



# United Soccer Clubs



## GAME DAY PROCEDURES

### GAME LENGTHS

- U11 and U12: 2 x 30 minute halves
- U13 and U14: 2 x 35 minute halves
- U14 Champions League: 2 x 40 minute halves.
- U15, and U16: 2 x 40 minute halves
- U17 and U18: 2 x 45 minute halves

**Referees should provide appropriate stoppage time in every game.**

### UNIFORMS

- Home Team wears their dark uniforms.
- Away Team wears their light or white uniforms.
- Socks should match jersey color.
- Teams who show up in the wrong uniform will need to change.

### **SUBSTITUTIONS:** rev Oct 3, 2016

**U11, U12, and U13 age groups all brackets of play:** Unlimited substitutions will be allowed.

**U14 and Older Age groups "B" Flights and lower:** Unlimited substitutions will be allowed.

**U14 and Older Age group "A" Bracket, USC Champions League and TCL:** Limited Subs, FIFA, seven (7) players per half will be used.

**Unlimited Subs:** Teams can substitute on their own throw in, any goal kicks or kick offs.

Referees should also allow teams to sub when their opponent is subbing to minimize stoppages.

Common sense is encouraged to minimize the stoppages of play.

**Limited Subs, FIFA, seven (7) players per half will be used.**

- Players may not re-enter in the same half.
- Coaches or players should give the referee their player card prior to entering the game. Referees should give all cards back to the coach at half time.
- Referees can allow subs at any stoppage of play, but should not disrupt the flow of the game.
  - Starting 11 players' cards taken prior to kick off.
  - When sub enters the game their card is taken.
  - Cards returned at half time.
  - Second half
  - Starting 11 players' cards taken before kick off
  - When sub enters the game their card is taken.
  - Cards returned after the game, and match reported reviewed and signed





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## MISCELLANEOUS:

- Game Ball U11 and U12: Size 4 (provided by the home team).
- Game Ball U13- U19: Size 5 (provided by the home team).
- 9v9 teams must have a minimum of 6 players to start a game and 5 to continue.
- 11v11 teams must have a minimum of 8 players to start a game and 7 to continue.
- Max 4 bench personnel. Coaches are required to be card by US Club. Managers are not.

## CAUTIONS: *Yellow and Red Cards*

- All cards should be properly reported by the referee on the game card.
- Coaches and managers should properly verify the game card before signing.

**MATCH REPORTS:** *Match reports will be printed by the manager or coach from the USC website. Both home and away teams are responsible to bring a copy of the game report to the fields. They are official documents of the league and it is important that all information is accurate. The card should designate the substitution rule that is being used for that game. If the cards do not show rosters the first week, please use the blank match reports and fill all info in.*

- **Pre-Game Responsibilities:** For every USC Competition, the coach or manager of the team should verify all information on the game card. Referees should check players in prior to kick off verifying the players on the roster and their player cards.
- **Active Game Day Roster:** Regardless of the number of players listed on an USC Match Report, no more than \***16 players** for 9v9 games, and 18 players for 11v11 games shall be eligible to appear in an USC Competition. If more players appear on the Match Report than are allowed to play in the game, the players not participating in the game should be scratched out. Draw a line through their name. Players serving the game for a suspension should be scratched, and note that they are serving a suspension.
- **Player Passes:** Age-appropriate players that are properly registered US Club players for the same club not pre-printed on the roster may be hand-written on the roster so long as they have a US Club pass and the club is abiding by the USC rules for player pass. Teams can use up to 4 players per game in 9v9 games, and up to 6 players per 11v11 game, but cannot exceed the 18 player game day roster. Players name and the team they are rostered to should be written on the gam report.
- **Post-Game Responsibilities:** For every USC Competition, the coach or manager of both teams should verify that all information on the match report is accurate before signing. Score and penalties should all be reported. If a penalty is not reported by the referee, it is the responsibility of the coach or manager to talk to the referee and make sure it is corrected on the game card. It is always a good idea to take a picture of the game card if you have any disputes. Match reports will be turned in to the field coordinator after the game by the referee. Scores will be updated once everything is verified.





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## **Austin/San Antonio Area:**

**REPORTING OF GAME SCORES:** The **winning team** (or home team in case of tie) will email a copy of the card to [metzgersoccer@gmail.com](mailto:metzgersoccer@gmail.com). **In email include game#/game card in subject line.**

**@ McAllister Park referees collect/report cards.**

**HARD CAST:** No player will be allowed to play with a hard cast or metal brace without it being properly padded with a minimum ½ inch of high density foam or the manufactures recommended protective coating. The referee will determine if the padding is sufficient enough to allow the player to play.

**WEATHER ISSUES:** Weather information lines will be posted on our website. Each field complex will decide if the fields are playable. Information lines and the website will be updated as fast as possible. The health and safety of our players is always our top priority. Field coordinators will watch the weather, and use weather apps to determine the distance lightning is from the fields. Any time lightning is within 10 miles of the fields the games will be stopped, and fields will be cleared. Field coordinators will make decisions to continue the game based on the time of delay. **Every effort will be made to play the games and delay start times if fields, referees and lights are available. If fields, referees, lights, etc. are not available, the game must be played during the allotted time slot so that the games scheduled later in the day can be played.** In the event the game cannot restart, the board of directors of the USC will determine if the game should be replayed or if the game result will stand. Games that make it to half time will generally count in the standing as a complete game.

Revisions:

3/10/17 - Active Game Day Roster: 14 players changed to **16 players to correspond with rules.**

