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# 2026 USL Academy Operations Manual

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**Section 1  
League Regulations & Standards**

## 100 – Membership

### **Rule 101 Governance**

USL Academy is an amateur soccer league in North America. USL Academy is governed by League Regulations and Standards approved by the USL Academy Executive Committees and League Management.

### **Rule 102 Authority of USL**

USL Academy is the highest level of authority in rendering decisions or penalties and fines associated with violations of rules and/or non-compliance with League Regulations and Standards. USL Academy shall have the power to penalize clubs, individual club members, or officers. Penalties may consist of warnings, fines, loss of points in standings and temporary or permanent suspension from soccer activities associated with USL. Fines may be assessed on a one-time basis upon discovery of the infraction, or they may be assessed each and every time a team is in non-compliance with League Regulations and Standards.

### **Rule 103 Leagues**

The USL is made up of several soccer leagues, each containing a number of approved franchises and members. Each franchise and member shall conduct a soccer team within its assigned, protected territory (franchise) or within reasonable proximity of the primary facility as listed on the Membership Agreement (member).

### **Rule 104 Right of Membership**

Each franchise, subject to these League Regulations and Standards, the rules of the U.S. Soccer Federation (USSF), the respective National Federation in which it is domiciled, and FIFA shall have control over its employees and assets with the right to conduct and manage its own affairs.

### **Rule 105 Reference to Membership Agreement**

Information concerning specific membership conditions for clubs shall be found in the Membership Agreement, which is signed by the team and an officer of USL Academy at the time the team is admitted into the league.

### **Rule 106 Restrictions on Agents**

No franchise owner, executive, officer, consultant, and / or employee shall act as a player agent in any matter involving a player in the same league in which the franchise competes.

### **Rule 107 Liability & Insurance**

USL Academy members assume all risks, responsibilities, and liabilities for loss, damage, injury, or death while using property and facilities for activities related to USL Academy participation whether such loss, damage, injury, or death be occasioned by the team or by the League, its officers, agents, or otherwise.

#### General Liability Coverage

All franchises are required to obtain a specific amount of General Liability insurance coverage through the USL Academy designated policy. The fee to obtain this coverage will include league affiliation, club affiliation, and General Liability coverage. Payment and policy information will be communicated to teams prior to each season. All teams must have a **Certificate of Insurance Request Form** for each facility utilized for tryouts, practices, or games that can be provided upon request by the League.

#### Player Liability

Players shall assume all risks, responsibilities, and liabilities for loss, damage, injury, or death while engaged as a player for a club, or as a player on a representative team of the League subject to applicable state laws and regulations.

### Accident Medical Insurance

All teams are required to obtain accident medical insurance for each player through the league insurance carrier. Please note all league-mandated policies are secondary to the any primary insurance policy the player holds.

### **Rule 108            Commitment Policy**

Considering the level of investment by the League Office to cover the costs to put on LEAGUE contests, clubs will have to pay a fine if they do not honor the commitment to the events they were accepted in. In the instance that any event would have to be cancelled because of circumstances outside the clubs' control or concerns over player health & safety, any incurred fines would be waived. These fines will escalate relative to the timeframe with which that notice is provided to the League Office, as laid out below:

- **4+ month notice:** \$1,500 fine
- **2-4 month notice:** \$3,000 fine
- **1-2 month notice:** \$4,500 fine
- **0-1 month notice:** \$6,000 fine

### **Rule 109            Cash Bond**

The League office has the right to require teams to post an annual cash bond which will be held by the League office in order to guarantee payment of fines during the season. Checks for cash bonds should be made payable to United Soccer Leagues, LLC. The cash bond must be replenished on an annual basis.

### **Rule 110            USL Academy Administrative Fee**

USL Academy provides a broad range of services for all teams, which include, but are not limited to administrative support, scheduling, assisting with assignment of officials, public relations support, operating the League's website and staging of League meetings. For these ongoing services, each team is charged a single administrative fee, which, depending on the level of competition in which a team competes may be divided into payments. "Pass-through fees" (such as affiliate registration fees paid to the National Federation and insurance fees) are billed to teams separately.

USL Senior Team Members:

- No League Administration Fee

Affiliate USL Academy Clubs:

- Subject to a participation fee that will be outlined in the membership agreement.

### **Rule 111            Fines**

Fines may be assessed to members for violations of League Regulations and Standards or for Disciplinary reasons. USL Academy will notify each club when a fine is assessed. Member clubs are responsible for the payment of all fines assessed during the year. All clubs are expected to remit payment for fines within 30 days of the date a statement is provided by USL Academy.

### **Rule 112            Regional / League Meetings**

Additional League or Regional Meetings may take place on an individual League basis on dates designated by USL Academy.

**Rule 113 Rules of Order**

Robert's Rules of Order, unless other methods are provided by USL, shall govern the parliamentary procedures at all meetings.

**Rule 114 Failure to Attend**

At least one representative from each franchise is required to attend all Regional/League Meetings and the Annual General Meeting unless permission has been granted by USL Academy.

**Rule 115 Use of Trademarks**

Each team has the non-exclusive right to use its own trademarks in connection with the normal operation and promotion of the local team. This right is not transferable to third parties without permission from the League office. In addition, a team also has the non-exclusive right and license to use, reproduce and display the USL Academy marks in the following team related activities:

- Team uniforms
- Game programs
- Team advertising, promotional materials, and activities

Requests for use of the USL Academy marks must be submitted in writing to the League office for approval. Teams wishing to produce merchandise for sale that bears the USL Academy trademark must first secure written approval from USL Academy.

Trademark Violations:

Personnel connected with USL Academy-affiliated teams who discover non-approved, unauthorized merchandise for sale should immediately report such violations to the League office and attempt to purchase a sample of such merchandise, which should be forwarded to the League's general counsel. Any unauthorized use of the League trademark which may create a public perception that such use has been approved or authorized by USL Academy, should also be reported to the League office. All violations shall be subject to fines set forth by the League office.

**Rule 116 Team Names & Logos**

Team Name and/or Logo changes must be finalized on or before December 1<sup>st</sup> prior to the following season. USL Academy, at its reasonable discretion, reserves the right to approve or reject all name/logo change requests.

**Rule 117 Senior Management**

All teams must have at least one full-time employee in a senior management position that manages day-to-day operations, is fluent in the English language, has adequate writing skills, and is available during the normal business hours year-round. This person must hold the title of General Manger, President, or Executive Director.

**Rule 118 Telephone & Answering Machine**

All teams must have a team-specific point of contact that has a telephone number, which is connected to a 24-hour answering system, 12 months a year.

**Rule 119      Email and Website**

**(FINE 119 - \$500)**

All teams must have an active e-mail address and website. Each team must place the USL Academy logo in the top right corner of their website and link it to the USL Academy home pages. If the organization has multiple teams, the USL Academy must be placed in the top right corner of the specific home page(s) for the USL Academy team(s).

**Rule 120      Venue Reservations and Guidelines**

**(FINE 120 - \$750)**

All USL Academy teams must have their primary venue secured and available by February 1<sup>st</sup> of each year. Having venues secured by February 1<sup>st</sup> serves as a guarantee to USL Academy that all teams have made arrangements to play in a specific facility, prior to the preparation and finalizing of league schedules.

USL Academy clubs are recommended to list a secondary venue in the event that the primary venue is unavailable for any reason.

Rule 120 (b)

A venue is considered to be an extension of the home team and is therefore their responsibility. If any issues arise that render the venue unplayable (excluding weather-related circumstances) the home team will be held accountable. Additionally, fields must be properly booked and accessible during the designated warm-up period and (2 hours) after the match, with sufficient buffer time to accommodate potential weather delays. Final decisions regarding venue related issues are up to the Leagues discretion.

**Rule 121      League Sponsorship Obligations**

**(FINE 121 – MIDFIELD SIGNAGE - \$50)**

All clubs are required to honor League sponsorship agreements. Prior to each season, USL Academy will provide written notifications to each League member stating the requirements for meeting sponsorship obligations. This may include logo placement on jerseys, signage placement, special displays, product-sampling areas, and other sponsor on-site specifications as designated by USL Academy.

Each team shall be required to display the USL Academy signage that will be made available for purchase prior to the season.

**Rule 122      Compliance**

The League Regulations and Standards define the minimum levels teams must attain in the various business and operational aspects of running an organization and are applied to all teams affiliated with United Soccer Leagues. USL Academy regularly monitors compliance with League Regulations and Standards via the League Regulations and Standards Compliance Form, which is prepared and submitted by both the home and visiting teams following each match. Following each season, each team is subject to a review of its compliance record. Should the review find that compliance with standards is insufficient, remedial actions may be taken by USL Academy, which may affect membership status and include applicable fines. In extreme cases of repeated non-compliance, termination of the membership agreement shall be considered.

The language and rules in the RTP Protocols supersede any language contained in the Operations and/or Competition Manuals in the relevant and respective areas.

### **Rule 123 Exemptions to League Regulations & Standards**

While not encouraged, under certain conditions USL Academy will allow exemptions to specific League Regulations and Standards. Requests for exemptions are made by filing a League Regulations and Standards Exemption Request Form with the League office. The mere submission of a request for an exemption does not mean such a request has been approved. Exemptions are not granted until approval is obtained in writing from the League office. Exemptions are granted on a one-year basis with the expectation the situation will be remedied for the following season.

### **Rule 124 Conditions for Termination of Membership Agreement**

Club affiliation and membership may be terminated due to violation of team's membership agreement. The grounds for termination are outlined in each team's membership agreement.

### **Rule 125 Withdrawal or Termination of a Membership Agreement**

In the event an organization withdraws from the League or is terminated without finishing its scheduled games, it shall forfeit all organization rights. In the event of the deletion of games from standings, USL Academy shall not be responsible for compensating all affected teams. Any League games that fail to be rescheduled or replaced shall be recorded as a 3-0 forfeit victory for the opponents. At its discretion, USL Academy may:

- Reschedule any or all remaining games.
- Designate/assign a replacement team to fulfill the remaining obligations of the franchise.
- Entirely delete the already played games from the standings.

### **Rule 126 USL Academy Review, Appeals & Discipline**

Teams may challenge a decision made by USL Academy by following procedures set forth in the USL Academy Review, Appeals & Discipline (RAD) Procedures (see corresponding Section) which are set up for this purpose. As a member of the U.S. Soccer Federation, United Soccer Leagues is subject to oversight with regard to specific U.S. Soccer rules and must comply with U.S. Soccer requirements in order to remain a member in good standing.

### **Rule 127 Finals Travel Pool**

Each team contributes a league-set amount to the Finals travel pool, multiplied by the total number of teams in the current season. The reimbursement guidelines are below:

The travel pool amount will be distributed equally among the teams who qualify and commit to attending USL Academy Finals (Invitational bracket not included).

**USL Academy Finals Travel Pool: \$1000 per team**

### **Rule 128 Schedule Deadline**

**(FINE 128 - \$50 PER UNSCHEDULED MATCH)**

All teams must finalize all dates, times, and venues by the scheduling deadlines. USL Academy reserves the right to review each situation individually for an extension.

USL Academy Spring / Summer Scheduling Deadline: March 10th, 2026

USL Academy Fall Scheduling Deadline: July 24<sup>th</sup>, 2026

### **Rule 129 League Mandated Webinars**

All league members must send a club representative to all USL Academy webinars hosted by the league office. All clubs must sign a document of authorization indicating that they are responsible to attend and/or watch the webinars thus understand the content. Examples of league mandated webinars are as follows:

- Player and Coach Registration
- Game Day Form Submission
- League Video Exchange
- Safeguarding
- Roster Management (MOD11)

### **Rule 130 USL Pre Professional Gender Equity Statement**

With the launch of the W League and USL Academy, the growth of the USL's women's pathway, the USL is proud to offer senior team platforms for both women's and men's soccer in the United States. As we work to continue our strategic expansion across the USL's women's properties, we are committed to working with our clubs to develop and grow women's soccer, with opportunity and equity remaining at the core of everything we do.

In order to advance women's soccer, it's imperative that we collectively recognize that true investment means devoting not just financial resources, but also time, energy, and attention. As amateur leagues in which our players are not compensated financially to play, we are committed to ensuring equitable experiences for our women's players and investing in the women's game both on and off the field. Each and every club in USL W League must also be committed to investing in women's sports and joining in the USL's mission to increase gender equity and opportunity.

## **200 – League Structure**

### **Rule 201 Conference and Divisions**

USL Academy may be comprised of a single table or divided into a number of conferences and/or divisions based upon geographic proximity and other factors. USL Academy reserves the right to change any conference, division, or subdivision for purposes of scheduling and standings. This also includes the right of USL Academy to move a team into different conferences/divisions or add/remove conferences/divisions as needed.

### **Rule 202 League Alignment**

Should a League be divided into conferences/divisions, they will structure according to geography, except under special conditions approved by USL Academy, which has final authority on all alignment issues. Should USL Academy find that there are an insufficient number of teams to constitute a geographic conference/division, the team(s) may be required to temporarily compete in a different League until a sufficient number of teams exist for a conference/division of the original League. This rule shall not require that a team be placed in a higher level of competition, nor is the USL Academy responsible for accommodating a team in a higher level of competition.

### **Rule 203 Playing Rules**

All games under League jurisdiction shall be played according to the rules and regulations recognized by USL Academy, which shall be the same rules set by FIFA and the U.S. Soccer Federation, except for those exceptions authorized by FIFA and the U.S. Soccer Federation herein.

### **Rule 204 Match Officials**

Match Officials must be currently registered through the respective National Federations and shall be assigned by respective National Federations. The match officials shall consist of the Referee, Assistant Referees (AR1, AR2) and a 4th Official when possible.

### **Rule 205 Assignment of Match Officials**

Match Officials will be assigned in cooperation and coordination with the United States Soccer Federation's Referee Department, or any other respective National Federations as needed.

### **Rule 206 Playing Season**

The season, which may vary slightly from year to year, is typically organized to start late-February and finish no later than late-October. When a franchise joins USL Academy, it commits to the following requirements that are designed for player welfare and competition success:

#### 13. REQUIRED:

- USL Academy membership requires the following for a club to be considered for post-season competition:

- 10 divisional games
- A minimum of four (4) active months with a minimum of two (2) scheduled games per month

*\*Should your club participate in a division that does not meet the above criteria, you will not be eligible for the USL Academy Finals playoff bracket.*

*\*Exceptions to the rule and all playoff qualification scenarios are at the sole discretion of USL Academy League Leadership.*

- Double-headers should start a minimum of 3 hours apart with all four teams in agreement on start times

#### RECOMMENDED:

- No more than three (3) games in a seven (7) day period
- Three (3) days between games
- Minimize the frequency of Friday/Sunday games
- Focus on both performance and recovery when building a schedule

### **Rule 207 League Schedule**

Once final schedules have been submitted to the LEAGUE office by the CLUB, all subsequent schedule changes must be approved by the LEAGUE office and the opposing team. A team cannot change more than 50% of its originally scheduled matches during the regular season. Changes will not be processed unless a new date is provided via Modular11. Any reschedule request made within 10 calendar days of a scheduled match is strongly discouraged and may result in a forfeit and additional fines. Exceptions will only be considered for special circumstances, including but not limited to: weather, State Cup, and health-related issues, as defined in the published league procedures. CLUBs requesting a change within the 10-day window due to such exceptional circumstances must pay referees within 7 days of the originally scheduled date. If payment is not made, the club at fault will forfeit the match. The LEAGUE has the right to determine who is at fault. Clubs must also consider

the Play-to-Rest Ratio when attempting any reschedules. Additional games may be scheduled as exhibition games that will not impact the final league standings.

### **Rule 208 Point System**

USL Academy will operate under a league standings Point System, which shall be the same for all Leagues, and which may be altered from season to season. The Point System for the current season shall be distributed to the teams prior to the start of the season.

### **Rule 209 League Standings**

USL Academy is responsible for keeping the official league standings. These are tabulated on a regular basis, displayed on the USL Academy website, and/or distributed to all clubs. League standings include wins, losses, ties; goals scored for, goals scored against, and total points.

Breaking Ties in the League Standings – The breaking of ties in the final standings, playoffs and finals is accomplished by applying the following criteria, in order of importance:

1. Head-to-head record based on total points in League games. <sup>(A,B)</sup>
2. Total points per game (PPG) in League games.
3. Goal difference in League games. If number of games is unequal, the Game Average<sup>(C)</sup> will be used.
4. Goals scored in League games. If number of games are unequal, the Game Average will be used.
5. Total points within smallest group<sup>(D)</sup>. If number of games is unequal, then point percentage<sup>(E)</sup> will be used.
6. Point percentage outside / smallest division or conference in League games.
7. FIFA Fair Play – Team with fewest disciplinary points in League games. (If number of games is unequal, points will be divided by games played to arrive at a common basis for comparison.)
8. Lottery conducted by USL Academy.

The following guidelines will be used to implement USL Academy tiebreakers for all ties involving three or more teams:

1. The tiebreaker will determine the winner first.
2. The tiebreaker will continue within the same category to determine if other ties can be broken.

- A. League games refer solely to games that count towards the regular season standings.
- B. Should more than two (2) teams involved have played each other an unequal number of times, this tiebreaker will be skipped.
- C. Game Average = Tie Breaker / number of games played (i.e. goals scored / number of games played).
- D. Grouping = term used to describe the primary unit in which a team competes (i.e. Southwest Division).
- E. Point Percentage = number of total points earned / maximum possible points (3 per game)

### **Rule 210 USL Academy Final**

The League Final is the property of USL Academy. The “Finals” event for USL Academy will take place at the completion of the regular season with the USL Academy reserving the right to make the final decision on location, dates, and format of each Finals event. Teams must complete all assigned matches and meet the minimum game threshold assigned by the LEAGUE. The USL Academy has the sole right to select the host site based upon factors such as stadium and field considerations, television arrangements, fan attendance, media coverage, hotel, transportation, etc. The USL Academy holds all broadcast rights (all forms of media) to the Final.

**Rule 211a USL Academy Final: Team Arrivals and Departures**

All CLUBs requiring flights as part of their travel acknowledge that their team will arrive in the host city by the evening before their first match, or sooner. (Ex: if a team plays on Thursday and has to fly in, they are expected to arrive by Wednesday night).

Teams with greater travel demands are welcome to make special requests to the LEAGUE OFFICE ahead of time, and requests will be considered but not guaranteed.

**Rule 211b USL Academy Final: Team Hotel Accommodations**

The 2025 USL Academy Final mandates that all teams book within the portal link to Anthony Travel provided by the LEAGUE OFFICE prior to the event. The USL has reserved room blocks at hotels near the venue at discounted rates. **The cutoff date to book hotels is 5 weeks prior to the event (TBD). Teams who book outside of Anthony Travel are subject to a \$1500 fine per team.** Questions regarding your bookings and reservations should work through [academyoperations@uslsoccer.com](mailto:academyoperations@uslsoccer.com).

**300 – Stadium and Playing Field**

The stadium and playing field used by each club in USL Academy is the centerpiece of each club's operation. The goal of each club should be able to provide an enjoyable experience for the fans, players, officials and everyone involved with the staging of a soccer game. To accomplish this, teams must meet the following standards, approved by the individual leagues, which relate to stadiums and playing surfaces. Clubs must have a waiver on file with the League for all minimum standards are not met.

**Rule 301 Seating Capacity**

Each stadium is strongly recommended to have a minimum seating capacity of 500 persons.

**Rule 302 Lighting**

**(FINE 302 - \$750)**

Each stadium must have operational floodlights with minimum 40-foot candles for night play. If there is no lighting, a waiver must be submitted to the League and games scheduled with start times no later than 2:00 PM.

**Rule 303 Dressing Rooms**

**(FINE 303(a) Dressing Room - \$750)**

Each facility must have dressing rooms for the home team, visiting team, and referees. A dressing room is considered a private space to change and convene, with no public access.

Exceptions may be made in matches taking place within a radius at the League discretion.

**Rule 304 Scoreboard**

**(FINE 304 - \$250)**

Each stadium must have a working, electronic scoreboard that displays home team / visiting team scores, half, and a 45-minute time clock that counts up from 0:00.

**Rule 305      Playing Surface**

**(FINE 305 - \$750)**

Each stadium must have a playing surface that consists of natural grass or synthetic turf and must be in good playing condition. The grass length on game day shall not exceed one and one-half (1-1/2) inches.

**Rule 306      Field Dimensions**

**(FINE 306 - \$750)**

The minimum playing surface dimensions are 110 yards x 68 yards.

**Rule 307      Field Markings**

**(FINE 307 - \$50)**

The dimensions and markings of the field shall be measured according to standard FIFA specifications. This includes clear, distinct field markings that are five inches wide on a field that remains a constant size during the season. Goal nets and corner flags should be free of advertising.

Bench & Technical Area

Per the FIFA Laws of the Game, the technical area relates to matches played in stadiums with a designated seated area for technical staff and substitutes. Both the home and visiting team's benches shall be placed on the same side of the field on the side designated by the stadium field plan. The home team shall designate the bench locations at the start of the season and shall not change these locations during the season. The bench area shall be marked according to FIFA's technical area markings and the bench should accommodate no more than twelve (12) persons per team. If markings are not in place temporary markings must be used to create a technical area.

Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and eighteen (18) yards from each goalpost. This line shall extend for eighteen (18) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the "penalty area." Within each penalty area a penalty mark is made twelve (12) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of ten (10) yards from each penalty mark is drawn outside the penalty area.

Goals & Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel on each side of the goal and six (6) yards from each goalpost. This line shall extend six (6) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn connected to two perpendicular lines, forming the "goal area." Each goal shall be centered on the goal line and equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

Halfway Mark and Center Circle

A halfway line shall be marked across the center of the field. The center of the field shall be so marked and have a circle, which has a ten (10) yard radius, drawn around it.

Corner Area & Flags

At each of the four corners of the field measuring from the corner flags post, a quarter circle of a radius of one (1) yard shall be drawn inside the field of play. Corner flags shall be on posts not less than five (5) feet high with non-pointed tops.

**400 – Uniforms**

**Rule 401 Uniforms**

All players shall wear identical uniforms as provided by the official uniform supplier. The goalkeeper's uniform shall be different colors than the team uniform and shall conform to FIFA and USL Academy guidelines. Slide pants or compression shorts may be worn under uniform shorts and make reasonable efforts to match the predominant color of the uniform shorts.

The Referee shall enforce all FIFA equipment rules and any equipment deemed dangerous shall be removed.

**USL Academy Women's Specific:** All USL Academy Women's teams should consider purchasing and providing players with women's cut uniforms, including jerseys and shorts. Teams should refrain from purchasing white shorts whenever possible.

**Rule 402 Uniform Sets**

**(FINE 402 - \$150)**

Each team must have two complete, distinct sets of identical uniforms. One set must serve as the primary uniforms and the other set must serve as the secondary uniforms. Both teams should have both jerseys (light and dark) available for all games.

**Rule 403 USL Academy Logo**

USL Academy will have USL Academy Logo patches available for order prior to the start of each playing season. This logo must be permanently affixed to the left sleeve of the jersey. Clubs should reach out to the league office prior to patch application of their kits for compliance of placement and sizing.

**Rule 404 Team Logo**

**(FINE 404 - \$25)**

The team's name and / or team logo must be present on the front of the game jerseys.

**Rule 405 Uniform Numbers**

**(FINE 405 - \$25)**

Each uniform must contain numbers on the back. Number size must be a minimum of eight (8) inches on the back of jersey.

**Rule 406 Player Numbers**

**(FINE 406 - \$25)**

Each player, whenever possible, should keep the same jersey number for as long as the player is on the Master Roster. Jersey numbers can change on a week-to-week basis and should be reflected on the 20-person roster.

**Rule 407 Uniform Selection**

(FINE 407 - \$25)

The home team has the right to select the color of its primary uniform and must inform the visiting team of its choice via the Home Team Travel Information Sheet. The visiting team must wear a contrasting uniform. In case of a conflict the visiting team is required to change. The League should be notified. The referee has the authority to resolve the conflict if the League is unavailable.

Uniform selection will be determined by the following order:

1. Home team field players
2. Away team field players
3. Home team goalkeepers
4. Away team goalkeepers
5. Referees

**Rule 408 Goalkeeper Jersey**

(FINE 408 - \$25)

Goalkeeper jersey must be distinct from both the home team and the visiting team and include numbers. The referee has the authority to require a goalkeeper jersey change. All teams must travel with at least two (2) goalkeeper jerseys of different colors.

**Rule 409 Warm-up Kits**

All team warm-ups kits should make every effort to be identical for all players and should tie in with the color scheme of the uniforms.

**Rule 410 Referee Uniform**

All referees are required to supply their own uniform. USL Academy competitions require the use of the USSF, CSA, BFA or ABFA approved uniforms.

**500 – Game Day Staff**

**Rule 501 Game Day Staff**

Game day staffing requirements and recommendations shall depend on the duties of the stadium staff pursuant to the stadium lease. Each home team shall have a written arrangement with their stadium outlining both the team's and the stadium's responsibility, and which entity is ultimately responsible for in-game equipment repair (goals), implementation of emergency medical and evacuation procedures, spectator misconduct, and contraband items including pirated merchandise, knives, firearms, alcohol, etc. In addition to the stadium's staff, each home team shall have the game day personnel listed below. Game day staff may be volunteers or part-time employees. All game day staff shall arrive at the stadium at least one and one-half (1 ½) hours before the gates open.

REQUIRED

- Operations Coordinator
- Certified athletic trainer (on site)
- Head Coach
- Assistant Coach
- Scorekeeper/Statistician/Spotter/Timekeeper

RECOMMENDED

- Ball Supervisor & Retrievers (at least four (4); 11 years of age or older)
- Public Address Announcer
- Team Physician

**Rule 502            Operations Coordinator**

The home team's Operations Coordinator shall assist Senior Management with the overall responsibility of game operations. The Operations Coordinator must be available by cellular phone to the visiting team and USL Academy on game days. The Operations Coordinator shall assist with all the organization and supervision of the field and bench, and activities occurring thereon. Their responsibilities shall include:

- Providing the required lining and proper placement of equipment for the playing field including benches, goals, corner flags, game balls, sideline product, beverages, and additional team needs.
- Assist with scorekeeping and keeping statistics as needed.
- Supervising set-up and take-down of sponsor field signage and signage positions.
- Supervising pre-game and halftime ceremonies to assure the game starts and resumes at the designated times.
- Supervising security forces, ball boys/girls, runners, and communications with the press box.
- Providing game officials with any assistance needed before, during, or after the game.
- Assuring compliance with the game timing sheet and game day information.
- Provide a copy of the Game Day/Competition Timeline to the opposing team's coach.
- Give notice to the home team and visiting team to ensure that they take their positions on time for pre-game ceremonies/introductions and for the second half.

**Rule 503            Certified Athletic Trainer**

**(FINE 503 - \$500)**

The home team must provide a certified athletic trainer that is available to both the home and visiting teams before, during, and directly after the game to treat injuries and tape players. The home team athletic trainer is responsible for providing all necessary supplies (tape, bandages, etc.) to treat players on the home and the visiting team. All athletic trainers must also have knowledge of the facilities EAP and location of AED. A Coach cannot act as both Coach and Athletic Trainer unless there is a second coach both present at the game and on the Roster. This allows the Certified Athletic Trainer to focus solely on their medical duties.

Under no circumstances may a match be able to be played without a certified athletic trainer present. The match will result in a forfeit by fault of the home team should no athletic trainer be present.

Visiting teams are encouraged to travel with their own team trainer. If not traveling with a trainer, the visiting team should communicate the need to use the home team's trainer via phone or email communication at least two weeks in advance. The trainer should be available for the visiting team at a pre-arranged time to tape players prior to the game. Additionally, it is suggested that the home team verbally confirm receipt and understanding of their request by the visiting team.

It is recommended for clubs to have a certified athletic trainer on site during all team activities (i.e., training sessions, gym workouts, and exhibition games). At minimum during club activities outside of official League matches, clubs must have at least one (1) member of their technical staff who is first aid, CPR, and AED certified if a certified athletic trainer is not present.

**Rule 504            Ball Retrievers & Ball Retrievers Supervisor**

There should be at least four (4) ball retrievers, 11 years of age or older, wearing identical colors that do not conflict with the uniforms of either team. If ball retrievers are not possible the League must be notified and at least six (6) soccer balls must be stationed around the field with one (1) to two (2) staff members to assist collecting ball throughout the match.

**Rule 505          Scorekeeper / Statisticians**

**(FINE 505 - \$25)**

Each home team shall have a designated staff member or volunteer to keep accurate game statistics. The statistics should be confirmed with the Referee Crew at the end of the match. The Referee Crew will be responsible for inputting the statistics into MOD11.

**Rule 506          Coaching License – Head Coach**

**(FINE 506 - \$500)**

The team's head coach must hold a USSF "B" coaching license (or equivalent from the appropriate federation) within two years of their appointment. The head coach must provide proof of the requisite license or approved waiver to the league at the time of registration.

Under no circumstance can a match be played without a licensed coach on the bench. In the event the head coach is unavailable to attend the match, the replacement coach must hold a USSF "C" coaching license (or equivalent from the appropriate federation). The replacement coach must provide proof of the requisite license to the league at the time of registration.

**600 – Game Preparation & Presentation**

Game day presentations for all USL Academy matches should be professional and consistent. This shall be accomplished by adhering to all USL Academy Regulations and Standards. The following guidelines apply to all USL Academy games, including, but not limited to, all regular season, exhibition, playoff, Finals, All-Star, and/or international games in which any USL Academy team participates other than unadvertised scrimmages or practice games at which no admission is charged, or monies collected.

**Rule 601          Home Team Travel Information Sheet**

**(FINE 601 - \$25)**

The home team must submit the Home Team Travel Information Sheet to the visiting team fourteen (14) days prior to the game.

**Rule 602          Visiting Team Travel Information Sheet**

**(FINE 602 - \$25)**

The visiting team must submit the Visiting Team Travel Information Sheet to the home team fourteen (14) days prior to game.

USL Academy Hotel Policy:

To help all teams save on the cost of team travel, home (host) teams are required to provide visiting teams a preferred hotel partner option near the location of the Match Facility (within 20 Miles).

All Travel Bookings must utilize the League provided hotel partner.

**Rule 603      Gameday Readiness Form**

**(FINE 603 - \$25)**

The home and visiting team must submit the Gameday Readiness Form two (2) days prior to game.

**Rule 604      Game Ball**

**(FINE 604 - \$125)**

USL League balls will be available for purchase to be used for all regular season and playoff matches. No other ball is to be used by members clubs. A minimum of eight (8) official league specific game balls must be available throughout the game.

**Rule 605      Game Day Signage**

The CLUB is required to display USL Academy branded signage at field level facing the main grandstand. . Placement of League signage is mandated by USL Academy and takes precedent over local sponsors. The LEAGUE will provide preferred suppliers links to make signage purchases.

**Rule 606      Game Day Media**

Each team is recommended to have social media/communications personnel available to take high-resolution game action and promotional pictures to be sent to USL Academy Communications. All contracts with social media/communications personnel or passes for media collected should clearly state that USL and its member teams retain the right to use photos taken at USL Academy matches.

**Rule 607      Game Day Streaming / Match Video**

**(FINE 607)**

All home teams will be required to record each home game and streaming is highly encouraged. If the game is being broadcast live, it is preferred that it be streamed on the league identified platform. The game can also be simulcast on another platform of the home team's choosing. If the game is not available live, the home team must upload the match to the League(s) online library (Official Individual Team Page) within forty-eight (48) hours after the completion of the game. If the home team does not produce the coverage or provide the video to the USL Academy within this time frame the following sanctions are applicable:

- 1<sup>st</sup> offense - **Warning (Email to Team Staff)**
- 2<sup>nd</sup> offense - **\$150**
- 3<sup>rd</sup> offense and every additional offence- **\$250**

Expectations for clubs who stream:

- Standard Definition (SD): 720 x 480
- High Definition (HD): 1920 x 1080 or 1440 x 1080 or 1240 x 720
- Full Game (as outlined in "Duration"), Games that are not uploaded in their entirety will be counted as NOT UPLOADED and will constitute a fine.
- Unobstructed view of the field
- Home Club is responsible for ensuring on field actions are tagged on the Video Platform, either live in game (through streaming of the match) or retroactively following the game:

- Goals
- Yellow Cards
- Red Cards
- Start of Game
- Halftime
- End of Game

Must be uploaded to the league digital platform or sent to the USL Academy staff in an alternative Digital Format. Acceptable file formats: .avi, .mov, .wmv, .mts, .flv, .mp4, .m4v, .mpeg

After each half, a wide-angle shot should be used to follow the game officials (as well as all players if possible) off the playing field until they are no longer visible to the camera. Only at this point, and not before, should the camera go to the scoreboard for the final score. In the event of any altercation, the camera should follow the incident until its conclusion with a wide-angle shot. Filming should occur from the midfield position. After all goals, the post-goal celebration should be followed using a wide-angle shot. There is no need to show the scoreboard at any time other than the conclusion of each half after the players/officials have left the field. This aids us all in quickly identifying any goals, altercations, or other significant incidents that may take place during a match.

### Duration

Begin streaming twenty (20) minutes before the game until game officials and both teams have completely departed the field. At no time should the camera be stopped and restarted.

### Recording – Testing / Confirmation

Teams are responsible for testing their streaming system in advance. Poor video quality, bad camera angles, and excessive camera movement with unnecessary voice commentary can count as not recording the match.

### **Rule 608            Game Day Contact with Visiting Team**

**(FINE 608 - \$25)**

Home team must establish contact with visitors at least two hours before game time and have a member of staff on site. If requested, home team should meet visitors at hotel and escort them to the stadium, ensuring that the team reaches the stadium at least sixty (60) minutes prior to kickoff.

### **Rule 609            Arrival to Stadium**

**(FINE 609(a) less than 60 minutes - \$25; 609(b) less than 20 minutes - \$125)**

The home team and visiting team must arrive at the stadium at least 60 minutes prior to the scheduled kickoff. In the event a team is unable to arrive at least 60 minutes prior to the scheduled kickoff, the team must notify (in verbal communication via phone call and/or voicemail, as well as written communication via email or text message) the League representative and the opposing team. Each member of the referee crew must arrive at the stadium at least 90 minutes prior to the scheduled kickoff.

**Rule 610           Field Evaluation**

The home team representative must meet with the Referee at least sixty (60) minutes prior to the kickoff to assure the field is properly marked, the goals are in place and secure, the nets are properly fastened, the corner and midfield flags are proper and in place, and the balls are properly inflated. Anything deemed insufficient by the referee must be immediately corrected by the home team.

**Rule 611           National Flag**

The home team must display the national flag representing the country of the home team and the visiting team at all home games. In the event the opponent is from a foreign country, that country's flag shall also be displayed. Color guards are acceptable. Flags must be of equal size and displayed at the same height.

**Rule 612           Scorekeeper / Fourth Official's Table**

**(FINE 612 - \$25)**

The home teams must provide a table at midfield with chairs and communication to the scoreboard operator for the scorekeeper and the Fourth Official.

**Rule 613           Benches**

**(FINE 613 - \$25)**

The home team must provide benches / seating to accommodate no more than fourteen (14) persons. Tents are required for both the home and away benches, and must be in camera view. Exceptions can be made upon request.

**Rule 614           Ice and Water**

**(FINE 614 - \$25)**

The home team must provide ice and water in clean coolers and cups (or squirt bottles) at both benches, in both changing rooms and in the referee changing room. Water should be replenished on request and at half-time.

**Rule 615           Exchange of Official Match Day Roster**

**(FINE 615 - \$50)**

The Official Match Day Roster may include up to 20 eligible players from the team's Master Roster. Teams will submit their Official Match Day Roster via the Digital Match Roster (DMR) in MOD11. The home team and visiting team must submit the DMR no later than fifty-five (55) minutes prior to the start of the match. The home team must deliver copies or provide a link to the match page of the home team's and visiting team's DMRs to the referees.

Once the DMRs of both teams have been submitted to the referees, they may only be changed in the event that a player is subsequently deemed "unable to compete." Should this occur, the unfit player must be completely removed from the DMR and may not be listed as a substitute. The player may be replaced either with one of the seven listed substitutes or by another Eligible Player from the Master Roster that is not already on the DMR without this counting as one of the team's seven player substitutions. If the unfit player is replaced by one of the seven listed substitutes, a new Eligible Player from the Master Roster may not be added to the DMR to bring the Match Day Roster back to 20 players. Any adjustments to the DMR made after the time they were originally submitted to the referees must be communicated to and approved by the center referee and must be immediately communicated to the opponent's head coach.

**Rule 616           Captains Meeting**

(FINE 616 - \$25)

The captains meeting will take place forty-five (45) minutes prior to the kickoff of the match. The match officials, captains of both teams, and an administrative or technical staff member of the home and away team will meet. During this meeting, teams will conduct the following items:

- Show Colors; (Home and Away Field and Goalkeeper jersey, shorts, and socks) by showing Jersey Colors
- Referees have a moment to speak to the leaders of each club before the match takes place regarding any relevant topics that they feel are pertinent to the match.

**Rule 617 Team Warm-up Period**

(  
FINE  
617 -  
\$25)

Each team shall be entitled to a concurrent minimum warm-up period, on the field of play, of at least twenty (20) minutes which shall end pursuant to the Game Day Timeline. Following the pre-game warm-up period, the Operations personnel shall order the players and coaching staff to the locker rooms.

**Rule 618 Coaches and Reserve Players Entry**

(FINE 618 - \$25)

Prior to the team and referee introductions, the coaches and reserve players shall enter the field and walk along the sidelines to their team benches. Reserve players should wear identical equipment that distinguishes them from starting players.

**Rule 619 Bench Personnel**

(FINE 619 - \$25)

A maximum of fourteen (14) individuals are permitted in the technical area – limited to substitutes, coaches, trainers, or physicians. A maximum of five (5) non-playing personnel are allowed on each team bench. All persons in the technical area must be on the Digital Match Day Roster. These persons can either be coaches or medical staff (names must be registered with USL Academy prior to season and notify league of any changes.) Team owners, general managers, and other executives are not permitted to sit on the bench unless they are on the DMR. No player shall sit on the bench in street clothes, nor should any players not on the DMR be in the technical area.

**Rule 620 Bench Dress Code**

Coaches and trainers must have a professional appearance. Professional appearance is defined as a collared shirt and dress pants/dress shorts (Bermuda-type) or team warm-up (jacket and pants). Jeans and sandals are not permitted.

**Rule 621 Minimum Number of Players Required**

(FINE 620 - \$200 + \$50 for each player below 14)

The home team and the visiting team must dress a minimum of fourteen (14) eligible players for each game. If a team does not dress fourteen (14) players but has at least seven (7) players, the game may continue. However, the League reserves the right to levy additional fines for rosters far below the League minimum requirement of fourteen (14) players.

**Rule 622 Official Time**

Official time will be kept on the field by the referee. The amount of extra time in each half will be conveyed by the Referee to the Fourth Official or Assistant Referee. The Fourth Official/Assistant Referee will then communicate the appropriate time left in the match.

### **Rule 623 Substitutions**

Teams are allowed a maximum of seven (7) substitutes during regular season games. These substitutions may take place at three different moments within the match. Halftime does not count as one of these moments. In the interest of clarity, teams may not substitute one player at seven separate occurrences throughout the match. Substitutes shall report to the 4th Official or Assistant Referee at midfield and may not enter the field without the permission of the referee. A player who has been replaced by a substitute may not return to the field in the same game. Any player re-entering the game will be deemed an Ineligible Player. Any player that enters the game after the substitution allotment or moment allotment has been used will be deemed an Ineligible Player.

Exhibition Games (paid gate) - There is no limit to the number of substitutions in exhibition matches as long as both teams agree on the number and the officials are informed of the special arrangement upon arrival at the venue.

Scrimmage Games (non-paid gate) - Unlimited substitutions.

Goalkeeper Substitution - The goalkeeper may change places with a field player as long as the referee is informed of the change and the change is made during a stoppage in the match. *Note: Delay or time wasting is not acceptable during the exchange process. The match should not be held up to allow for a complete change of equipment by either player.*

### Concussion Substitution

The USL will implement a concussion substitution policy. The policy will act as follows.

Principles:

- Each team is permitted to use a maximum of two “concussion substitutes” in a match.
- A “concussion substitution” may be made regardless of the number of substitutes already used.
- A “concussion substitution” does NOT count as one of the team’s three “substitution windows” UNLESS the team makes a “normal” substitution at the same time as a “concussion substitution.”
- A “concussion substitution” is permanent, not temporary.
- In competitions in which the number of named substitutes is the same as the maximum number of substitutes that can be used, the “concussion substitute” can be a player who has previously been substituted.
  - o A player that has previously been substituted may only re-enter the field if all other substitutes have been used.
- When a “concussion substitute” is used, the opposing team then has the option of using an “additional” substitute for any reason.
  - o The Additional Substitute may only be used if all other substitutes or moments have been exhausted, unless it is made concurrently with the “concussion substitution.”
  - o The Additional Substitute may be a re-entering player only if all other substitutes have been used.

- The Additional Substitute moment does not allow for “normal” substitutions to occur concurrently.
  - Ex. A team has used all (3) substitution moments and has used (5) out of (7) available substitutes. The team has an Additional Substitute available. When making the Additional Substitute, the team must send on one of the (2) players that have not played yet. The team cannot also send on their final player who has not played yet as a “normal” substitute.

Concussion Sub Procedure:

The substitution procedure operates in accordance with Law 3 – The Players (except as outlined otherwise below).

- A “concussion substitution” may be made:
  - immediately after a concussion occurs or is suspected
  - after an initial three-minute on-field assessment, and/or after an off-field assessment; or
  - at any other time when a concussion occurs or is suspected (including when a player has previously been assessed and has returned to the field of play).
- If a team decides to make a “concussion substitution”, the referee/fourth official is informed, ideally by using a concussion substitution card.
- The injured player is not permitted to take any further part in the match (including kicks from the penalty mark) and should, where possible, be accompanied to the changing room and/or a medical facility.
- The opposing team is informed by the referee/fourth official that it now has the option of using an “additional” substitute. This substitute will not count towards the 3 moments, but it must be a player that has not previously been on the field. If all the available substitutes have been on the field, the player may re-enter.
- This option may be used concurrently with the “concussion substitution” made by the opposing team or at any time after all legal substitutions and/or moments have been used (except as outlined otherwise by the Laws of the Game).

On-field Assessment

At least one (preferably two) medical staff members should be available to assess the player on-field for a potential concussion. In the interest of clarity, those two individuals can be the Team’s ATC and/or the on-site physician. On-field medical staff must have the ability to communicate back to the bench (i.e. radio communication). Referees are to provide the medical personnel with all requisite time needed to evaluate the individual.

**Rule 624            Substitution Passes**

**(FINE 623 - \$25)**

Each team is responsible for bringing their own USL Academy substitution passes for use during each league game. Seven (7) substitution passes, two (2) concussion sub passes, and two (2) additional sub passes should be

brought by the home team and visiting team coaches. All substitution passes shall be verified by the referee with the Official Game Day Lineup prior to the player entering the match.

### **Rule 625          Putting a New Ball into Play**

When the ball goes out of play beyond the sideline or over the goal line, the home team will be responsible for making sure that there are at least six (6) balls available around the field for the player putting the ball back into play, to restart as quickly as possible.

### **Rule 626          Second Half Preparation**

The duration of halftime for all games shall be fifteen (15) minutes unless otherwise authorized by the USL. **No later than three (3) minutes before the start of the second half, each team shall exit the locker rooms for the field.**

### **Rule 627          Approaching Game Officials**

**(FINE 626 – \$50)**

No player, coach, or team staff member shall threaten game officials either verbally or physically, nor make contact in any manner either before, during or after the match. Coaches and team staff shall not approach game officials prior to the game, at the end of the half, or on the way to or from the locker room to lobby for a certain call, discuss the approach to the game, or to criticize a game official's performance. No one may enter the referees' dressing room without permission. It is strongly recommended that someone stand at the officials' dressing room door as security. The Referee shall report all such incidents in the Referee Game Report, and offending individuals shall be subject to a League fine and/or suspension. The Coach's Evaluation of Referees Form is the proper vehicle to express opinions on a game official's performance.

### **Rule 628          Entering the Field**

**(FINE 627 - \$50)**

A Player, Coach or other Team Staff member entering the playing field during a USL Academy game when not authorized to do so shall be fined and/or suspended by the League.

### **Rule 629          Ejected Players & Coaches Removal Policy**

Players and coaches sent off from the field are typically not permitted to watch the game, however players may remain on the bench provided there is not a team-specific locker room, and the player is not disruptive. Otherwise, players and coaches must remain in the locker room or outside of the facility premises for the remainder of the game. Additionally, coaches are not permitted to communicate with their team, staff, or players during the remainder of the game. The type of communication prohibited would include cellular phones, 2-way radios, electronic/digital, written, hand signals, or verbal. Players or coaches returning to the field of play during or directly following the game are subject to additional sanctions by the League office.

### **Rule 630          Overtime**

Regular Season – There will be no overtime during the regular season.

Playoffs – For Playoffs, USL Academy will have the discretion to adjust the playoff overtime format annually. Please refer to the season specific documentation for more details on playoff overtime procedures for each league.

### **Rule 631          Payment of Referees – completed and / or canceled matches**

**(FINE 630 – See Table of Fines)**

The fees for officiating matches are set by USL Academy and subject to regular review. Referees are eligible to be compensated for services if they:

- Arrive at the proper time and perform assigned services.
- Complete relevant forms including the MOD11 Match Report and Minimum Standards submission.
- Arrive at the proper time, but for some reason the match has been already postponed without the referees being properly notified in advance due to an error by the league or teams.
- Arrive at the proper time and either of the competing clubs fails to appear for the match.
- Perform assigned services, but for some reason, the match is not completed.
- Travel to the field, but the match is not played.
- Depart for assigned duties but the match is postponed en route due to inclement weather.
- Please refer to “Before Official Arrives at Venue” under the “Match Cancellations” section of this Manual for a list of the steps taken in the cancellation/postponement process.

**Referee Fees:**

Referee fees vary in [USL Academy](#). All game fees will be paid through Ref Insight, the US Soccer assigning platform. Every effort will be made to provide payment on a biweekly cadence; however, it is up to the referee to ensure their tax and bank information is current and updated. Please review the following table:

	<a href="#">USL Academy</a>
Center	\$120
AR	\$85
AR	\$85
4 <sup>th</sup> Official	\$60
Travel Expenses	Not Applicable

Referees in [USL Academy League](#) are not eligible for travel reimbursements.

Nonpayment of Referee Expenses

All teams, professional and amateur, are under a strict requirement to pay officials within seven days following a match. Officials must notify the appropriate League Office representative in the event of non-payment and/or any payment(s) that are returned from a bank. If payment is not made to the referees, the club at fault will forfeit the match.

**Rule 632      Game Delays and Postponements**

**(FINE 631 more than 72 hours to reschedule - \$100)**

In the case of a game delay, the Home Team shall immediately communicate the delay, via phone, to their League Official. The League Official shall distribute Emergency Game Day Contact Numbers to all teams prior to the start of the season. It is imperative that the rules and procedures of this section are explicitly followed in determining whether to delay, postpone, or cancel a game. If the kickoff is delayed because the visiting team arrives late, the visiting team shall be fined in accordance with league standards. The home team, in consultation with the League and referees, shall determine the start time for any delays in excess of twenty (20) minutes.

Canceling / Postponing a Game Prior to Start

A game may be canceled / postponed no earlier than two (2) hours prior to kick off because of inclement weather or situations considered Acts of God, unless agreed to by both teams and USL. Exception: In a case

where a third party (stadium owner) closes a stadium, a game may be canceled more than two (2) hours prior to kickoff, provided the League and both teams are notified in writing by the stadium owner / managing authority. Any team-requested changes to the official League schedule may incur a game change fee assessed by the League and/or applicable National Federation. This fee is assessable by the League Office as to its relevance on a case-by-case basis.

### Authority to Delay or Postpone a Game

Once in progress, a USL Academy match may only be delayed or postponed due to:

- Unfavorable weather or other adverse conditions beyond the control of the participating teams, which would make the playing of the game impractical or dangerous. Only USL Academy representatives have the final authority to delay or postpone a scheduled USL Academy match. If a League representative is unable to be reached, the Referee will have the final authority word on delays due to weather.

### Grace Period Before Abandoning a Game

Unless both teams, the Referee, and a League Representative agree to an alternate plan, teams must wait a minimum of one (1) hour before abandoning a game that has been delayed regardless of circumstances. This is not an aggregate time for multiple delays but rather one (1) hour from the time of the most recent delay. The Home Team, in the presence of the Referee, must immediately notify the League Representative, via phone, of any postponement issues. The one-hour grace period may be extended, up to a maximum of three (3) hours from the time the match is delayed if there is a likelihood of resuming the match that day. Given the difficulty and cost of rescheduling, every attempt should be made to continue the game. The League Representative has the final say on the length of the extended grace period due to weather. **A match may not be abandoned before the League Representative is contacted. The home team is responsible for contacting a League Representative. Failure to contact the league office may constitute in a forfeit of the match.** If the League Representative or another USL Academy official is unavailable (within 20 minutes of first attempted phone contact), the Referee shall be the final authority. No match will be continued after any continuous 3-hour waiting period without the approval of the League Representative. If the first game of a doubleheader has been delayed, the feasibility of completing the second game will be taken into account when determining an extended grace period.

### Advanced Preparation (Lightning):

Teams must take the steps outlined in the Lightning Policy sent by the League prior to the season to prepare for severe weather. These guidelines must be developed in coordination with the venue and submitted to the league through the venue approval process. The Advanced Preparation plan must include the facility's radius in which the field of play is deemed unsafe to play. Also, it will need to include the length of time that is required to wait after the most recent lightning strike. If your facility does not have a detailed lightning policy teams will default to the USL Pre Professional Standard Lighting Policy.

### USL Pre Professional Standard Lightning Policy:

If a lightning strike occurs within ten (10) miles radius of an official league competition, play must pause for at least thirty (30) minutes until the lightning has passed and all clear has been given. The thirty (30) minutes waiting period reset after every new strike within the ten (10) mile radius. Once play has been paused, players, coaches, referees, staff, and fans must clear the field and seek shelter for the duration of the lightening delay. During the delay, the League must be notified. If play can be resumed that match will begin from the minute in which it was paused. No match can be cancelled or postponed without confirmation from a League representative.

### USL Pre Professional Standard Air Quality Policy:

In the event the air quality is poor leading up to a match, please contact the League office to determine if the match will be played. In these instances, we will defer to US Soccer guidelines in making an appropriate decision. If the AQI is 100-150, one hydration break per half must be added at the 30<sup>th</sup> and 75<sup>th</sup> minute. If the AQI is 150-180 both teams must agree to play and water breaks must be added at 15', 30', 60' and 75'. If the AQI is 150-180 consideration for postponing and rescheduling the match with on ground assessment with the athletic trainers or a move to an indoor facility will be determined with the League.

The following information is guidance from US Soccer (USSF) surrounding Air Quality guidelines and monitoring of the Air Quality index (AQI). Clubs should take these guidelines into account for both training and match play and should be followed for the safety of all people involved (Players, Fans, etc.) If teams are aware of a potential air quality issue in their home market in advance of hosting a match, they must notify the league as soon as they become aware of the issue. Teams are to use [www.AIRNOW.gov](http://www.AIRNOW.gov) to determine AQI in the local market.

#### AQI: 100-150

- Add one hydration break per half to be taken at the 30' and 75' or at a natural break close to the times.
- Players with underlying health conditions should use caution and communication with team staff as well as a Certified Athletic Trainer to make decisions in the best interest of the player.

#### AQI: >150

- Four hydration breaks will be taken at the 15', 30', 60' and 75' or at a natural break close to the times
- Oxygen behind the benches MUST be supplied by teams with at least 2 canisters available ([example canister](#))
- Certified Athletic Trainers should start communicating regarding any at-risk players and how to best continue forward for the health of the players

#### AQI: 180-200

- Consideration for postponing or cancelling with on-the-ground assessment with the medical team.
- Should coordinate with local public health officials and be in line with local and/or regional restrictions, if in place – this should take into account players and spectators into consideration.

#### AQI: Over 200

- Cancel or postpone

### Game Cancellation / Postponement Criteria

Unless otherwise approved by USL, game cancellations/postponements should occur only in the most serious circumstances; however, the personal safety of participants, personnel, and spectators shall always be highest priority. Factors that the Referee and USL Academy shall consider include: whether or not the teams have requested the cancellation, difficulty in rescheduling the game, current and forecasted weather conditions, travel conditions, and the current whereabouts of teams and officials. Final decision is up to the Leagues discretion.

### Before Officials Arrive at Venue

In the event a match is to be terminated less than 12 hours prior to kick off due to unforeseen problems, the home team shall immediately contact its League Office to expedite the communication process to assigned referees. The League office will then notify the designated official at the National Federation, who will in turn

make every effort to notify the referees of the change. It is imperative that all contact numbers for referees be available to the National Federation for such situations.

### Referee “No Show”

In the event the assigned referee crew does not arrive at least one (1) hour before the scheduled kickoff time, the Home Team should immediately contact their League Representative. If the appropriate League Office does not immediately respond, the home team should attempt to contact another USL Academy representative until contact is made. Should none of the assigned referees be present at the official kickoff time, the teams must wait a minimum of one (1) hour before the possibility of postponement is considered. Again, no game may be abandoned or postponed due to lack of referees until at least one (1) hour has passed since kickoff. After one (1) hour from the original kickoff time has elapsed, the League Representative will decide as to whether the match should be postponed and rescheduled, or further time should be allowed (only in the event of referees on their way to the venue). Active and certified Federation referees must be used as replacements for the match to be deemed official. Prior to sending replacements, USL Academy and the respective Federation will determine on a case-by-case basis whether the substitute referees are of sufficient experience and ability to handle the match. Under no circumstances will the replacement referees have less than State or Provincial certification.

### Incomplete Game

In the event a USL Academy regular season game cannot be completed, the game counts if the entire 1<sup>st</sup> half was completed. If any match is suspended prior to the completion of the 1<sup>st</sup> half due to inclement weather or extenuating circumstances, the match will start over at a new date and time agreed upon by both teams. Every effort must be made to reschedule the match within the next twenty-four (24) hours. USL Academy has the discretion on the final decision of the match and its standards to protect the integrity of the competition.

### Termination Procedures for Single-Match Playoff Series

If the match is tied, the first half is completed, the one hour waiting period is fulfilled and there must be a winner to advance, then the following will occur:

- Regulation: If terminated during regulation, the match will be resumed at the next possible opportunity and played to completion beginning from when the play was stopped in the second half and will conclude at either ninety (90) minutes or within overtime, followed by FIFA Kicks from the Mark if necessary.
- Overtime: If terminated during Overtime, the match will resume at the minute that the match was terminated, followed by FIFA Kicks from the Mark if necessary.
- Back-to-back: If the teams are scheduled to play the following day, then the match will resume the next morning, starting with the overtime period, followed by Kicks from the Mark, if necessary.

\*USL, at its sole discretion, reserves the right to continue any playoff match starting immediately with Overtime and FIFA Kicks from the Mark, considering travel and field circumstances as well as any other pertinent information. Every attempt will be made to decide the result on the field of play.

### Rescheduling a Postponed Game

Any postponed game must be rescheduled within seventy-two (72) hours of the original date of the game and must be replayed no later than the second to last weekend of the regular season.

### Rescheduling Considerations

USL Academy shall have the authority to review all the facts, (including fault on the part of either team, unavoidable conditions, expense for both teams, and requests by a team to take a particular action in the best interests of USL Academy and its teams) in determining whether and when a game shall be rescheduled, who should bear the financial burden as a result of cancellation or rescheduling, whether the game should be forfeited or cancelled permanently, and whether other fines should be levied. The integrity of the League and the Home Team schedule shall be given considerable weight in the resolution of these matters. Unless the sanction or remedy is set forth specifically in any USL Academy rules or regulations, USL Academy shall decide what action to take, and its decision shall be final.

### Venue Clearances are Final

Once a team has approved its individual schedule and the League Schedules are officially released, the League will not automatically accept a postponement or cancellation of a game because a stadium is no longer available. It is the Home Team's responsibility to find a league-acceptable alternate venue, if necessary, on the originally scheduled date.

### USL Double Header Policy

A USL double header is defined as two or more games that are taking place on the same date and location. The league suggests that when scheduling double headers that a minimum of 1-2 hours be placed between matches to allow for locker room reset, field maintenance and unforeseen delays. All previous rules for game delays and postponements apply, but will be superseded by the order of preference and following situations:

#### Order of Preference

1. USL Senior Professional Teams (*USL Championship, Gainbridge Super League, and USL League One*)
2. USL Senior Pre-Professional Teams (*USL League Two and USL W League*)
3. USL Academy Teams

#### Delays Involving USL Academy and Senior Pre-Professional Teams

In the case where a USL Academy game is delayed or postponed that would cause a Pre-Professional Team to delay the start of their match more than one (1) hour from the original start time, the USL Academy will be forced to postpone to another date. If a USL Academy match has been delayed after the match has already begun, the previous rule still applies. If the game should reach half-time, the score line will be upheld. If the game has not reached half time, the game will be played on another date in accordance with the match postponement policy.

#### Delays Involving USL Academy/USL Senior Pre-Professional and Senior Professional Teams

In no circumstance can a USL Academy game delay cause a delay to a USL Senior Professional match.

### **Rule 633 Forfeit**

A Forfeit occurs when a club willfully does not show up at a game and there has been no League approved written agreement for a change of the scheduled game. Forfeits may also be enforced at the League's discretion. Forfeit penalties are as follows:

- A 3-0 victory for the opposing team and a loss with zero (0) points in the league standings for the forfeiting team.
- League fine of \$600.

- Compensation to opponent up to \$1,500. Opponents may not seek additional compensation, nor is it paid out in the event a team permanently withdraws from the League.
- A Forfeit may result in a team's membership agreement being terminated.
- The accumulation of three (3) Forfeits in a season will result in a review of the club's membership agreement.

**Rule 634 Non-Performance by the Home Team**

In the event the visiting team is present at the venue and willing and/or able to perform, but the home team is unwilling and/or unable to provide an acceptable venue (see rule 120 (b) ) or fails to show at the scheduled venue and time, all Forfeit penalties as previously listed apply, except for compensation to opponent as set forth below:

- Compensation to visiting team: up to \$1,500. Visiting team may not seek additional compensation.

**Rule 635 Non-Performance by the Visiting Team**

In the event the home team is present at the venue and willing and/or able to perform, but the visiting team is unwilling and/or unable to provide a venue or fails to show at the scheduled venue and time, all Forfeit penalties as previously listed apply, except for compensation to opponent as set forth below:

- Compensation to home team: up to \$1,500. Home team may not seek additional compensation.

**Rule 636 Non-Performance by Both Teams**

In the event neither team is prepared to commence the playing of a game at the scheduled kickoff time or does not complete such game, and the game is not played to a conclusion that day, USL Academy may reschedule the game, or declare the game a Forfeit by both teams with applicable Forfeit penalties enforced as previously listed.

**Rule 637 Serious Incident Protocol**

The Home Team shall educate key Game Day staff, both venue and team, regarding emergency procedures, EMS vehicles, stadium evacuation, and emergency plans. In the case of a serious incident on Game Day or at other times, it is vital that the League Office is informed at the earliest possible time. Team staff shall use their best judgment on whether an incident is (or potentially is) of such magnitude. When in doubt, staff shall err on the side of informing the League.

Examples of serious incidents include a death or life threatening injury to a player, staff, or spectator; severe weather (lightning storm); a serious altercation on the field (field invasion) or elsewhere at the stadium; a terrorist or unspecified threat to the safety of the event; the arrest of a player or staff member; an automobile accident or other accident; a calamity at the stadium (earthquake, fire, etc.); or a power failure at the stadium. The protocol shall be as follows:

1. Immediately ensure the appropriate emergency procedures have been implemented. Ensure names and phone numbers of those involved and witnesses as warranted.
2. While the situation is emerging, call the League Representative.
3. No statements shall be made to the media or others (other than law enforcement authorities) until the situation is discussed with the League. All participants shall be made aware of this policy. USL Academy and Team Media / Public Relations Directors shall be kept informed of the current situation. The League Office and the USL Academy Communications Department are authorized to speak on the League's behalf and no other individuals shall be permitted to discuss the situation with the media until USL Academy notification is given. As a general rule, the team General Manager and / or PR representative

should be limited to releasing comments to the media. Prior to making any public statements, the situation should be discussed with the League Office so that consistent and non-conflicting information is released.

### Emergency Evacuation / Crisis Situation

The following are the basic parameters teams shall follow for an Emergency Evacuation / Crisis Situation in the venue:

1. The Home Team shall follow the previously developed and rehearsed emergency response procedures.

### Emergency / Crisis at the Local Level

1. Team Operations staff, the Team General Manager, Team PR personnel in conjunction with Venue Officials and local law enforcement shall assess situation and immediately brief USL Academy.
2. If the incident is isolated to the local market, Team Officials, in conjunction with the Venue and Local Law Enforcement, shall determine response and course of action. Best judgment shall be used to determine the level of involvement requested of the League Office.
3. The response and course of action is communicated following a pre-established chain that should include the USL Academy Staff.

### Emergency / Crisis at the National or International Level

1. USL Academy officials shall assess the situation and immediately consult with Team Representatives.
2. League and Team Officials will determine a response and course of action.
3. The response and course of action will be determined and communicated to Team Representatives which will in turn disseminate pertinent information as USL Academy directs.

### Communication Plan

For all emergency response situations, teams shall immediately contact the League Office and when the situation requires, adhere to the following emergency communication plan:

1. A conference call shall be organized for emergency response situations. When calling into a conference from a cellular phone, individuals shall have the ability to mute their phone to minimize excess sound that would otherwise disrupt the dissemination of information. The League Office shall have the responsibility of initiating this conference call and informing the appropriate individuals.
2. Teams shall not have more than three (3) individuals calling this number (e.g. General Manager, PR personnel, and operations staff). It will then be the responsibility of the team to appropriately distribute information within the organization.

### Emergency Medical and Evacuation Plans

Every team shall establish game day emergency medical and evacuation procedures. Teams shall create their emergency medical, and evacuation plans at least thirty (30) days prior to the opening game and be available upon request by the League office. Above all, necessary precautions shall be taken to ensure spectator, team, and staff safety at all times. As most teams do not own their venues, it is imperative that security, stadium management, and a team official discuss and coordinate these procedures prior to the opening game. Knowing where and how to access an AED must be included in the EAP.

### Medical Emergency Plan

Utilize the following basic parameters in developing team policies:

- Assign staff to report initial problems to the Field Manager; notify security and any on-site EMS agency immediately of the problem and location; and deploy a staff member to the scene.
- Once the Medical Response Team arrives and relieves the staff member, the staff member shall record initial information, including time, location, and who placed the injury call, before they leave the accident / injury area. This information shall be recorded and sent to the League office upon request.
- If the patient is transported to the hospital, the designated staff member shall record the time of departure, which hospital the patient was transported to, and who transported the patient.
- Emergency equipment on site shall be listed in the plan, and its location shall be detailed.

### Team Physician

In addition to the medical emergency plan, it is recommended that the home team shall have a qualified physician in addition to the requirement of having certified athletic trainer available at each home game. At no time shall a player be subject to the risk or aggravation of an injury by removing them from the field. Additionally, an ambulance and crew shall be on-call.

### Evacuation Plan

In the event that a stadium or parts thereof need to be evacuated due to an Act of God (earthquakes, hurricanes, and floods), bomb or terrorist threats, fire and smoke, etc., each team shall develop, in conjunction with their stadium authority, a Game Day Emergency Evacuation Plan. This plan shall include at least the following specifications:

- Directions on how to safely and quickly remove all spectators, teams and staff from the affected area.
- A detailed list of on-site employees responsible for overseeing an evacuation.
- A detailed notification system for law enforcement agencies, fire, or other emergency response departments.
- Preemptive measures shall include day of game stadium inspections and advisory to security of their duties and expectations, particularly concerning fights and alcohol abuse, etc. Many municipal and established stadiums already have policies in place; teams may incorporate existing stadium plans.

## 700 – Post-Game Reporting

### Rule 701      **Game Statistics**

The Match Report in MOD11 must be completed by the referee crew immediately following the game, and no later than midnight on the day of the match. Officials will input goals, substitutions, and misconduct at a minimum. If shots, saves, and fouls are provided by the clubs, those stats must be entered as well. Incident Reports/Supplemental Reports should be entered in the MOD11 Match Report Notes Section and should be filled out for any serious incidents below:

- Ejections (Player and Staff) (**Check the box for “Disciplinary Issues”**)
- Serious Injuries
- Head Injuries (regardless of whether they return to play)
- Issues with Spectators (**Check the box for “Disciplinary Issues”**)
- Game Delays and Postponements
- Issues with Field Conditions
- Other events Officials deem noteworthy

Officials do not need to submit a separate match report in the assigning platform, nor do they need to submit a USSF Supplemental Report, provided all information is written in the Notes section.

**Rule 702            Official Score Sheet**

**(FINE 702 - \$25)**

The home team must submit a copy of the completed Official Score Sheet to the referees at the conclusion of the match. This is the official statistical sheet for the game, and includes the following required information:

- Teams
- Scoring summary
- Team lineups
- Official statistics
- Caution & Sendoff summary

All sections must be completed and legible. At the game’s conclusion, the home team coach and visiting team coach must initial the score sheet while the referee must verify the cautions, send-offs, and goals / assists by also signing the score sheet. The referee will then submit to each League through MOD11.

**Rule 703            League Regulations and Standards Compliance Form**

Upon arrival at the venue, the home team shall provide the referees with a Minimum Standards Checklist. This form contains a QR code to complete the form digitally. The referees must complete the League Regulations and Standards Compliance Form within 48 hours following the completion of each match. The League Regulations and Standards Compliance Form is the platform to note any observed violation of USL Academy Regulations & Standards and to report comments of a positive or negative nature regarding a game or the conduct of either team.

**Rule 704            Official Game Day Lineup Sheets**

**(FINE 704 - \$25)**

The home team and visiting team must submit online the official game day lineup through MOD11 fifty-five (55) minutes prior to the match. If a change to the DMR and/or Starting Lineup is made within 55 minutes to kick off, the referees and visiting team must be informed.

**Summary: Required Materials to be Submitted for Each Match**

<b>Required Submission</b>	<b>Team</b>	<b>Submit to</b>	<b>Time Frame (when it is due)</b>
Home Team Travel Information Sheet	Home	Praxis	7 days prior to game
Visiting Team Travel Information Sheet	Visiting	Praxis	7 days prior to game
Gameday Readiness Form	Both	Praxis	2 days prior to game
Official Game Day Lineup – MOD 11 DMR	Both	MOD11	55 minutes prior to Kickoff
Official Score Sheet	Referee	MOD11	At conclusion of the match
Referee Match Report/Stats	Referee	MOD11	At conclusion of the match
League Regulations & Standards Compliance Form	Referee	League Link/QR Code	At conclusion of the match
Minimum Standards Form	Visiting	Praxis	At conclusion of the match

## 800 – Disciplinary Regulations

### Rule 801 Disciplinary Powers

USL Academy shall have the authority to suspend, fine, or disqualify players, team officials or competing clubs for violating League rules, or for any action or conduct not in the best interest of soccer or USL Academy. USL Academy has the authority to act on behalf of the League regarding any breach of the League Regulations and Standards. USL Academy administers all final decisions on a breach of rules. Please refer to the USL Academy Referee Manual, which contains misconduct classifications as well as other game misconduct.

### Rule 802 Disciplinary Process

USL Academy disciplinary issues (including all send-offs) reported by the Referee shall be reviewed by the USL Academy staff via match videos, official reports, individual accounts, and other pertinent information. Depending on the timeliness of the reports and match videos, the USL Academy will make every effort to rule on all cases from the preceding week and issue these rulings by Wednesday of each week.

Every disciplinary incident (send-offs) shall be reviewed individually to ensure that players are not over-penalized, either by the number of matches served or fines. USL Academy has the authority and reserves the right to levy additional suspensions or fines (above the minimum for that type of infraction) if a review of the incident warrants such action.

The USL Academy shall only act in contravention of a referee's ruling on the field to levy additional suspensions or fines when a play, or the consequences of a play, are of an egregious or exceptional nature OR in circumstances where the referee did not see the play in question and USL Academy has sufficient and convincing evidence that a serious infraction occurred.

### Rule 803 Serving Suspensions during the Regular Season

Any player and/or coach sent off during a regular season game may be fined and will be suspended from the next league game. A person who serves as both player and coach may not return as a player or a coach until the suspension has been served. The USL Academy reserves the right to assess further penalties depending on the severity of the incident. The infractions below result in the following minimum suspension lengths and fines:

- Violent Conduct – 2 Games
- Spitting – 4 Games
- Biting – 5 Games
- Fighting – 6 Games
- Referee Abuse – See Rule 811
- Referee Assault – See Rule 811
- Foul and Abusive Language (Tier 1) – 1 Game
- Foul and Abusive Language (Tier 2) – 6 Games

The penalties set forth shall apply to all cards awarded to a Player in any USL Academy match. For the purposes of determining accumulations and game suspensions, any games that count as part of a team's official league schedule shall be utilized.

#### Exhibition Game Send-off

Any player and/or coach sent off in an exhibition game shall serve a suspension during the team's next exhibition game.

### Final Regular Season Game Send-off

Any player sent off in a final regular season match must serve the suspension in the first playoff match, unless the season is over, in which case the suspension will be served in the team's first league match the following season.

### Inter-League Suspensions

Any player who is suspended from a match in any USL League will serve their suspension in accordance with the League in which the suspension occurred. Should the player be loaned or transferred between Leagues within the USL, the suspension will become the amount of time that must elapse until the player is once again eligible to play in the League in which the suspension was received.

### Examples

- Player X, suspended for one USL League Two or USL W League match, is loaned to a USL Academy club. Player X is not permitted to play in either competition until the day following the date of the match that they are suspended for in the USL League Two or USL W League.
  - o Player X receives a red card on 7/1, and the next match is 7/7. Player X is loaned to USL Academy, which has games on 7/5 and 7/8. Player X is not permitted to play until the day after their true suspension date of 7/7, making them ineligible for the 7/5 USL Academy game but eligible for the 7/8 USL Academy game.

### Coach / Staff Caution and Ejections

Referees may caution or eject coaches and team staff in accordance with IFAB's Laws of the Game. Any coach or other Team Staff member not acting in a professional manner in the opinion of the League, whether the incident is reported in the Referee Game Report, shall be subject to a fine and/or suspension.

### Suspension Parameters & Restrictions

Any manager, coach, assistant coach, athletic trainer, player, or other official bench personnel is prohibited from assuming any official duty at or near the team bench while serving a suspension. Any athletic trainer sent off during a match should remain in the locker room area through the end of the match and may only return to the pitch at the request of the Referee in the event of an emergency. Any infringement of this rule or the restrictions below may result in the forfeiture of the game and include a fine for each infraction. The following restrictions apply:

#### Pre-Game

Suspended personnel are allowed to communicate pre-game information to the team in the locker room prior to the match. However, they are not allowed on the field during warm-ups and may not stand or in any way be in close proximity to the field of play.

#### In-Game including Halftime

- Field Access – At no time during the game is a suspended person allowed on or around the field of play.

- Communication – There is to be no direct or indirect communication via written, verbal, cellular or electronic to any other coach, player, or staff member on the team bench.
- Venue Seating (Coaches/Staff Only)– The suspended person is not permitted to sit in the stands as a “spectator”. If these accommodations are not available, then the suspended person is prohibited from attending the match.
- Locker Room Access – The suspended person is not allowed to be in the locker room at any time during halftime.

Post-game

The suspended person may join their team in the locker room, but not on the field of play or its surrounding areas.

Extending a Suspension

In any case, USL Academy reserves the right to impose suspensions beyond any of these parameters for offenses deemed to be particularly violent and against the spirit of the game.

**Rule 804 League Disciplinary Point System**

USL Academy has the authority to discipline players, coaches, and/or team personnel based upon the USL Academy disciplinary regulations in accordance with FIFA and the respective National Federation.

**Rule 805 Penalty Points**

All cautions/yellow cards will account for one (1) point, and send-offs/red cards will account for two (2) points. Any player receiving two cautions in one match, which results in a send-off, will receive one (1) point for the first caution and one (1) point for the resulting send-off for a total of two (2) points. Any player receiving one caution and one red card in a match, which results in a send-off, will receive one (1) point for the caution and two (2) points for the send-off for a total of three (3) points. Send-offs/red card suspensions must be served the following game in which the team participates. Offenses that may result in either a caution or a send-off are listed in IFAB’s Laws of the Game.

**Rule 806 Team Penalty Point Accumulation**

The accumulation of player and coach penalty points above the league specified number in any one season will result in a fine.

USL Academy: Average of 4 Disciplinary points per game, **\$375 fine**

**Rule 807 Player Caution Accumulation**

**(FINE 807 - \$25)**

For logistical and administrative purposes, players exceeding the caution accumulation penalty point plateau(s) will serve their suspension immediately. USL Academy also reserves the right to re-evaluate player accumulation plateaus for player eligibility rulings, including playoffs, with the reserved power to postpone suspensions to the following season.

Players accumulating the following number of caution/yellow cards throughout the season will be sanctioned as follows:

USL Academy

- 6 cautions - one (1) game suspension
- 9 total cautions - two (2) game suspension
- 2<sup>nd</sup> suspension by one player - **\$25 fine**

**Rule 808      Coach Sendoff Accumulation**

**(FINE 808 – See Below)**

Any coach accumulating the following number of ejections will be suspended, and fined as the following:

- 1st Send off, coach will serve a one (1) game suspension and will be fined a minimum of \$50.
- 2nd Send off, coach will serve a one (1) game suspension and will be fined a minimum of \$100.
- 3rd Send off, coach will serve a two (2) game suspension and will be fined a minimum of \$150. Fines can be increased by League Office.

**Rule 809            Suspension during the Playoffs**

Send-offs

Any player and/or coach that is sent off during the playoffs will be suspended from the next playoff game, unless the season is over, in which case the suspension will be served in the team's first League game the following season.

**Rule 810            Major Game Misconduct**

In addition to those offenses set forth above, major fines or suspensions, at the sole and absolute discretion of the USL Academy staff, shall be levied against Players (whether or not they were awarded a card by the Referee), Coaches or other Team Staff for such game conduct as fighting, provoking a fight, criticizing Game Officials with words or gestures, entering the Game Officials' locker room, physical contact with Game Officials separate from Referee Assault, using excessive force, deliberate attempts to injure, spitting, provoking crowd disorders, profane language that can be heard by the crowd or broadcast audience, obscene gestures, throwing items in the technical area, improper conduct during the national anthem, taunting, abuse of spectators and others, failure to leave the field when instructed by the Referee to do so, improper conduct following the award of a card, excessive delay tactics or excessive and obvious feigning of injuries, or other unsportsmanlike conduct detrimental to USL Academy. The League may levy fines and / or suspensions for such behavior whether or not it is reported in the Referee Game Report. Video review will weigh heavily in determining/confirming any disciplinary action taken.

**Rule 811            Game Official Assault or Abuse**

1. Referee Assault – Referee assault is defined as any player, coach, or team staff member committing an intentional act of physical violence on a member of the referee crew. For the purposes of this rule, the guidelines outlined by USSF Policy 531-9 Section 3.3 will be followed. Referee Assault shall include, but is not limited to: spitting, striking, kicking, choking, grabbing, bodily running into, kicking or throwing an object at an official, or damaging the referee's uniform or personal property.
2. Referee Abuse – Referee abuse is defined as any player, coach, or team staff member threatening a member of the referee crew through a physical act or verbal statement, either explicitly or implicitly. For the purposes of this rule, the guidelines outlined by USSF Policy 531-9 Section 3.4 will be followed. Referee abuse shall include but is not limited to: verbal and nonverbal communications that contains foul or abusive language implying or directly threatening physical harm or spitting a beverage on or at a referee crew member or a referee crew member's personal property.

Penalties and Suspensions:

(A) Assault

- (1) The person committing the referee assault must be suspended as follows:
  - (a) for a minor or slight touching of the referee or the referee's uniform or personal property, at least 3 months from the time of the assault;
  - (b) except as provided in clause (i) or (ii), for any other assault, at least 6 months from the time of the assault:
    - (i) for an assault committed by an adult and the referee is 17 years of age or younger, at least 3 years; or
    - (ii) for an assault when serious injuries are inflicted, at least 5 years.

(2) A State Association adjudicating the matter may not provide shorter period of suspension but, if circumstances warrant, may provide a longer period of suspension.

(B) Abuse

The minimum suspension period for referee abuse shall be at least three (3) scheduled matches within the rules of that competition. The Organization Member adjudicating the matter may provide a longer period of suspension when circumstances warrant (e.g., habitual offenders).

In addition to enforcing the mandatory sanctions from USSF Policy 531-9, USL Academy will impose additional fines and/or suspensions as follows:

1. Assault:
  - a. Referee assault, whether minor or major, will result in a 6-game suspension from USL Academy competitions. Games that occur during the mandatory suspensions described above will count towards their suspension.
    - i. E.g. A player commits referee assault on the club's final game of the season, and the club does not make playoffs. The player is suspended for 6 months from the game for all USSF affiliated competitions and is suspended for 6 USL League Two or USL W League games. The player will miss the first 6 games of the following season.
    - ii. E.g. A player commits referee assault with 5 games remaining in the season. The player is suspended for 6 months in all USSF affiliated competitions and is suspended for 6 USL League Two or USL W League games. The team plays their remaining 5 games and one game in the playoffs. The player may count these 6 games towards their suspension and would be eligible to play after the 6-month suspension.
2. Abuse:
  - a. If USL Academy deems the behavior to be excessively abusive, additional sanctions may be imposed beyond the mandatory 3-game suspension.

**Rule 812 USL Academy 's Discretionary Power on Suspensions**

USL Academy may, at its discretion, rule a specific game shall not count toward the completion of a suspension, if satisfied the game has been purposely arranged by the club with a view toward enabling the player in question to complete their suspension at a specific time in order to qualify them to play in another specific game.

**Rule 813 USSF Fine for Serious Incidents**

The U.S. Soccer Federation has the power to impose fines up to \$10,000 for any incident bringing the game into disrepute within USL Academy.

**Rule 814 Disparaging Comments**

**( 814 – Minimum \$25)**

Players, coaches, and team officials may not disparage referees, referee decisions, league disciplinary decisions, or the league in the team press releases in quotes provided to the media. Fines will be levied accordingly based on the nature, severity, and context of the comments made. Suspension could also be levied by very serious comments.

**Rule 815 Foul and Abusive Language**

**(FINE 815 – Minimum \$250)**

Players, coaches, and team officials may not engage in foul and/or abusive language. Foul and Abusive Language (Tier 1) is defined as directed derogatory comments that would wish harm, injury, or profane misfortune on another person.

Foul and Abusive language (Tier 2) is defined as, use of language that is threatening, abusive, or discriminatory, including, but not limited to, on the basis of race, ethnicity, national origin, religion, gender, gender identity, ability, and/or sexual orientation. The display of signs, symbols, images, or any other actions that are threatening, abusive, or discriminatory - including, but not limited to, on the basis of race, ethnicity, national origin, religion, gender, gender identity, ability, and/or sexual orientation.

### **Rule 816      Fighting**

**(FINE 816 – Minimum \$125)**

Players, coaches, and team officials may not engage in fighting while at or attending a USL or USL Academy match. Fighting is defined as a player using Excessive Force with the intent to cause harm to an individual(s). Fighting includes but is not limited to closed fist attacks, headbutting, the use of an object or objects, choking etc., whereby the league, in consultation with the disciplinary committee, reserves the sole right to interpret the incident(s) which may be actual or intentional in nature. There will be a zero-tolerance policy towards Fighting within USL Academy and will constitute a 6-match ban. As a point of clarity, the suspension length will be to total number of scheduled matches in a season, divided by 2 (ex. 12 Regular Season Games Scheduled by the League/2 = 6 Game Suspension). If the League feels the sanction is not severe enough, it reserves the right to implement more severe penalties.

## **900 - Conduct of Teams**

### **Rule 901      Intentional Throwing of Games**

Agreeing or promising to lose a game is in strict violation of the rules of USL Academy. Any club or personnel associated with a club who agrees or attempts to lose, or otherwise adversely affects the outcome of any game with which they are associated, or who shall solicit or attempt to induce any player or other person associated with a member club to lose, attempt to lose or otherwise adversely affect the outcome of any soccer game, will be immediately banned and may be subject to expulsion from the League. Additionally, any player who, in the opinion of the referee and/or USL Academy, attempts to purposefully lose a game by intentionally scoring an own goal as a field player, or intentionally allowing an “own goal” to occur, will be subject to disciplinary action which may include forfeiture of the game and the possibility of a permanent suspension from USL Academy.

Likewise, any person from a member club who is solicited to commit or has knowledge of any of the foregoing acts and fails to inform USL Academy immediately of all facts and circumstances connected with the solicitation, shall be declared by USL Academy to be permanently banned and may be subject to suspension and / or expulsion from the League.

### **Rule 902      Illegal Incentives for Winning a Game**

Any person connected with a member club who shall offer or give any gift or reward to a player or other person connected with another member club for services rendered, supposed to be rendered, or to have rendered in defeating or attempting to defeat a competing team or otherwise adversely affect the outcome of any game, shall be declared by USL Academy to be banned for a period of no less than three (3) years.

Likewise, any person with knowledge of such an incident, who shall fail to inform USL Academy immediately of such offer and of all facts and circumstances connected therewith, shall be declared by USL Academy to be ineligible for a period of no less than three (3) years.

**Rule 903      Gifts to Referees or Assistant Referees**

Any person connected with a member club who shall give or offer to give any gifts or reward, including promotional items distributed by the clubs to fans, to a Referee or Assistant Referee for services rendered or supposed to be rendered in defeating or attempting to defeat a competing club, or otherwise adversely affect the outcome of any part of a game, shall be declared by USL Academy to be permanently banned.

Likewise, any referee or assistant referee who shall render, or promise or agree to render, any such decision otherwise than on its merits, or who shall solicit or accept such a gift or reward for any such service or decision, shall be declared permanently banned by USL Academy. Any referee or assistant referee who, having been offered any such gift or reward, or having been solicited to render any such decision otherwise than on its merits, shall be obligated to inform USL Academy immediately of such offer or solicitation, and all facts and circumstances connected therewith. Failure to report such solicitation shall be cause for USL Academy to declare the official permanently banned to work USL Academy games and recommend to the respective Federation suspension from all matches.

**Rule 904      Betting on Soccer Games**

Any person, including any player, associated in any way with any USL Academy team or with League Management, who bets or gambles, or attempts to bet or gamble, any amount whatsoever upon any soccer game, including upon a USL Academy game, shall be declared "persona non grata" by USL Academy and permanently banned from all USL Academy activities.

**Rule 905      Scandalous Conduct**

USL Academy may suspend for a definite period and/or impose a fine on any officer, director, player or employee of a member club guilty of gross misbehavior in public, including intoxication, drug use, fighting, quarreling, indecency or other scandalous conduct, whether on or off the playing field, including online, when such conduct is, in the USL Academy's opinion, prejudicial to the best interests of the sport of soccer or the League.

**Rule 906      Moral Turpitude**

Any employee, player, or official of any member club or the League who shall be convicted of a felony, or who shall have been found by USL Academy to have conducted themselves in a manner detrimental to the best interests of soccer or the League, may be declared by USL Academy to be suspended for such period of time as USL Academy shall deem to be appropriate.

**Rule 907      Tampering**

**(FINE 907 - \$1250)**

No owner, officer, or representative of a USL Academy team shall directly or indirectly approach a coach or staff member of another USL Academy team regarding employment unless that contracted party's employing team gives written permission to the requesting team to make such contact. Communication through a representative or other third party is also prohibited.

**Rule 908      Vandalism / Destruction of Property**

No player, owner, officer, or representative of a club shall intentionally damage or destroy the physical property of another club. This prohibition shall extend to the damage and destruction of locker rooms or other areas of a leased or owned stadium facility and the host hotel. Those found in violation shall be responsible for the full cost of proven damages, plus a punitive fine from USL Academy commensurate with the nature of the act(s).

**Rule 909      Other Misconduct**

Any and all other conduct, acts, transactions, or practices which are not in the best interests of soccer or USL Academy are prohibited and shall be subject to penalties imposed by USL Academy, such as permanent ineligibility, temporary for a period of time, suspension of voting rights, suspension from playing, or suspension of an individual from sitting on committee or advisory board, as the facts in the particular case may, in the Leagues' opinion, warrant.

**1000 – Governing Bodies and Committees**

**Rule 1001 League Senior Representative**

The League Senior Representative is the highest-ranking officer of the USL Academy, regardless of this individual's job title, and has the power to:

- Prepare the schedule for League play and playoffs/championship.
- Propose and interpret the rules.
- Serve as the final appeal in protested games.
- Exercise disciplinary powers conferred upon them by the League Regulations and Standards.
- Conduct the day-to-day affairs of the USL Academy and shall employ any administrative staff necessary to conduct USL Academy business at salaries and terms as determined by the League Senior Representative.
- Have full authority to take any action that is deemed necessary to prevent or discourage conduct by a member(s) or any other person(s) which is not in the best interest of the USL Academy, or which is necessary or desirable to preserve or protect the integrity or reputation of the leagues, their members, or the sport of soccer.
- Make known and enforce the provisions of these League Regulations and Standards.
- Be responsible for all funds and securities of the Leagues. Shall receive all duties, fines, assessments, and other revenues paid to the USL Academy and shall deposit all such revenues in depositories as determined by the League Senior Representative. Shall keep an accurate account of all money for payment of accounts, fees, and dues and shall make such payments as shall be due by the league.
- Serve as an ex-officio member on all league and/or divisional committees.
- Delegate such authority to USL Academy employees as necessary to carry out rules, operations, and any other USL Academy business.

Section 2

Registration Procedures & Roster Regulations

1100 – General Registration

**Rule 1101 Regulations Governing Players**

The regulations governing all players competing in USL, along with the status, rights and privileges of these players are set by FIFA, soccer's international governing body, and the appropriate Federations.

**Rule 1102 Registration Deadline**

All player registration information must be submitted to USL Academy and the appropriate Federation at least two (2) weeks prior to your club's first Academy game. One (1) player is required to be registered one (1) month prior to the club's first Academy game. Failure to comply may result in players being declared ineligible. Once the season begins, all registration paperwork must be submitted to USL Academy no later than 12:00 PM on Thursday (team's local time) and the appropriate Federation no later than 12:00 PM (team's local time) on Thursday. Urgent registration will be allowed starting at 9:00 AM EST on Fridays until 2:00 PM EST for an additional fee of twenty (20) dollars per registrant. Friday at 2:00 PM EST registration will be closed until the following Monday at 9:00 AM EST.

**Rule 1103 Master Roster**

An unlimited number of players may be registered to the clubs Master Roster and is the official player roster of the team as set by the USL.

**USL Academy:**

- A maximum of ten (10) may be International Players on the Official Game Day Lineup Sheet
- A minimum of three (3) over-age players must be registered and approved on the Master Roster
- A minimum of six (6) players U17 (2009) or younger must be on the Master Roster prior to the team's first game.
- A maximum of five (5) players on the Official Game Day Lineup Sheet may be Over-Age (Born in 2005 or prior) Players.
  - o Unlimited number of overage players from the Senior Team can be dual-registered on a club's USLA Master Roster. No limit to total number of players.
  - o Pro Exception: Pro clubs (CH/L1/S) will be allowed to register (3) over-age players NOT included on their Senior Team onto their USLA Master Roster
  - o Pre-Pro Exception: Pre-Pro clubs (L2/W/A-Only) will be allowed to register (10) over-age players NOT included on their Senior Team onto their USLA Master Roster
  - o Replacement Policy: clubs may have the option to replace the overage players registered to their USLA Master Roster that are NOT included on their Senior Team, when league approved (Ex: a pro club can register a 4<sup>th</sup> overage player unassociated with their Senior Team, providing they remove one of the first (3) from the Master Roster)

**Rule 1104 MOD11 Roster Changes**

Whenever a team makes a change to its MOD11 roster with less than fifty-five (55) minutes to kick, a notification must be communicated to the referee and the opponent. Changes are not approved unless confirmed by match officials.

### **Rule 1105      New Player Registration Deadline (League Specific)**

Teams may register a player before the deadline that is not classified as a fully Eligible player (i.e., missing international clearance, birth certificate, proof of citizenship, etc.) but the player will not be permitted to play until cleared by USL. Should such a player remain an Ineligible Player after the deadline, the team cannot replace that player on its Master Roster.

The date of the Roster Freeze will be determined on an annual basis by USL Academy.

USL Academy: Friday, November 7<sup>th</sup> at 5:00 PM EST

### **1200 – Player Classifications**

#### **Rule 1201      Amateur Player**

An amateur player is a player who signs an amateur registration form with the team's applicable Federation, an amateur registration form with USL, and does not receive payment for playing soccer. Amateur players may be reimbursed for actual and reasonable expenses as allowed by the applicable Federation, USL, NCAA or NAIA rules. An amateur player may only be registered with one USL Academy team and may not be loaned to another team. Because amateur players are not held to contracts, they are free to leave a team at any time, provided they return the team's equipment. An amateur player may be registered simultaneously with both a USL professional and a USL Academy amateur team.

An amateur player that has been registered with one team, amateur or professional, for at least one-half (50%) of its regular season games may not play for another team in the same League without written authorization from the original team. USL Academy will reserve the right to review a player's appeal if they are denied permission to play for another team.

A player who wishes to sign with a professional team as an amateur must have completed their College Eligibility or be advised that upon signing as an amateur player on a Professional team, they lose all college eligibility. An amateur player may only be registered for the playing year, which begins the first of the year (Jan. 1) or not more than sixty (60) days prior to the first league game and extends through the last league competition.

#### Amateur Reinstatement

A professional player who is currently registered with any team can be reinstated as an amateur only with the permission of that team and the Amateur National State Association or Professional League with which the team is affiliated. An application for reinstatement to amateur status must be made on the **USSF / CSA Amateur Reinstatement Form** and both the completed form and the applicable fee (\$50.00) must be filed with the appropriate Federation. The Federation shall issue approval of the reinstatement of amateur status within fourteen (14) days after receipt, appropriate fees, and compliance with Federation rules. However, the player's reinstatement to amateur status is not effective until the day after the thirty (30) daytime period has elapsed from the day that the player competed in their last match with their team as a professional player. This is in accordance with FIFA's Regulations Governing the Status and Transfer of Football Players.

A professional player who is not currently registered as a professional player with any professional division team or league, who has not been a party to a professional player contract with a professional division team or league for a period of one year or longer, and who has not applied for reinstatement as an amateur, shall be automatically reinstated to amateur status by the Secretary General unless the player affirmatively states in writing that they do not wish to be reinstated to amateur status.

**Rule 1202 Transgender Amateur Player**

A player may register with the gender team with which the player identifies, provided that the player's stated gender is sincerely held and part of the player's core identity.

**Rule 1203 Registered Player**

A registered player is a player who has submitted all necessary registration documents, as required by their team's applicable Federation and USL. Players may participate in any competition under the jurisdiction of the League provided they are duly registered in accordance with the regulations of USL Academy and their team's applicable Federation.

**Rule 1204 Eligible Player**

An Eligible Player is a player who is properly registered with the League and their team's appropriate Federation, and who is not subject to any kind of suspension, and who has added a headshot to their roster entry is considered an eligible player. All approved players will be visible in MOD11 – players not listed in MOD11 are not eligible. Teams using players before they have been properly cleared to compete by USL Academy or their team's appropriate Federation will be subject to the appropriate disciplinary actions.

**Rule 1205 Ineligible Player**

**(FINE 1205: \$125-\$500)**

An Ineligible Player is a player listed on the Master Roster, but not eligible to play due to reasons such as missing registration paperwork, awaiting international clearance, serving a League suspension, a player transfer agreement or not being listed on the Official Game Day Lineup Sheet, or any player who enters the game after the substitution allotment or moment allotment has been used shall be considered an ineligible player (not limited to these examples). Knowledge of the eligibility status of a player is ultimately the responsibility of the team, not the referee or the league.

The penalties for using an ineligible player during the regular season are as follows:

1st Violation

- Player on the Official Game Day Lineup Sheet, but did not play \$125
- OR
- Player participates in match \$125 fine,  
forfeiture of any points earned in match and one (1) point deduction

2nd Violation\*

- Any player on the Official Game Day Lineup Sheet \$250 fine,  
forfeiture of any points earned in match and two (2) point deduction\*

3rd Violation\*\*

- Any player on the Official Game Day Lineup Sheet \$500 fine,  
forfeiture of any points earned in match and three (3) point deduction\*\*

\* In second or third violations where aggrieved team does not earn full points, a forfeit will be awarded.

\*\*League reserves the right to suspend or terminate franchise in the event of a third violation in a single season.

A team violating these regulations during a Playoff game shall forfeit the match or playoff series regardless of whether the player enters the match.

#### **Rule 1206      Illegal Player**

**(FINE 1206: Minimum \$250)**

An Illegal Player is any player that does not appear on the Master Roster of twenty (20) players.

The penalties for using an Illegal Player during the regular season are as follows:

- Player listed on the Official Game Day Lineup Sheet, but did not play \$250
- Player listed on the Official Game Day Lineup Sheet and participated in match \$250, loss of 3  
points in standings

and forfeiture of the game in which the illegal player was used.

#### **Rule 1207      International Player**

Each team is permitted a league specific maximum of International Players on the Master Roster and a league specific league maximum International Players on the Official Game Day Lineup Sheet. U.S. and Canadian citizens are not considered International Players. Documented Resident Aliens/Green Card holders (in the United States only) & Landed Immigrants (in Canada only) shall not be considered International Players for teams based in those respective countries. Additionally, documented refugees and asylees (in the United States only) shall not be considered International Players.

**USL Academy:** Ten (10) International Players are permitted on the Official Game Day Lineup Sheet

#### **Rule 1208      Over-Age Player**

Each team is permitted a maximum of five (5) Players on DMR, that was born on or before December 31st, 2005, regardless of the players current age. Any players beyond the limit that are listed on the Official Game Day Lineup Sheet shall be classified and treated as Ineligible Players.

### **1300 – International Clearance**

#### **Rule 1301 – International Clearance**

\*\*The ITC process is strict and necessary for players meeting the criteria outlined below. USL is not responsible for ITC clearance. US Soccer is the final organization that provides certification. USL recommends that Clubs begin processing ITC requests no later than one month prior to the first game of the season. However, you may begin submitting information as soon as you are able. The process typically takes 20-30 days; however, it can take much longer in some instances. USL representatives can offer assistance in determining which ITC Minor

Exclusion or ITC Adult forms to submit, but cannot help in speeding up the process once paperwork has been submitted to US Soccer.\*\*

An international clearance is an official release from a foreign national association. U.S. Soccer department of Player Status is responsible for processing all registration requests for international clearances, both professional and amateur. The services provided and processed by Player Status are obligated to be compliant with FIFA regulations as outlined in the FIFA Regulations on the Status and Transfer of Players.

The registration process and forms outlined on this page apply specifically to players wishing to register for clubs/leagues/teams solely based in the United States, regardless of player's nationality. Players wishing to participate in clubs/teams/leagues outside the United States should contact the local Member Association (MA) / Federation to inquire about the processes and forms required to register locally. The international clearance requirements are the same as these regulated by FIFA. A list of FIFA Member Associations can be found [here](#).

### International Clearance Registration Requirements:

Per FIFA's Regulations, the international clearance process is required when any foreign-born player over the age of 10 is attempting to register with an affiliated club/team/league in the United States, regardless of that player's soccer ability or citizenship and one or both of the below instances apply:

- Player was born outside of the United States, including U.S. citizens born abroad.
- Player previously registered with a club/team/league outside of the United States.

The home association, U.S. Soccer, is responsible for obtaining the clearance on behalf of these players prior to their registration and participation with any U.S. Soccer affiliated club/team/ league. Clearance is required for ALL players who meet one or both of the above instances regardless of past practices, age, nationality, club affiliation, or member organization with which the player is registering/participating. Failure to adhere to the requirements can result in fines and/or sanctioning from both FIFA and U.S. Soccer.

DEFINITIONS

- Minors - players 17 years of age and younger
- Adult - players 18 years of age and older
- Amateur status - no payment involved, regardless of age

ACRONYMS

- TMS – Transfer Matching System
- DMR – Digital Matchday Roster
- MA – Member Association (foreign federation)
- ITC – International Transfer Certificate
- FR – First Registration

International Clearance Registration Forms and Requirements:

The table on the following page is displayed for the applicant’s reference. To submit a complete international clearance form:

- Applicants should review the forms and corresponding requirements.
- Choose only one form that represents their current individual status.

Applicants are expected to meet all application requirements specified on the form to have the application reviewed and processed.

Please follow all instructions exactly and copy the SPECIFIC  
LEAGUE on all emails:

USL Academy: [academyregistration@uslsoccer.com](mailto:academyregistration@uslsoccer.com)

USL League Two: [leagueregistration@uslsoccer.com](mailto:leagueregistration@uslsoccer.com)

USL W League: [wleagueregistration@uslsoccer.com](mailto:wleagueregistration@uslsoccer.com)

## 2026 USL Academy LEAGUE OPERATIONS MANUAL

The following Forms relate to adults (18 years or older) at the time of registration:

ADULT	
FORM	APPLICANT REQUIREMENT
First Registration 18+	<ul style="list-style-type: none"> <li>· Any player born outside of the United States</li> <li>· Never been registered at any level to play soccer in any other country.</li> </ul>
International Transfer Certificate (ITC)	<ul style="list-style-type: none"> <li>· Any player 18+ who has been previously registered to a club in another country and wishes to play for club/team/league in the United States.</li> </ul>

The following Forms relate to minors (Under the age of 17) at the time of registration:

MINORS	
FORM	APPLICANT REQUIREMENT
P10 Registration	<ul style="list-style-type: none"> <li>· International clearances and first registrations for any player nine (9) years of age and younger at the time of registration regardless of citizenship.</li> </ul>
First Registration - U.S. Citizen	<ul style="list-style-type: none"> <li>· U.S. citizens born outside the United States who have never been registered at any level to play soccer in any other country.</li> <li>· Holds physical proof of citizenship.</li> </ul>
First Registration - U.S. Citizen – Awaiting Physical Proof	<ul style="list-style-type: none"> <li>· U.S. citizens born outside the United States who have never been registered at any level to play soccer in any other country.</li> <li>· Does not currently hold physical proof of citizenship but according to the United States government, is a U.S. citizen.</li> </ul>
5 Year Exception	<ul style="list-style-type: none"> <li>· Player is registering for the first time and has lived continuously in the United States for the last five years.</li> </ul>
50km/31mi Exception	<ul style="list-style-type: none"> <li>· Both the player and club are within 50km/31mi of their common national border.</li> <li>· The distance between the two is less than 100km/62mi.</li> </ul>
Parents Move Exception	<ul style="list-style-type: none"> <li>· The parents of the player moved to the United States for reasons not linked to soccer.</li> <li>· Includes United States citizens returning home to their family after studying abroad.</li> </ul>
Exchange Student Exception	<ul style="list-style-type: none"> <li>· The player is an exchange student undertaking an academic program in the United States.</li> </ul>
Accompanied Refugee Exception	<ul style="list-style-type: none"> <li>· The player is moving for humanitarian reasons with their parents.</li> </ul>
Unaccompanied Refugee Exception	<ul style="list-style-type: none"> <li>· The player is moving for humanitarian reasons without their parents.</li> </ul>

### Best Practices for ITC:

Each application has specific submission requirements. Failure to follow these requirements will lead to the withdrawal of the application from the review process. To ensure the timely processing of all applications the following instructions must be adhered to:

- Criteria is provided for each clearance type to assist the applicant in selecting the appropriate form based on the players' CURRENT status, i.e., age, first registration, international clearance, minor applications.
- Applicants are responsible for submitting all required information as outlined on each form.
- Information submitted is required to be accurate and complete.
- Submit completed forms and all required document(s) in ONE (1) email to – psd@ussoccer.org and copy local League/State Association.
  - Subject line should indicate form type and player name.
  - Form and documents must be in PDF format.
  - Each loaded separately and up to 5MB or less.
- Partially completed forms and/or applications missing documents will not be processed.
- Applications must be submitted at least 30 days\* prior to the start of club/team/league play.
- For additional questions not listed in the FAQ section please send to psd@ussoccer.org and in the subject line indicate – QUESTION.

The Player Status Department will contact applicants to provide updates on applications when available and/or required. Due to the high volume of applications received, kindly refrain from submitting emails requesting status updates as those specific requests will not receive a response.

\*Please note submitting at least 30 days prior to the start of club/team/league play does not guarantee the player will be eligible as some processes require both FIFA and U.S. Soccer approval.

\*\*\* FORMS SHOULD BE SUBMITTED TO:

US Soccer Federation

Attn: Federation Services Department

1801 South Prairie Avenue

Chicago, IL 60616

312-808-9263 fax

Email: pad@ussoccer.org

### **1400 – Player Registration**

#### **Rule 1401- Player Registration Documents**

Below is a complete list of registration documents that are either required or may be necessary to complete a player's registration with a USL Academy team:

#### USL Academy:

- CSA Amateur Reinstatement Form
- CSA International Transfer Application
- CSA Player Registration Form
- USSF Amateur Reinstatement Form
- USSF ITC Request Form CSA

- USSF ITC Request Form USSF
- USSF Proof of Entry Prior to Age 10
- USSF First Registration Form
- USL Pre-Professional Amateur Registration Form

### **Rule 1402 - Player Registration Scenarios**

#### Previous Professional Player (Canada, USA) on Amateur Team

The following documents are required to register a professional player on an amateur team:

- USSF Player Registration Form OR CSA Player Registration Form
- USSF Amateur Reinstatement Form
- Proof of Identification (birth certificate, passport, green card)
- Waiver and Liability Release Form
- Insurance Acknowledgment Form

#### Amateur Player (Canada, USA) on Amateur Team

The following documents are required to register an amateur player on an amateur team:

- USL Pre-Professional Amateur Registration & Insurance form
- Proof of Identification (birth certificate, passport, green card)
- Waiver and Liability Release Form

#### Additional Documents That May Be Required

The following documents may also be required to register a player:

#### USL Academy Specific:

- USSF ITC Request Form
- USSF Amateur Reinstatement Request Form
- Foreign Player Visa
- CSA ITC Request Form
- CSA Amateur Reinstatement Request Form

### **Rule 1403 - Player Registration Procedures**

Below are the appropriate procedures to properly register players:

#### Amateur Player Registration

- Gather the appropriate registration documents as previously listed.
  - Team and Player must complete, sign and date all required forms.
  - Log in to site at <https://usl-academy.sportngin.com/register/form/398980864> (you will create a login)
  - **Note: Player ID is REQUIRED at time of registration, system will not allow registration to be completed if proof of ID is not uploaded.**
- Select "A New Player" and hit Continue.
- Add all required fields.
- Select Review
- Review entry and make any edits if required, if not select Register Another Person or Continue to Shopping Cart (to pay for player registration)

- Send all registration documents to USL Academy Registrar via email.
  - Email Subject should at a minimum include Club and Player Name.
  - All documents must be sent in PDF format. PID (proof of ID is acceptable as a jpg)
  - Do not scan multiple player registrations as one PDF. One player registration per PDF.
  - Player must be added to the registration system prior to emailing player registration paperwork for approval.
- USL Academy Registrar will review the registration document. If there isn't any missing and/or incorrect information USL Academy Registrar will sign and return the registration document.
- Team should keep a file of all registration paperwork for players.
- Once all the appropriate registration documents have been approved and the registration fee has been paid the USL Academy Registrar will change the Player's status to 'Eligible' and make the Player's name visible to the public. If the team prefers to keep the Player's name confidential for an upcoming news release the team should notify the USL Academy Registrar.

### Previous Professional Player Registration

- Gather the appropriate registration documents as previously listed.
  - Team and Player must complete, sign and date all required forms.
  - Log in to site at <https://usl-academy.sportngin.com/register/form/398980864> (you will create a login)
  - **Note: Player ID is REQUIRED at time of registration, system will not allow registration to be completed if proof of ID is not uploaded.**
- Select "A New Player" and hit Continue.
- Add all required fields.
- Select Review
- Review entry and make any edits if required, if not select Register Another Person or Continue to Shopping Cart (to pay for player registration)
- USL Academy
- Team must email copies of the signed Amateur Reinstatement and \$50 credit to U.S. Soccer at [psd@ussoccer.org](mailto:psd@ussoccer.org). Please CC the appropriate league registration email as verification of completion ([leaguetworegistration@uslsoccer.com](mailto:leaguetworegistration@uslsoccer.com), [wleagueregistration@uslsoccer.com](mailto:wleagueregistration@uslsoccer.com), or [academyregistration@uslsoccer.com](mailto:academyregistration@uslsoccer.com))
- Team should keep a file of all registration paperwork for players.
- Once all the appropriate registration documents have been approved and the registration fee has been paid USL Academy Registrar will change the Player's status to 'Eligible' and make the Player's name visible to the public. If the team prefers to keep the Player's name confidential for an upcoming news release the team should notify the USL Academy Registrar.

An amateur player that has been registered with one team, amateur or professional, for at least one-half (50%) of its regular season games may not play for another team in the same League without written authorization from the original team. USL ACADEMY will reserve the right to review a player's appeal if he is denied permission to play for another team.

### Section 3

#### NCAA

College student-athletes represent a large portion of many amateur teams. Teams playing in USL Academy Amateur Leagues are required to follow strict guidelines set forth by the NCAA so as not to endanger the eligibility of players. The following guidelines are specific items taken from the NCAA Rules and Regulations Manual and apply not only to USL Academy amateur teams but also USL professional teams. Teams will be notified should there be any changes in the rules.

#### **College Player Eligibility for USL Academy Amateur Teams**

- Any player signed to or enrolled in college on scholarship or as a walk-on qualifies as a collegiate player for that school.
- Any Division I, Division II, Division III, or NAIA player, with or without remaining NCAA eligibility, is permitted to play on a USL League Two or USL W League Amateur team.
- College players are not permitted to train, practice, or play with any USL League Two or USL W League Amateur teams during their scheduled season.
- USL Academy Amateur teams ARE NOT to promote the respective leagues as professional or semi-professional. Both leagues are amateur and are affiliated with US Soccer.
- USL Academy Amateur teams cannot provide any players more than actual and necessary expenses or they will be considered a professional team.
- USL Academy Amateur teams are permitted to employ college players as camp coaches for summer youth soccer camps, but no amateur or professional players on USL Academy Amateur teams are permitted to receive any compensation for playing.
- College players are also not permitted to receive any complimentary equipment or apparel from USL Academy Amateur team sponsors. College players must either turn in all team equipment at the end of the season or purchase it from the team at fair market value.

#### **Participation in Outside Competition**

A student-athlete may compete outside of the institution's declared playing and practice season as a member of an outside team in any non-collegiate, amateur competition, provided:

- Such participation occurs no earlier than May 1<sup>st</sup>.
- The competition is approved by the institution's director of athletics.
- No class time is missed for practice activities or for competition.
- A student-athlete may compete outside of the institution's declared playing and practice season as a member of an outside team in any non-collegiate, amateur competition during any official vacation period published in the institution's catalog.

#### **Limit on Number of Players from an Institution**

- A Division I member institution may permit not more than five student-athletes with eligibility remaining in intercollegiate soccer to practice or compete out of season on an outside, amateur soccer team (competition on an outside team permitted only during the summer). There is no limit on the number of soccer student-athletes from the same Division II or III institution. However, in all three divisions, if more than five student-athletes from the same institution participate on a foreign tour, the foreign tour may have to be certified in accordance with the legislation applicable to an institutional foreign tour. Furthermore, as with Division I players, it would be impermissible for Division II or III student-athletes to participate on an outside team during their institution's intercollegiate season.

- The legislative services staff determined that high-school, two-year or four-year college prospects that have been accepted for enrollment in an institution and participate on an outside team with student-athletes from that institution's team is not included in the limitations governing the number of student-athletes with remaining eligibility.

#### **Involvement of Coaching Staff**

- No member of the coaching staff of a member institution may be involved in any capacity (e.g., coach, official, player or league/team administrator) at any time (during the academic year, vacation periods, and summer) with an outside team that involves any student-athlete with eligibility remaining from the institution's soccer team.

#### **Reimbursement of Player Expenses for Outside Competition**

USL Academy Amateur teams are permitted to provide actual and necessary expenses or reimbursement to team members for those expenses during the season of league competition only if the expenses:

- Are reasonable for the amount for travel, meals, apparel, and/or equipment used by the individual for team purposes.
- Are for practice or competition and not an incentive or based on performance.

#### **Involvement with Professional Teams**

##### Tryout Before Enrollment

In soccer, prior to initial full-time collegiate enrollment, an individual may participate in a tryout with a professional team or league, provided they do not receive more than actual and necessary expenses to participate.

##### Tryout After Enrollment.

After initial full-time collegiate enrollment, an individual who has eligibility remaining may try out with a professional athletics team (or participate in a combine including that team) at any time, provided the individual does not miss class. The individual may receive actual and necessary expenses in conjunction with one 48-hour tryout per professional team (or a combine including that team). The 48-hour tryout period shall begin at the time the individual arrives at the tryout location. At the completion of the 48-hour period, the individual must depart the location of the tryout immediately in order to receive return transportation expenses. A tryout may extend beyond 48 hours if the individual self-finances additional expenses, including return transportation. A self-financed tryout may be for any length of time, provided the individual does not miss class.

##### Outside Competition Prohibited

During a tryout, an individual may not take part in any outside competition (games or scrimmages) as a representative of a professional team.

##### Practice Without Competition Before Enrollment

In soccer, prior to initial full-time enrollment in a collegiate institution, an individual may participate in practice sessions conducted by a professional team, provided they do not receive more than actual and necessary expenses to participate.

### Practice Without Competition After Enrollment

In soccer, after initial full-time collegiate enrollment, an individual may participate in practice sessions conducted by a professional team, provided the individual does not:

- Receive any compensation for participation in the practice sessions.
- Enter into any contract or agreement with a professional team or sports organization.
- Take part in any outside competition (games or scrimmages) as a representative of a professional team.

### Competition against Professionals

An individual may participate singly or as a member of an amateur team against professional athletes or professional teams.

### Competition with Professionals

An individual shall not be eligible for intercollegiate athletics in a sport if the individual ever competed on a professional team in that sport. However, an individual may participate in competition with a professional on a team provided the professional is not being paid by a professional team or league to play as a member of that team.

### Exception – Competition Before Initial Full-Time Collegiate Enrollment

In soccer, before initial full-time collegiate enrollment, an individual may compete on a professional team provided they do not receive more than actual and necessary expenses to participate on the team. (Adopted: 4/29/10 effective 8/1/10; applicable to student-athletes who initially enroll full time in a collegiate institution on or after 8/1/10)

### Professional Coach

College players (NCAA Div. I, II, III and NAIA) are permitted to play under a professional coach as long as the professional coach is paid by the amateur team. The NCAA guideline states that a professional coach does not cause the team to be classified.

### Contracts and Compensation

An individual shall be ineligible for participation in an intercollegiate sport if they have entered into any kind of agreement to compete in professional athletics, either orally or in writing, regardless of the legal enforceability of that agreement.

Exception—Before Initial Full-Time Collegiate Enrollment—before initial full-time collegiate enrollment, an individual may enter into an agreement to compete on a professional team provided the agreement does not guarantee or promise payment (at any time) in excess of actual and necessary expenses to participate on the team.

### Section 4 International Matches

An International Match is defined as a game between two teams, both of which are registered with the Federations of two (2) different countries. For purposes of U.S. Soccer, a match between two (2) teams, one of which is made up of players from more than one Federation (All-Star team), is also considered an international match.

#### **Procedures to follow when hosting an international match / tournament:**

- Fill out the appropriate U.S. Soccer application and pay the appropriate fee at least thirty (30) days prior to the event for a tournament or a single game. Include information on the venue for the event and proposed ticket prices. (Application can be downloaded [here](#)).
- Other sanctioning agreements as required by your State Association, National Association, and/or Sectional Director.
- Copies of the letters from each foreign team's Federation granting permission to travel.
- Completed Conditions Agreement for Hosting Foreign Teams in a Tournament of Games, with the appropriate supporting data, signed by the President or Chief Officer of the Hosting Organization and by the Tournament Director (fillable PDF available for download [here](#)).
- Certificate of Insurance for liability coverage not less than \$100,000/\$25,000 for the Tournament or Games.
- Copy of Rules for the Tournament of Game (checklist available for download [here](#)).
- Audited or notarized financial report of similar events, if any, conducted by the organization.
- Application fee of \$200 – credit card information collected as the last step of this application form.

Additional rules, regulations and procedures for organizing international matches are found in the U.S. Soccer Official Website which includes a section on the staging of international matches. Please visit U.S. Soccer's website for additional information: [www.ussoccer.com](http://www.ussoccer.com).

#### **Procedures necessary when desiring to travel abroad**

Submit to U.S. Soccer at least thirty (30) days prior to date of departure the following:

- Completed Application for Foreign Travel by U.S. Amateur & Youth Teams.
- Official complete registration form or invitation letter(s) for the tournament/games (Application can be downloaded [here](#)).
- Completed and signed Ted Stevens Act acknowledgement (available for download [here](#)).
- Verified roster approved by a U.S. Soccer Organization Member.
- Application fee of \$200 – credit card information collected in the last step of this application.

**Section 5**  
**Reviews, Appeals and Discipline**

**Complaint**

This is a request for assistance, a rule interpretation, for a rule to be created because facts require it, or a belief that a wrong has been done that requires correction. No complaint can overturn the result of a game, although point forfeiture and other penalties may result from a complaint that has been upheld.

All Complaints must:

Specifically refer to the League Regulation and Standards or USL Academy policy that is being violated. Please indicate the exact rule number when submitting a complaint if applicable. Should a League Regulation or Standard not exist to resolve your complaint, provide a simple statement on the general **Multi-Use Complaint Form**.

**Types of RAD**

USL Academy have four (4) types of RAD. There are no additional types of complaints accepted unless USL Academy permits it. As a USL League Two or USL W League member, your team management and players agree to utilize this process exclusively for the resolution of all disputes. Each type has its own progressive steps of review and final resolution. Each type and each step have very exacting requirements, both in format and timing. The party that misses or errors in format and/or does not adhere to time schedules loses a complaint, all rights to proceed, and the decision, or in some cases the non-decision.

I. Competition

A complaint about events that occur on the field during a game, pre-game, or post-game affecting some component or outcome of the game.

II. Team Official

A complaint between your team management and management and/or players of another team that is not about events on the field or surrounding a game. These complaints are purely business and have no direct impact on a game's outcome.

III. League Official

A complaint about the League, League Office, a USL Academy officer, staff member, and/or League Official of some type, including Senior Executives and Executive Committee members acting in their official capacity (not as team owners, but as a League Official).

IV. Game Official

A complaint about a referee, linesman, or related person.

**RAD Panel**

USL Academy shall have the authority to convene a three (3) person RAD panel from the pool of Executive Committee members and/or executives of disinterested USL Academy teams to hear Type II or Type IV complaints when it deems referral to be in the best interests of the League.

### Filing a Complaint

#### RAD Complaint, Type I (Competition)

A complaint about events that occur on the field of play during a game, pre-game or postgame, affecting some component or outcome of the game. These complaints have a direct bearing on the game, future game and/or game outcome(s). A complaint may involve:

- Players, field, or bench including coaching, statistical, or other person supportive of the game itself.
- Management, coaches, trainers, and related personnel
- Fans, spectators, or camera-media persons

1. The complaint must be completed in writing, including a required proposed outcome, within two (2) working days of the event. A Friday game requires a complaint by Tuesday at 5:00 PM. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local as to the person required to make the submission. Earliest submission is requested.
2. The complaint must be accompanied by a payment in the amount of \$100.00 USD to United Soccer Leagues, LLC, to cover administrative costs for the complaint. This must be within two (2) workdays of the event.
3. The only extension of time will be for an event or events that are not discovered until later, in this case, forty-eight (48) hours from discovery of the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to USL.
4. The complaint and other available documentation must be emailed or express mailed prior to the deadline to the League Office and the Person/Team complained about. Use the **Multi-Use Complaint Form**, which can be supplemented as needed by additional sheets.
5. A video (Digital format via email and/or online file) of the game must accompany (follow) the written communication, sent overnight to USL. If the complaint is pre- or post-game related and no video exists there is no need to send a video. A video must accompany all other complaints. No complaint will be considered without the available video.
6. The Team complained about will have twenty-four (24) hours to communicate a position, written response, and objections. A copy of the written communication needs to go to the complaining party, so they know the response as well as USL.
7. USL Academy RAD Panel will make a decision within seven (7) working days following receipt of the original complaint. Note: This is a fast process. Discipline, if warranted, must be immediate and impact the next game, if possible.
8. Should either party desire a continuance, one may be granted at the sole discretion of USL. Written communication detailing the requested continuance, agreed-upon time frame, and clear reasons why adherence to the regular policy is not possible or not advisable is required.
9. Nothing precludes the parties privately and/or at the direction of USL Academy from mutual attempts at resolution. Multiple meetings may be required, as may be beneficial.
10. If more than one (1) Team entity, player, etc., is involved in the complaint or there are similar complaints, one (1) representative shall be selected to represent the others and proceed on behalf of all of them, final binding, and exclusive resolution of any and all complaints, regardless of form.

Failure to proceed at any level shall be treated as an acceptance of the written previous decision. Points from league standings may be deducted due to disciplinary action.

#### RAD Complaint, Type II (Team Official)

A complaint between your team management and another team management and / or players that is not about events upon the field or surrounding a game. These complaints are purely business and have no direct impact on a game's outcome.

1. The complaint must be completed in writing, including a required proposed outcome within ten (10) days of the event, faxed no later than 5:00 PM on the tenth (10th) day. All times are local as to the person required to make the submission. Earliest submission is requested.
2. The complaint must be accompanied by a payment in the amount of \$100 to United Soccer Leagues, LLC to cover administrative cost for the complaint. This must be within two (2) workdays of the event.
3. The only extension of time will be for an event or events that are not discovered until later, in this case ten (10) days from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to USL.
4. The complaint and other available documentation must be emailed or express mailed prior to the deadline to the League Office and the Person/Team complained about. Use the **Multi-Use Complaint Form**, which can be supplemented as needed by additional sheets.
5. A video (Digital format via email and/or online file) of the game must accompany (follow) the written communication, sent overnight to USL. No complaint will be considered without the best possible video available, if applicable. The video is sent directly to USL.
6. The Team complained about will have seventy-two (72) hours to communicate a position, written response, and objections. A copy needs to go to the complaining party, so they know the response as well as USL.
7. USL Academy will either: refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence or make a decision within seven (7) working days following receipt of the original complaint. Note: This is a deliberate process. Discipline, if warranted, must be immediate and impact appropriate.
8. If more than one (1) Team entity player, etc. is involved in the complaint or there are similar complaints, one (1) representative shall be selected to represent the others and proceed on behalf of all of them.

### **RAD Complaint, Type III (League Office/Official)**

A complaint about the League Office or a USL Academy Official (Note: all complaints regarding actions or inaction on the part of USL Academy officers, employees, staff members and Executive Committee members acting in their official capacity as league officials are to be brought as complaints against the League Office).

1. The complaint must be completed in writing, including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday at 5:00 PM. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00 PM. All times are local as to the person required to make the submission. Earliest submission is requested.
2. The complaint must be accompanied by a payment in the amount of \$100 to United Soccer Leagues, LLC to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
3. The only extension of time will be for an event or events that are not discovered until later, in this case, forty-eight (48) hours from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to USL.

4. The complaint and other available documentation must be sent prior to the deadline to the person complained about as well as USL. Use the **Multi-Use Complaint Form**, which can be supplemented as needed by additional sheets.
5. The person complained of will have seven (7) days to communicate a position, written response and objections. A copy needs to go to the complaining party, so they know the response as well as USL.
6. USL Academy will render a decision within seven (7) working days following receipt of the original complaint. Note: This is a fast process. Discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire continuance, one may be granted at the sole discretion of the USL. Written communication detailing the requested continuance, agreed-upon time frame, if possible, and clear reasons why adherence to the regular policy is not possible or not advisable is required. Nothing precludes the parties privately and/or at the direction of USL Academy from mutual attempts at resolution. Multiple meetings may be required.

If the complaint has not been satisfactorily settled via USL Academy decision, the complainant and/or Respondent has up to a maximum of seven (7) days to request a final determination by a USL Academy Arbitration panel chosen from the USL Academy Executive Committee within the particular league of the complaint agreed upon by the parties. A request for arbitration shall be accompanied by a payment in the amount of \$200 made out to United Soccer Leagues, LLC.

### **RAD Complaint, Type IV (Game Official)**

A complaint about a referee, linesman, or related person.

1. The complaint must be completed in writing, including a required proposed outcome within two (2) workdays of the event. A Friday game requires a complaint by Tuesday at 5:00 PM. A Saturday or Sunday game would require a complaint (at the latest) also by Tuesday at 5:00PM. All times are local as to the person required to make the submission. Earliest submission is requested.
2. The complaint must be accompanied by a payment in the amount of \$100 made out to United Soccer Leagues, LLC to cover administrative cost for the complaint. This must be postmarked within two (2) workdays of the event.
3. The only extension of time will be for an event or events that are not discovered until later, in this case, forty-eight (48) hours from discovery or the time when the event could or should have been discovered by you. This should be a very rare occurrence. An extension can be granted only in writing and only upon a detailed request to USL.
4. The complaint and other available documentation must be sent prior to the deadline to the League office and the Person complained about. Use the **Multi-Use Complaint Form**, which can be supplemented as needed by additional sheets.
5. A video (Digital format via Email and/or online file) of the game must accompany (follow) the written communication, sent overnight to the USL. A video must accompany all complaints. No complaint will be considered without the best possible video available.
6. USL Academy will either refer the complaint to a RAD committee who shall render a decision within seven (7) days of consideration of evidence or make a decision within seven (7) working days following receipt of the original complaint. Note: This is a fast process. Discipline, if warranted, must be immediate and impact the next game, if possible.

Should either party desire a continuance, one may be granted at the sole discretion of the League. Written communication detailing the requested continuance, agreed-upon time frame, if possible, and clear reasons why adherence to the regular policy is not possible or not advisable is required.

Nothing precludes the parties privately and/or at the direction of USL Academy from mutual attempts at resolution. Multiple meetings may be required.

**FINE SUMMARY**

<b>Rule</b>	<b>Amount</b>	<b>Reason</b>
FINE 119	\$500	Active e-mail address and website
FINE 120	\$750	Approved venue reservation
FINE 121	\$50	Midfield Signage
FINE 128	\$50	Unscheduled matches past the given deadline
FINE 302	\$750	Proper lighting
FINE 303	\$750	Proper dressing rooms
FINE 304	\$250	Proper scoreboard
FINE 305	\$750	Proper playing surface
FINE 306	\$750	Proper field dimensions
FINE 307	\$50	Proper field markings
FINE 402	\$150	Proper uniform sets
FINE 404	\$25	Proper logo presentation on jerseys
FINE 405	\$25	Proper jersey numbers
FINE 406	\$25	Proper player numbers
FINE 407	\$25	Following uniform selection
FINE 408	\$25	Proper goalkeeper jersey
FINE 503	\$500	Certified Athletics Trainer
FINE 505	\$25	Proper scorekeeper/statisticians
FINE 506	\$500	Proper coaching license (head coach)
FINE 601	\$25	Home team travel form
FINE 602	\$25	Visiting team travel form
FINE 603	\$25	Gameday Readiness Form
FINE 604	\$125	Proper game ball
FINE 607	\$150 +\$250 per	Missing match footage
FINE 607	\$25	Proper gameday contact with Visiting team
FINE 609 (a)	\$25	Arrival to stadium <60 minute before kickoff
FINE 609 (b)	\$125	Arrival to stadium <20 minutes before kickoff
FINE 612	\$25	Proper fourth officials table
FINE 613	\$25	Proper benches
FINE 614	\$25	Proper ice and water

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FINE 615	\$50	Exchange of official gameday lineup sheet
FINE 616	\$25	Attendance at captains meeting
FINE 617	\$25	Proper warm up period
FINE 618	\$25	Proper coaches and reserve players entry
FINE 619	\$25	Proper bench personnel (within limits)
FINE 621	\$200 + \$50 per player	Minimum number of players required (14)
FINE 626	\$50	Approaching game officials
FINE 627	\$50	Improperly entering the field of play
FINE 630	\$120, \$85, \$60 (up to \$350)	Payment of referees (in cases of cancellation >72 hours to reschedule
FINE 631	\$100	
FINE 702	\$25	Official scoresheet submission
FINE 704	\$25	Official gameday lineup sheet submission
FINE 807	\$25	2 <sup>nd</sup> player caution accumulation suspension
FINE 808	\$50-\$150	Coach sendoff (accumulation)
FINE 814	Min. \$25	Disparaging comments
FINE 815	Min. \$250	Foul and abusive language
FINE 816	Min. \$125	Fighting
FINE 907	\$1,250	Tampering
FINE 1205	\$125 - \$500	Ineligible player
FINE 1206	Min. \$250	Illegal player