



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 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:** 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. If all players have played and no substitutions remain, the team will not be allowed to use a temporary substitution.
- If the injured player is cleared and returns to the field, the temporary sub in will come off the field and may still be used as an eligible substitution.
- 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.



United Soccer Clubs



- When sub enters the game their player card is taken.
- Player cards returned at half time.
- Second half.
- 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 game 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. All Coaches and team personnel on the team sideline are required to be carded by US Club Soccer.

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.

GAME REPORTS: *Game reports will be printed by the manager or coach from the USC website. Both home and away teams are responsible for bringing 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 game report should designate the substitution rule that is being used for that game.*

- **Player Passes:** Age-appropriate players that are properly registered US Club players for the same club 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. Teams can use up to 4 player pass players per game in 9v9 games, and up to 6 player pass players per 11v11 game, but cannot exceed the 18 player game day roster maximum.
- When using the player pass, it is required that the name of each player pass player is written in on the game card. Additionally, it is also required that the name and level of the team the player pass player is officially rostered to is recorded on the game card.
- **Pre-Game Responsibilities:** For every USC Competition, both teams are responsible for having their updated game report available at the field for the referees. Prior to the start of the game the coach or manager of the team should compare and verify all information on the game report and present to the referee the most accurate game report. Referees should check players in prior to kick off verifying the players on the roster and their player cards. All players must have printed player cards. Use of virtual cards is not allowed.
- **Active Game Day Roster:** Regardless of the number of players listed on an USC game 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 game report than are allowed to play in the



United Soccer Clubs



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. A player serving a red card suspension should have a line drawn through their name by the coach or team official and have SO (sit-out) written next to their name to notate that they are serving a suspension. USC teams must have two (2) team officials listed on the game card who have a current US Club Soccer Coach/Staff pass.

- **Post-Game Responsibilities:** For every USC Competition, the coach or manager of both teams should verify that all information on the game 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 politely 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 report. Game protests must be written on the game report. Referee decisions unrelated to a mis-application of the Laws of the Game cannot be protested or appealed.
- **Houston Area Reporting of Game Scores:**
Game 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 game card to 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.

CONCUSSION EVALUATION & RETURN TO PLAY PROTOCOLS: Any player who sustains a significant blow to the head or body, who complains about, or, who is suspected of suffering a concussion will be removed from the game for evaluation. The removed player will not be allowed to return to play for the remainder of the day unless the player is cleared by a qualified healthcare professional.

No coach, referee, event official, parent/guardian, spectator, or player can permit a player to return to play until the player has been cleared by a qualified healthcare professional.

**** *Qualified healthcare professionals are considered licensed professionals such as an athletic trainer certified (ATC) or physician (MD/DO) with skills in emergency care, sports medicine injuries, and experience related to concussion evaluation and management.***

For more information visit [US Club Soccer Concussions and Head Injuries](#)

Revised September 28, 2018



United Soccer Clubs



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 within the allotted time slot so that the games scheduled later in the day will play as scheduled. In the event the game cannot restart, the board of directors of the USC will determine if the game result will stand or to play the game over. 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's 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's Club will decide 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.