



United Soccer Clubs

Competition Rules

The United Soccer Club's League ("USC") is a player development platform for youth soccer players in the Greater Houston, Austin & San Antonio areas. These Rules and Regulations (the "Regulations") provide the requirements and rules for USC Competition (as defined below).

Rules Definitions

- "USC" means the United Soccer Clubs...a sanctioned "League" of US Club Soccer.
- "USC Club" means a member club of the USC for the USC Season, as provided in the bylaws of the USC.
- "USC Club Member" means a player that has registered to play and/or train with a Club, during the current USC Season, in US Club Soccer and USC.
- "USC Season" means the competitive season beginning August 1 of each year and ending July 31 of the following year including the USC Regular Season and the USC Post-Season.
- "USC Post-Season" means competition held as the USC Play-Offs (Spring Cup Series) and the US Club Soccer Regionals & Nationals.
- "USC Competition" means a series matches, sanctioned by USC, played during the USC Regular-Season or in the USC Post-Season.
- "USC Match Report" or "USC Game Report" means the official game report that must be completed for all USC Competitions as provided in Section 5 of these Regulations
- "USC Registered Player" or "USC Player" or "Player" means a person that has been registered with USC and placed on a USC Team's USC Roster as outlined in Exhibit B.
- "USC Regular Season" means the regular-season USC games played prior to the USC Post-Season, and includes all USC levels of play.
- "USC Division" or "Flight" means the regular-season USC level of play, e.g. USC Champions League, Texas Champions League, Championship Division, Select Division etc.
- "USC Roster" means the roster of a USC Team during the USC Season when playing in a USC Competition. A USC Roster shall only be used for USC Competitions.
- "USC Team" is the team of a USC Club that participates in USC Competition in any age group.
- "Incident Report" is a report in the form used by referees for reporting disciplinary incidents during USC Competitions.
- "New player" means a player that is not a currently registered with a USC Club Member.

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1. USC Roster Rules.

1.1. USC Roster Maximums.

- 1.1.1. A maximum of sixteen (16) players may be rostered to a 9v9 USC Roster.
- 1.1.2. A maximum of twenty six (26) players may be rostered to an 11v11 USC Roster.
- 1.1.3. All players on a USC Roster must meet the requirements shown in Exhibit B.

1.2. Game Day Roster.

- 1.2.1. A maximum of eighteen (18) for 11v11, and sixteen (16) for 9v9. USC Registered Players from a USC Team's USC Roster will be eligible for each game in USC Competition (the "USC Game Day Roster"). If more than eighteen (18) USC Registered Players appear on a USC Roster, the "active" players for the USC Competition must be identified on the USC Game Report by drawing a line through any "inactive" player shown on the game report.

1.3. Game Limits.

- 1.3.1. A USC Registered Player may play with up to two (2) USC Teams per day, and may only play in up to two (2) USC Competition per day.

1.4. Roster Add Periods.

- 1.4.1. An initial USC Roster with a minimum of twelve (12) players at 11v11, and ten (10) players at 9v9 is due to USC by July 15th.
- 1.4.2. A list of USC Registered Players must be provided by each USC team by August 15 of each USC season. Additional Player may be added to the USC Roster of each USC Team as provided in the attached Exhibit D.

1.5. Younger Players Playing Up.

- 1.5.1. A USC Registered Player may play for any USC Team in their USC Club for which they are age eligible. Younger players on a USC Team may play on the older USC teams within their USC Club, and shall not count towards the roster limit for such older USC teams.
- 1.5.2. Age eligibility is determined by Exhibit B of these Regulations.
- 1.5.3. A USC Registered Player may play on different USC Teams within their USC Club from game-to-game during the USC Regular Season.
- 1.5.4. A USC Registered Player that will "play-up" on an older USC Team in their USC Club for a USC Match must be listed on the USC Game Report for that USC Match.

1.6. Player Transfers.

- 1.6.1. A USC Registered Player may not play for more than one USC Club during the USC Season, unless:

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- 1.6.1.1. the Director of Coaching of both the prior USC Club and the proposed new USC Club consent to the transfer in writing;
 - 1.6.1.2. the new USC Club has an available spot on a USC Roster, and;
 - 1.6.1.3. the USC B.O.D consents to such transfer in writing.
 - 1.6.2. The consent of the USC B.O.D shall be granted at their discretion, and will consider, without limitation, the following factors: whether a geographic move by the USC Player has occurred; how many games the USC Player has participated in; what time of the USC Season the transfer request is made; and other factors surrounding the request. If the prior Director of Coaching does not consent to the transfer, the receiving Director of Coaching may request, in writing, the facts and circumstances surrounding the transfer request. The USC B.O.D will review and make a decision based upon the best interests of the player and the league, independently determine whether the transfer shall be approved over the objection, and if so whether any additional suspension or conditions shall be imposed on the transfer. A player transferred shall be referred to as a “Transferred Player.” A Transferred Player shall be removed from the USC Roster(s) of the “original” USC Club. The USC B.O.D may impose a suspension, at their discretion, for any Transferred Player.
- 1.7. **Trapped Player Exceptions.**
 - 1.7.1. A trapped Under-18 Player: A USC Registered Player that is in high school, but who is born during the trapped Under-18 player dates outlined in Exhibit B, may participate in Under-18 USC Competition as a “Trapped Under-18 Player.
 - 1.7.2. A Trapped Under-15 Player: A USC Registered Player that is in 8th grade, but who is born during the trapped Under-15 player dates outlined in Exhibit B, may participate in any Under-14 USC Competition that is played during the player’s high school association’s sanctioned high school soccer season. A Trapped Under-15 Player that competes in an Under-14 USC Competition pursuant to this Rule may also compete in the same USC Match at Under-15 through Under-18, provided he/she only plays a maximum of (2) USC Competitions per day.
- 1.8. **USC Post-Season Roster.** The USC Post-Season includes three stages, the USC Cup Play, the US Club Soccer Regionals, and, the US Club Soccer National Finals. A USC Registered Player may play for only one USC Team within their USC Club during the USC Cup Play. Players will be roster-tied to a specific team by midnight on the Tuesday prior to the USC Cup Play based on the roster on which they appear for the first game at the USC Cup Play. In compliance to US Club Soccer rules, USC teams will be allowed to add up to 3 new players after May 1 until midnight of the Tuesday prior to the USC Cup. A USC Club that qualifies a team for the US

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Club Soccer Regionals and/or the US Club Soccer National Finals will adhere to all US Club Soccer event rules regarding rosters.

- 1.9. **Club Loyalty Rule.** A USC Registered Player may only participate in competitions with their USC Club for the duration of the USC Season (unless released pursuant to the USC transfer rules herein or otherwise as provided above in section 1.6). (For purposes of clarification, the USC Registered Player may appear in any competition in which the USC Club participates during the USC Season.) Except as provided below, if a USC Registered Player plays in a competition for a different club besides the USC Club to which he/she is registered as a USC Registered Player after the date he/she became rostered as a USC Registered Player (“Multiple Club Rostering”), the eligibility of the USC Registered Player will be reviewed by the USC B.O.D. If it is determined by the USC B.O.D that the USC Club to which the USC Registered Player is registered was aware of the Multiple Club Rostering, the USC B.O.D may take any or all of the following actions:
- 1.9.1. Declare the USC Registered Player ineligible for the remainder of that USC Season;
 - 1.9.2. Declare all games in which the USC Registered Player appeared on the USC Roster as forfeits by the USC Team on which such player was rostered and / or;
 - 1.9.3. Recommend immediate revocation of the USC Club’s membership in the USC.
- 1.10. **Recruiting; Try-Outs; Registration.** No-Tampering. USC Clubs may recruit players for participation on USC Teams at any time during the year (subject to these regulations). Notwithstanding the foregoing, USC Clubs may not train, invite a player to train, invite a player to try-out or tryout a player from a USC Team of another USC Club prior to the end of the USC Season, unless the player has been released by their current USC Club. A time framed May Tryouts for U11 to U13 age groups, and June for U14 and older age groups will be the “open” cut off dates for players to train and try-out with a variety of USC clubs, if desired. Note: USC coaches and administrators may be subject to the rules of other U.S. Soccer organization members regarding recruitment and try-outs, if they compete in other competitions or leagues outside of the USC.

2. USC Competitions and Matches.

- 2.1. **Scheduling Competitions.** The USC Board of Directors shall identify the dates and locations of all USC Competitions for each USC Season. All USC Clubs must play all USC Games within a USC Season.
- 2.2. **Number of Competition Matches.** The USC Board of Directors shall determine the total number of USC Competition Matches during the USC Season, based on the number of teams in the division, the age group and the format e.g. single, double, triple round robin.

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- 2.3. **General.** Unless otherwise provided in these Regulations, all USC Competitions shall be played in accordance with the FIFA Laws of the Game in force at the time of competition as provided by the International Football Association Board.
 - 2.4. **Cancelled Competition Matches.** If any USC Competition Match is cancelled without starting, or without reaching half-time, the USC Board shall determine if and how such USC Competition Match shall be rescheduled. If the USC B.O.D determines that it is impossible to reschedule such cancelled USC Competition Match, the USC Competition shall be considered a non-played game, unless a 3 or greater score differential existed at the time of cancellation. If neither team is awarded points in any Match that is cancelled pursuant to this Rule the USC Board of Directors may alter the method by which USC standings are determined, any qualification or advancement process for any USC Competitions or US Club Soccer Regionals or Nationals, for impacted age groups. Any USC Competition that reaches half-time before being cancelled shall be considered a completed game.
 - 2.5. **Substitutions.** In the top levels of play, as described in Exhibit C, Players in the U14 and older age groups, being substituted in one half on any USC Match, said Player may not re-enter the match for the duration of the half. Once a Player is substituted in either period of overtime in any USC Match, said Player may not re-enter the game. There shall be a maximum of seven (7) substitutions in any half or in overtime of any USC Competition. For U14 and up, the top two levels are the Champions League and the top Champions Flight on the Boys side. The TCL, and Champions League on the Girls side. There are unlimited substitutions for the U11, U12, and U13 age groups and also for U14 and up below the top Brackets as listed in Exhibit C below.
 - 2.6. **9v9 - U11 No Heading Rules.** Under 11 and younger players are prohibited from heading the ball in practices and games including when playing up on Under-12 and older teams. An indirect free kick will be awarded to the team who did not head the ball. If the ball is headed by the defending team in their own penalty box, the ball will be moved to the nearest restraining line (colored line.) Click the link below for more 9v9 rules.
http://www.usctx.org/USC/USC_Documents/9v9%20rules%20for%20U11-U13.pdf
3. **Disciplinary.** http://www.usctx.org/USC/USC_Documents/USC_DP.pdf
 - 3.1. **Yellow and Red Cards (Players).** Any USC registered Player receiving a red card in a Match will be suspended for the remainder of that Match, and also for the next full day on which any USC Competition is played by their USC team. Until the Registered player has served the requisite game suspension(s) with his/her primary USC team, he/she may not participate in any other USC Team in any age group. For purpose of clarification, if a USC Registered Player receives a red card in a USC Competition, the USC Registered Player will not be eligible to participate in any USC Competition until they have served the requisite game suspension(s) with their primary team. A Registered USC Player receiving a red card while club passing with

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another USC team in their club, which is not their primary team, will serve the requisite game suspension(s) during the next game day(s) actually played by their primary team. Additional suspension or sanctions may be imposed by the USC B.O.D at its discretion.

- 3.2. **Yellow and Red Cards (Coaches).** Any coach being sent off in a USC Competition must leave the facility and will be suspended for the remainder of that USC Competition day; the next day of USC Competition; and the next game actually played by the team from which they were sent off. Additional suspension or sanctions may be imposed by the USC B.O.D at their discretion.
- 3.3. **Yellow and Red Cards (Carryover).** Red card suspensions will carry over into subsequent USC Seasons if the red card is received in the final USC Competition of the current USC Season.
- 3.4. **Yellow and Red Cards Accumulation.** More details about card accumulation is posted on the site.

4. Forfeiture of match.

- 4.1. There are two distinct forms of forfeiture.
 - 4.1.1. One occurs when a team is unable to meet the basic standards for playing the game, either before the game begins or as a result of actions that happen during the match. In such a case, the team not forfeiting wins the match.
 - 4.1.2. The other is when a team has been found to have knowingly broken the rules of a sanctioning body during a match they have won and must have the results stricken from the record; whether or not the other team receives a win in such a case depends on the rules of that body.
 - 4.1.2.1. A team forfeiting a game, by not showing up, without notifying the opponent and/or League, may be dismissed from the league.
 - 4.1.2.2. A team will be suspended / relegated or dismissed in the event it forfeits two games within the same season.
 - 4.1.2.3. A team forfeiting any game as per section 4.1.2 will be subject to any of the following based on the decision of the USC Board:
 - 4.1.2.3.1. 3 Points Deduction - \$250 fine
 - 4.1.2.3.2. Relegation - \$250 fine
 - 4.1.2.3.3. Suspension - \$250 fine
 - 4.1.2.3.4. All of the above

5. Standings.

- 5.1. The standings in each age USC Division shall be determined at the end of the USC Regular Season (the "Regular Season Standings").

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- 5.2. The Regular Season Standings shall determine qualification and seeding for the USC National Play-Offs as provided in the attached Exhibit C.
 - 5.3. In each USC Competition during the USC Regular Season and the USC Play-Offs, teams shall be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
6. **Tie-Breakers.** The following tie-breakers will be used for resolving ties between USC Teams in determining the Standings, in the following order:
- 6.1. USC Regular Season
 - 6.1.1. If two teams are tied, total points earned in head to head games. If more than two teams, this tie-breaker does not apply.
 - 6.1.2. Goal Difference
 - 6.1.3. Goals For
 - 6.1.4. Goals Against
 - 6.1.5. Coin Toss
 - 6.2. USC Post Season Standings
 - 6.2.1. If two teams are tied, total points earned in head to head games. If more than two teams, this tie-breaker does not apply.
 - 6.2.2. Goal Difference (based on Group Play)
 - 6.2.3. Goals For (based on Group Play)
 - 6.2.4. Goals Against (based on Group Play)
 - 6.2.5. Penalties:
 - 6.2.5.1. If it is still tied, the winner shall be determined by kicks from the mark. The winner shall then be the USC Team that scores the most in five (5) kicks from the mark.
 - 6.2.5.2. If the teams remain tied after five (5) kicks, the winner shall be determined by sudden death in rounds of one (1) kick per team.
- There should be no cap on Goal difference in any USC Competition.
7. **Game Length.** USC Competitions shall be played with the following game length:
- 7.1. Under-11: 2 x 30 minutes
 - 7.2. Under-12: 2 x 30 minutes
 - 7.3. Under-13: 2 x 35 minutes
 - 7.4. Under-14: 2 x 35 minutes
 - 7.5. Under-14 CL: 2 x 40 minutes
 - 7.6. Under-15: 2 x 40 minutes
 - 7.7. Under-16: 2 x 40 minutes
 - 7.8. Under-17: 2 x 45 minutes
 - 7.9. Under-18: 2 x 45 minutes

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In the event there are combined age groups, (e.g. U12/13, U16/17), then the length of the game will be determined by that of the oldest age group (e.g. U12/13 = 2 x 35 minutes, U16/17 = 2 x 45 minutes).

7.10. USC Post-Season.

- 7.10.1. **USC Play-Offs.** All USC Teams, U13 and older, are eligible for Post-Season Competition. Teams that qualify for US Club Soccer Regionals or Nationals are expected to participate. Teams shall be placed in play-off groups based upon the Regular Season Standings according to the provisions in Exhibit C.
- 7.10.2. **Advancements.** Upon conclusion of the USC Play-Offs, teams shall advance to the US Club Soccer Regionals and/or Nationals, as provided in Exhibit C.
- 7.10.3. **Inclement Weather.** In the event inclement weather or other factors prevent group games from being completed, the USC reserves the right to alter schedules and take other actions reasonably necessary to determine the group winners based on competition on the field if at all possible.
- 7.10.4. **Overtime.** In the event of a tie at the end of regulation of any USC Elimination Competition, played as part of the USC Play-offs, overtime will consist of two, ten minute periods. If the scores are still tied after overtime, a penalty shootout will determine the winner.

8. Game Day Procedures. http://www.usctx.org/USC/USC_Documents/GameDayProcedures.pdf

- 8.1. **An official USC Match Report** must be completed for each USC Competition.
 - 8.1.1. The names of any player pass players playing in a USC Competition, as well as the player's official team name must be noted on the USC Game Report.
 - 8.1.2. Regardless of the number of players listed on a USC Game Report, no more than 18 players shall be eligible to appear in the USC Competition.
 - 8.1.3. Any players listed on a game card as a player pass player in a USC Competition must be a currently registered USC player.
- 8.2. **For USC Regular or Post-Season Competition**, the USC Game Report must be completed in full and signed by both teams upon conclusion of the game.
- 8.3. **The referee will submit** the USC Game Report to the designated USC contact immediately upon conclusion of the USC Competition.

9. **Player Pass.** The intent of the club player pass is to provide players with additional development opportunities. Primarily, it is to provide players doing well with their current level an opportunity to play up to a higher level or older age group as well as provide players that make up the bottom third of the roster an opportunity to play a more impactful role to enhance their development. Occasionally, the player pass is used to ensure a team will have enough players to field a team. It is

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not the intent of the club player pass to change the competitive nature of a team. Impact players for a team are not permitted to play for a lower ranked team. Additionally, it is not the intent of the club player pass to be used to impact the result of a game, merely to provide a deserving player an extra opportunity.

- 9.1. Clubs are required to use the player pass system for its intended purposes only. Clubs are required to only player pass one team or one level down. Meaning a bottom third first team player can play for the club's second team but not third team or lower. (Clubs with various locations: The policy listed here is for each specific geographical location within a club). A player playing up, can come down to their age group, but only at the highest league level within their club.
- 9.2. All players participating as a pass player in a USC Competition must be a currently registered United Soccer Club player.
- 9.3. When using the player pass, it is required that the name of each player pass player is penciled in on the game card. Additionally, it is also required that the name of the team/level the guest player is officially rostered to is recorded on the game card.
- 9.4. There are no limits on a player moving up an age group(s) as long as it remains at an adequate/similar level(s) of play, in compliance with the spirit of the rule. A player cannot drop down more than one level that the specific club offers. (Based on geographical specifics)
- 9.5. 9 aside: 4 Player Passes allowed per game.
- 9.6. 11 aside: 6 Player Passes allowed per game. (3 if within the same flight)
- 9.7. Lateral Move (within a same flight): The requirement is the same as players playing a level down.
- 9.8. A player cannot play with two teams within the same play day in any NPL Leagues. USCCL on the Boys side and TCL on the Girls side.
- 9.9. By rule, Developmental Academy players are not permitted to play in a USC game.
- 9.10. ECNL clubs must identify 14 (top) players, 25 at the U19 age group that will not be allowed to participate in the USCCL. Those players will be turned in to the USC Administrator. Discovery players cannot be part of this roster.
- 9.11. Eligible ECNL players are only permitted to play in a USCCL game under the following conditions and circumstances: The USC/ECNL Club does not have a team in the TCL. The ECNL player has missed four weeks or more due to injury and the game serves as a rehab assignment. The coach using that ECNL player must contact the USC Rules Committee for approval. Opposing coach must be notified within 24 hours of the scheduled game. The ECNL player may only play for the club's highest ranked team in USC in the age group(s) they are eligible. ECNL players participating in any USC game(s) must be noted on the game card. Additional circumstances not covered in these guidelines can be presented to USC Board for approval.

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9.12. Penalties for Abuse.

9.12.1. Clubs should report potential abuses of the club player pass to the USCCL Rules Committee. The Rules Committee will review reports and take the appropriate actions. The Rules Committee reserves the right to take action if it recognizes that a club has failed to obey by the USC League Requirements listed herein, and therefore acted in an unethical manner. These actions may include but are not limited to:

9.12.2. Determining no violation of the guidelines.

9.12.3. A warning.

9.12.4. Suspension of using the player pass (team, club, or coach) with length of suspension to be determined by the USC Board.

9.12.5. Forfeiture of the game with Points Deduction.

9.12.6. Coach suspension.

10. **Disciplinary Matters.** http://www.usctx.org/USC/USC_Documents/USC_DP.pdf

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Exhibit A:

All USC Rostered Players and Club Pass Players listed on a game card must be registered with US Club Soccer, have a current valid US Club Soccer Player Pass, be currently registered with USC and their USC fees have either been paid by the player or guaranteed by their USC Club.

Player Drops.

No USC Registered Players may be dropped from a USC Roster during a USC Season, except pursuant to the Transfer Regulations below.

Roster Freeze Date.

Players may be added to the USC Roster until May 1st of each year.

Notwithstanding the foregoing, after May 1st of the USC Season, the USC allows each club to add two 3 new players at each age group to their USC roster after the May 1 roster freeze date for the remainder of the USC Season. These “new” players still count against the roster maximums, but may be added provided:

- they are joining the USC team for the upcoming USC season and;
- there is room on the existing roster to do so.

Player / Club Tie.

A player may only be rostered to USC Teams within one (1) USC Club each USC Season, except pursuant to the Transfer Regulations provided below:

- Initial Roster Submission Date; July 1

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Exhibit B:

2016-17 Player Age Eligibility

Birth Year	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006
Age Group	Too Old	U18/19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

2017-18 Player Age Eligibility

Birth Year	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007
Age Group	Too Old	U19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

2018-19 Player Age Eligibility

Birth Year	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008
Age Group	Too Old	U19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

2019-20 Player Age Eligibility

Birth Year	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009
Age Group	Too Old	U19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

2020-21 Player Age Eligibility

Birth Year	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010
Age Group	Too Old	U19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

2021-22 Player Age Eligibility

Birth Year	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011
Age Group	Too Old	U19	U18	U17	U16	U15	U14	U13	U12	U13

Players may play for their own age group and for “older” age groups.

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Exhibit C

USC Competitions Format.

Regular Season, Advancement, Cup Play, Promotion, Relegation, Regionals/Nationals

Team Levels are determined by the Competition, Flight, and Bracket in which they play.

Girls Flight Levels		Boys Flight Levels	
TX Champions League			
Champions League		Champions League	
Champions		Champions	
Qualifiers (U12)		Qualifiers (U12)	
Juniors(U11)		Juniors(U11)	

TCL: Top League for Girls Teams

Teams from Austin/Houston/San Antonio/North Texas/Oklahoma

Played in U14 to U19 age groups

Home & Away Schedule

Sep – May (break January to March)

Advancement/Relegation:

Winner Qualifies for US Club Soccer NPL Nationals Championship. **

USC Champions League: Top League for Boys Teams

Boys and Girls Teams from Austin/Houston/San Antonio

Played in U14 to U19 age groups

Home & Away Schedule (Home games may be played in home city, not necessarily home fields)

Sep – May (break January to March)

Boys Winner Qualifies for US Club Soccer NPL Nationals Championship. **

Advancement/Relegation:

Bottom two finishers are relegated to respective divisions for the next seasonal year.

Divisional playoff winners (2) promote to Champions League (1 East vs 2 West and 1 West vs 2 East)

**NPL Nationals Championship:

<http://www.nationalpremierleagues.com/NPLFinals/>

USC East/West U13-U19 Divisions: (Bracket play in respective divisions)

Boys and Girls Teams compete locally in respective areas

Home & Away Schedule (Home games are not always at closest complex)

Sept – May (break January to April for high school age teams, Jan to Feb for younger teams)

Advancement/Relegation:

Promotion/Relegation occurs at mid-year. (A Flight teams only promote at year's end)

Brackets of 6 promote/relegate one team and brackets of 8 or higher promote/relegate two teams.

U13 - top 6 teams in East and West "A" brackets compete in spring for U14 placements.

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USC East U11-12 Divisions: (Bracket play in respective divisions)

Boys and Girls Teams compete locally in respective areas

Played in U11 to U12 age groups

Home & Away Schedule (Home games are not always at closest complex)

Sept – May (January to February)

Advancement/Relegation:

No automatic promotion relegation process.

Bracket sizes and seeds are determined by club DOCs at bracketing meetings over the summer and rebracketing is done at the winter break

USC Cup Play: (U13 to U19)

Date and structure to be determined by the B.O.D (example of option below)

Single Elimination Format Tournament. Cup brackets determined by a draw.

Seeds 1 and 2 are protected and placed at top of each bracket before draw.

Minimum 1 Game. Maximum 3 Games.

Entry Fee: **\$220**

National Cup:

Girls: Top 8 USC South Texas Teams (TCL-USCCL- Seeds 1 to 8)

Winner advances to US Club National Cup

Boys: Top 8 USCCL Teams. (Seeds 1 to 8) Winner advances straight to US Club National Cup.

<http://usclubsoccer.org/programs/cupstournaments/the-national-cup/finals/>

Regional Cup:

Boys and Girls 8 Teams:

USC Seeds 9 to 16.

Winner advances to US Club Regionals Cup.

US Club Regionals Cup Champion advances to US Club National Cup.

<http://www.usclubsoccer.org/programs/cupstournaments/the-national-cup/midwest-regional/>

USC Cup:

USC Teams Seeds 17 to 24

Open spots may be available for lower seeds.

U14 Age Group (Eastern/Western)

4 teams from each district based on seeding.