



FLORIDA STATE FUTURES LEAGUE

Format and Game Day Policies

11U and 12U:

1. Play 9v9 (with goal keepers) with 2x30 minute halves
2. Maximum roster size is 16 (teams may CP up to 5 players per match)
3. Heading is not allowed
4. GK can pass, throw or punt the ball
5. Offsides will be called
6. Unlimited substitutions at any stoppage of play

<u>Age</u>	<u>Game Length</u>	<u># of Players</u>	<u>Roster Size</u>	<u>Field Length</u>	<u>Field Width</u>	<u>Ball Size</u>	<u>#of referees</u>
11U-12U	2x30 min	9v9 (min 6)	Max 16	78-80 yards	45-55 yards	4	3

1. Players playing in the Florida State Futures League must be registered with a FYSA Club Affiliate.
2. Each player and coach will need an approved, laminated USYS pass for all matches. Coaches must be kid safe,
3. Each team is required to provide the referee with a current official game card and official laminated passes. The referee will check passes against game card for each match. In the event that player passes are not available a virtual pass may be substituted.
4. Score will be entered by the home team within 24 hours of the match. The scores or standings will not be published.
5. Players may participate in a maximum of 2 matches per day (with minimum of 2 game breaks between these matches)

Referee Fees			
Center	AR1	AR2	Total Per Team
\$40	\$20	\$20	\$40