



# United Soccer Clubs



## GAME DAY PROCEDURES

### GAME LENGTHS

- U11 and U12: 2 x 30 minutes halves
- U13 and U14: 2 x 35 minutes halves
- U14 Champions League: 2 x 40 minutes halves.
- U15 and U16: 2 x 40 minutes halves
- U17 and U18: 2 x 45 minutes 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 July 29, 2017

- **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.

**Head Injury Protocols:** Any player who sustains a significant blow to the head or body, who complains about, or shows symptoms consistent with having suffered a concussion, must be immediately removed from the game and may not return to play until cleared by a healthcare professional. Please see the new US Soccer concussion initiatives for more information.

**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.
- Any player suspected of suffering a head injury may be substituted for an evaluation without the substitution counting against the team's total number of allowed substitutions during the game, provided all the allowed substitutions have not been used. Please see the new US Soccer concussion initiatives for more information.
- 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 kickoff.
  - When sub enters the game their player card is taken.
  - Player cards returned at half time.
  - Second half.

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- Starting 11 players' cards taken before kickoff.
- When sub enters the game their player card is taken.
- Player cards returned after the game and the match report is reviewed and signed.

## 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 carded 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 verify that any cards issued are properly recorded on the game card using the codes shown at the bottom of 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.

*Note: The registration information for all new players who are entered into KYCK and who are handwritten in on a game card must be submitted to USC for inclusion in the USC Player Database so they will appear on the team's game card for subsequent games.*

- **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 by the coach or team official by drawing a line through their name. The names of players serving a red card suspension should be scratched out by the coach or team official by drawing a line through their name and writing SO (sit-out) next to their name to notate 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 current US Club pass, are currently registered with USC, and the club is abiding by the USC rules for player pass. Hand-writing in a Player Pass player requires that the full name of the Player Pass player and the name of the team they are rostered to are legibly written in / included on the game report. 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 maximum.



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- **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 (scores and penalties should all be reported on the game card) **before** signing. If a penalty is not recorded on the game card or is recorded incorrectly by the referee, it is the responsibility of the coach or manager to talk to the referee and make sure corrections are made on the game card before leaving the field. It is always a good idea to take a picture of the completed and signed game card if you have any disputes. Game protests must be written on the game report. Match reports will be turned in to the field coordinator after the game by the referee. Scores will be updated once everything is verified.

## 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).

- Include **Game #/game card** in subject line of the email.
- Include notes on anything illegible on the game card in the body of the e-mail.
- Be sure to include both sides of the game card if something is written on the back.
- At McAllister Park referees will collect and submit game 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 stop the games and clear the fields. Games delayed by lightning may not be re-started for a minimum of 30 minutes from the last observed lighting or thunder. 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 count in the standing as a complete game.

## **REPORTING OF GAME RAINOUTS In SA/Austin Area:**

The Home Team / Club in the West is responsible for making decisions on and reporting the cancellation of any games due to weather or field conditions to the designated USC Administrator. Any time lightning is within 10 miles of the fields stop the games and clear the fields. Games delayed by lightning may not be re-started for a minimum of 30 minutes from the last observed lighting or thunder. The Home Team / Club will make the decision whether or not to continue the game based on the time of delay. Games that make it to half time will count in the standing as a complete game.