits will result in a 3-0 score. Teams are ranked on total number of points earned. In case of an equal number of points all places in the standings shall be determined in the following order: head to head, goal difference, goals against, goals scored.

All protests which arise from infringements of the rules are subject to a protest fee. Protests and any supporting materials shall be presented in writing to the FSSL Appeals Committee within three (3) days after the game, accompanied by a non-refundable fee of fifty (\$50.00) dollars. Any grounds for protest, which should arise before the start of a game, shall be immediately submitted to the referee and the opposing team in writing.

No protest will be accepted for the accumulation of yellow cards. All players receiving a red card will serve a minimum of one game's suspension.

The Appeals Committee will consist of 5 people to be determined each year at the AGM. They will be volunteer representatives from the various divisions. A minimum of 3 committee members will be required to determine the outcome of any appeal.

12. If a game is not completed due to weather, field conditions or other reasons beyond the control of the competing teams, the game shall be replayed if the first half is not completed. If the first half was completed, the score at the time the game was suspended shall be final. This rule does not apply if the game was abandoned due to player, team or spectator misconduct. League and division cup final games must be played in their entirety. For reasons other than abandonment due to misconduct a final game not completed must be replayed.

13. If the non-completion of a game results from misconduct clearly traceable to one or the other of the contending teams, its management, or its supporters, as determined by the FSSL board, the board shall decide on the disposition of the game. Non-completion due to misconduct may result in dismissal of the offending team or teams from further participation in the league.

### **III. Cups and Exhibitions**

1. In the event that the League shall conduct a cup competition, it shall be open to all teams within the League. The League will adopt rules, regulations and by-laws governing cup competitions which are satisfactory to the USSF. League and Division Cups will have their own specific rules to be determined by the board of directors and submitted to all participating teams.

In single elimination cup competitions, in the event of a tie at the end of the second half, there will be two complete overtime periods of 15 minutes each. If neither team scores during the 2 overtime periods, the winner will then be determined by FIFA kicks from the penalty mark.

2. Teams affiliated with the League intending to arrange exhibition games against teams of another League or State Association must notify the League in writing of their intention and receive proper permission. FASA has adopted these financial responsibility rules:

a. The visiting team must produce written permission from its competent authority to play the team in the FASA.

b. The team under the jurisdiction of the FASA must have written permission from its League and the FASA.

c. Financial responsibility must be approved by the Games Committee.

1. Local sponsors must provide a copy of all contractual arrangements to the Games Committee.

2. Enforcement of the financial responsibility will be as follows:

a. A cash deposit in escrow in an independent bank. b. Satisfactory written guarantee from a responsible person or entity. c. Visiting team's written statement of their own financial responsibility; plus, a guarantee or escrow to cover home team's expenses.

3. Teams, players and officials subject to the jurisdiction of this League shall not be associated with or play against any team that is not a member of this League, the FASA or the USSF. This rule does not apply to teams under exemption as specified by the USSF.

4. This league may participate in Interstate games and with the consent of the USSF against foreign teams. It shall be entitled to use any regularly registered player from an affiliated team.

5. Teams affiliated with this League, intending to arrange exhibition games against teams of a foreign association shall comply with rules of the USSF. A copy of this rule shall be given to any member team upon request.

#### **IV. Player Registration**

1. Players and teams under the jurisdiction of this League and the USSF, amateur division, may be either professionals or amateurs. No more than two (2) professionals may register on one team. All pro players must be registered properly through the USSF pro registration process (different from the regular amateur process).

a. An application for reinstatement of professional players to amateur status must be made to the USSF. A professional player signing an amateur form without being reinstated shall be reported to the USSF. A team using such a player in a league game will forfeit this game.

2. A player may play for any team of his choice. A player shall neither sign with nor play for any team other than that for which they are registered (refer to Club rules).

3. The maximum number of players registered on a team at any one time shall be twenty-five (25). Maximum number of players dressed for a game is 18.



4. Every amateur player shall be registered using the Suncoast Online Registration system and submit a liability waiver in order to receive a player's pass. Player registration must include an approved profile picture (clear image of players face, no sunglasses or hat), name and date of birth matching government issued ID.
5. A registered player may only play in one League game per day.

## **V. Manager's Responsibilities**

1. The FSSL on-line player registration shall be the only bona fide player registration recognized by affiliates of this organization. The official game roster must be handed to the referee prior to the beginning of any game or at the time a player becomes a substitute in a game under the jurisdiction of the League. No altering or writing in players will be allowed without admin approval and could result in forfeit for offending team.

### **NO REGISTRATION, NO PLAY**

2. Both home & away team manager shall post the result on the schedule software and email picture of referee report to Suncoast's office by 10:00am on the day following the game.
3. All players participating in games under the jurisdiction of this League shall wear numbers on the back of their uniforms. Numbers must be at least eight inches in height. Player jersey numbers and player pass numbers must be listed on the FSSL roster form given to the referee. Players listed on the roster forms will be the only players to play for that game. Any other player playing in that game will cause a forfeit for that team.
4. At pre-game check in each manager must turn into the referee a copy of the team's official FSSL game day roster. The referee will keep one copy of each team's roster to submit to the league office within 24 hours of the completion of the game.
5. At completion of game, each Manager must sign the game report and take picture of report and both rosters. Home team manager must email to the league office within 24 hours.
6. Any player participating on an age group team must be the appropriate age within the current calendar year. (example: Over 40 players can be 39 if turning 40 in 2023) (example 2: Over 50 players turning 50 in 2024 can start playing in O50 division January 2024)
7. Team managers and/or players for all age group teams are required to have an original or a copy of each player's government issued photo ID showing birth date at ALL games so that player age can be verified if there is a question (qualifying documents include driver's license, passport, resident card, etc.). If the ID is not available showing proof of age and there is a question at the game that player will not be allowed to play.

## **VI. Player Release**

1. Players for a team which disbands will automatically be released unless the team or player is under suspension or owes fees to FSSL.
2. Players are automatically released at the end of their team's season if they are in good standing.
3. A player in good standing may be released or request to be released. Requests must be made to their current manager, who in turn will notify the league office to release the player. The player can then register to their new team.

## **VII. Transfers**

1. In cases where a deliberate attempt is made to induce a player to change teams during the playing season, a fifty (\$50.00) dollar fine will result.

2. Players may only transfer teams prior to the final two (2) scheduled league games. Any player released from a Premier Division team must sit out a minimum of seven (7) days before transferring to a lower division team.

3. All Team rosters lock the final 2 scheduled regular season league games. Rosters remain locked during cup games.

### **VIII. Promotion and Relegation**

1. The first-place team(s) in each division shall be promoted, the last place team(s) shall be relegated. This rule does not apply to the Premier Division. Premier Division and additional promotion and relegation are at the discretion of the FSSL Board of Directors as available in Suncoast programs.

2. If a team, eligible to move to a higher division refuse, then it shall be disbanded and no more than four (4) players from the team's final roster will be allowed to resign on the team should it reform.

### **IX. Fines and Suspensions**

1. If a team is negligent in furnishing the referee with proper protection in case of assault, the home team can be fined and/or suspended.

2. Teams which are not represented at the Annual General Meeting shall be fined fifty (\$50.00) dollars.

3. Teams leaving during a meeting will be fined twenty-five (\$25.00) dollars.

4. Fines are payable within five (5) days after the date of issue. Appeals of fines must be submitted in writing to the League Office with a non-refundable check for twenty-five (\$25.00) dollars (appeals fee) within 24 hours of issued date.

5. Bond due to a no show or not enough players to start a game:

If a team has not posted a season bond: payment must be paid by midnight Wednesday following a Sunday missed game and Saturday following a Wednesday missed game. The team must also post \$200 bond by midnight Wednesday or Saturday as appropriate following the game or the team's next game will be cancelled and the team suspended until paid. Games missed will go in as a forfeit. All other fines are to be repaid within a 5-day period or the team is suspended until paid. Games missed will go in as a forfeit.

If a team has posted a season bond: the original bond will be forfeited, and the team must post a new/additional \$300 bond by midnight Wednesday following the game or the team's next game will be cancelled and the team suspended until paid. Games missed will go in as a forfeit. All other fines are to be repaid within a 5-day period or the team is suspended until paid. Games missed will go in as a forfeit. If not, further issues arise the new \$300 bond will be returned when all requirements are met.

6. A team not appearing for a scheduled game will be penalized with a loss of points and fined a forfeit fee of fifty (\$50.00) dollars plus the cost of official's fees (\$240.00). See additional forfeit fees.

7. The home team will be fined for the following if in neglect at game time:

- a) No nets - fine of \$20.00
- b) No corner flags -fine of \$10.00
- c) No markings - fine of \$50.00

8. Once a game has started it shall under no circumstances be broken off by one of the participating teams. If a team breaks off the game without permission of the referee, the team shall be penalized with a loss of points and fined fifty (\$50.00) dollars plus the cost of full official's fees (\$240.00). Any player or official responsible for breaking off a game may be suspended.

9. A player who has been ordered off the field for infringement of the rules shall automatically stand suspended as per the rules under the Infractions, Ejections and Suspensions section.

10. A player or team official attacking or assaulting a referee or assistant referee in any game played under the jurisdiction of this League shall be suspended by the FASA for a minimum of one (1) year from participation in all games. Such suspension shall be from the date of the offense. A player adjudged guilty shall have the right to appeal according to FASA rules to the FASA Board within thirty (30) days from the rendering of the decision.

11. This League shall recognize player suspensions or rulings of other state affiliated leagues of which they have been notified.

12. The FSSL Executive Board shall have the power to penalize teams or players as they deem fit due to infractions.

13. Penalties may consist of warnings, suspension, probation, fines, loss of points, expulsion from the FSSL, closing of the playing field or any combination hereof or any penalty deemed fit by the Executive Board of the FSSL.

14. Appeals of any of these decisions shall be taken to the FSSL Appeals Committee.

## **X. Appeals**

1. An appeal to this League must be in writing and accompanied by the non-refundable sum of fifty (\$50.00) dollars. The appeal must be brought within seven (7) days of the action and the action shall be binding pending the result of the appeal. In the event that a special meeting shall be called to hear an appeal, the League may require the appealing team, should the appeal not be upheld, to pay part or all of the expenses thereof. In the event the appeal is upheld, the expense shall be borne by the League, or the team appealed against.

2. A lawyer shall not represent any team, player or official at the hearing of a dispute or claim unless he is a bona fide member of the organization concerned.

3. Appeals from decisions of this League: Any team or individual wishing to appeal the decision of this League may appeal to the FASA. At the same time an exact copy of the appeal must be sent to the Administrator of this League. The appeal will be heard in accordance with the Rules and Regulations of the USSF.

4. Protests not filed in writing (with fee) within the required time limit shall be rejected.

5. A copy of all protests and claims will be sent to the team against which they are directed. The Administrator shall submit all evidence such as roster forms, referee's reports and any other material pertaining to the case to the FSSL Board.

6. Claims which are made on the basis of an incorrect registration of a player need not be accompanied by a fee. Such claims must be filed with the League Administrator within seven (7) days after the game.

7. All claims for damages arising from non-appearance of a team for a scheduled league game or similar infraction are to be presented in writing to the League Administrator. These do not require a fee.

## **XI. Referees**

1. All Suncoast game officials must carry their identification card.

2. Referee fees shall be set at the Annual General Meeting. Referee fees for the current season are one-hundred (\$100.00) dollars for the center referee and seventy (\$70.00) dollars for each assistant referee.

3. Referees must receive FSSL game day roster forms prior to the game for each team. The referee is required to send in (text or email) to the Suncoast Office not later than 24 hours after the game a completed USSF game report and a copy of each team's roster. Game score as well as other related incidents including injuries and accidents shall be reported on a USSF Supplemental and included in the game report.

4. Each new team is asked to provide two people to be certified as officials over the first two years in the league. One of these officials must be provided in the first year. The official must commit to do at least five FSSL games and will be responsible for supplying their own uniform.

## **XII. Club Organization**

1. A club is defined as two or more teams who play at the same complex and are registered at the start of the season as a Club Organization (Club). All players registered for a Club shall bear passes with the club's name to indicate their association.

2. A maximum of 2 players per game are permitted to move to a higher or lower division team within the club organization during the league's regular season scheduled games. For exceptions see VII. Transfers. The player(s) may not play for his original team for five (5) days after playing for the higher or lower division team. The player(s) may play three (3) games in the higher or lower division, after which time he must register to play for that team. Release and registration will follow FSSL Rules and Regulations.

3. Club players may move down one division or up to any division at any time. For any such movement of players within a club, the team manager must complete the club pass in the Stack system and be shown properly on the official game day roster.

4. Any organization with two (2) or more teams within the same division cannot move players within that division.

5. Club transfers are not permitted between Open Divisions and Over 40/50/60 divisions. Players must be dual rostered to age division teams. A dual roster fee of \$15 will be charged for the 2nd team.

## **XIII. Miscellaneous**

1. In case of disputes, legal proceedings cannot be taken on behalf of the League or as a representative of the League without the consent of this League.

2. In notifying teams or members of the General Committee of meetings, the Administrator shall state if the business is regular or special. If the latter, the nature of the business shall be stated. Seven (7) days' notices shall be given of General Committee Meetings.

3. Changes in these Rules and Regulations can be made at any League meeting. All proposals concerning changes of rules shall be sent in writing to all registered teams at least fourteen (14) days prior to the meeting. A copy of the approved changes must be sent to the FASA.
4. A player may receive no more compensation than his traveling expenses from his home to the field and return.
5. League and Division Cups will have their own specific rules to be determined by the board of directors.

### **Florida Suncoast Soccer League 2024-25 Contact Information**

League Administrator: Nicole McMaster – [Nicole@SuncoastSoccer.com](mailto:Nicole@SuncoastSoccer.com) – 941-313-1858 call/text

President: Matt Riggs-Stites – [Matt@SuncoastSoccer.com](mailto:Matt@SuncoastSoccer.com) – 813-743-5469 call/text

Marketing Director: Justin Prince – [marketing@suncoastsoccer.com](mailto:marketing@suncoastsoccer.com)

# Suncoast 2024 Women's Division Registration Application

***Final Deadline for Registration: July 27, 2024 via email or TeamPass***

Team Name: \_\_\_\_\_

Division (circle one): Women's Premier/Open

Team Manager Name: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Cell Phone:(    )- \_\_\_\_\_ - \_\_\_\_\_ (required to rcv. Call & Text)

Email Address (required): \_\_\_\_\_

Secondary Team Contact Name: \_\_\_\_\_

Cell:(    ) \_\_\_\_\_ Email: \_\_\_\_\_

Social Media Manager Name: \_\_\_\_\_

Cell Phone: (    ) \_\_\_\_\_ Email: \_\_\_\_\_

Team Colors: Shirt \_\_\_\_\_ Shorts \_\_\_\_\_

Home Field : \_\_\_\_\_

Home Field Contact Name/Email: \_\_\_\_\_

Home Field Address: \_\_\_\_\_

Club Teams (if applicable): \_\_\_\_\_

## **Florida Suncoast Soccer League 2024-2025 Contact Information**

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**Team registration fee – *Please check the fees you are enclosing:***

\_\_\_\_\_ \$500.00 Team Registration Fee

\_\_\_\_\_ \$300.00 New Team Performance bond (this bond must be paid by ALL new teams)

\_\_\_\_\_ \$1000.00 Away Team Field fee (if you don't have a home field)

Total amount enclosed: \_\_\_\_\_ (also enclose the agreement for your field)

Any special information your team would like the league to consider in scheduling for 2024-25 season. Any dates your team/home field is not available should be listed here.

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Both your signature on this form and your team registration payment indicate you have read and understand the Florida Suncoast Soccer League registration information included with this application, the Florida Suncoast Soccer League constitution and bylaws and that your team understands it must be available for all regularly scheduled games during the 2024-25 season. Full payment (cashier's check, money order, Venmo, Zelle, QuickBooks or Team Pass – no personal checks) is due with your application or it will be returned to you. Team registration payments are non-refundable.

Team Manager Signature: \_\_\_\_\_ Date: \_\_\_/\_\_\_/\_\_\_

Register your team online at: [https://app.teampass.com/Florida/Suncoast Soccer League/](https://app.teampass.com/Florida/Suncoast_Soccer_League/)

Or Return this form to: [Nicole@suncoastsoccer.com](mailto:Nicole@suncoastsoccer.com) & Submit Payment to:

Zelle: [Nicole@SuncoastSoccer.com](mailto:Nicole@SuncoastSoccer.com)

Venmo: @SuncoastSoccer

## 2024-25 Suncoast Game Schedule

The following dates/holidays there will be no Suncoast Soccer games. Any additional games your team will not be available to play, must be requested as blackout dates.

Thanksgiving Wednesday 11/27 & Sunday 12/1

Christmas Sunday 12/22 & Wednesday 12/25

New Year's Sunday 12/29 & Wednesday 1/1

Easter Sunday 4/20

Mother's Day Sunday 5/11

Memorial Day Sunday 5/25

Teams should be prepared to play all scheduled dates per their division for regular season games, reschedules, or cup games as scheduled unless the date is requested as a black-out. Additional dates may be blacked-out due to FASA sanctioned tournaments at the discretion of Suncoast's board of directors.