



United Soccer Clubs



Game Day Procedures

GAME LENGTHS

- U11 and U12: 2 x 30 minutes halves
- U13 and U14: 2 x 35 minutes halves
- U13-U14 **ECNL RL**: 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.

Home Team wears Dark. Away Team wears Light

Game Ball provided by Home Team

Regardless of the number of players listed on a USC match report, no more than ***14 players** for 7v7 games, ***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 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.

- 7v7 teams must have a minimum of 5 players to start and 4 to continue.
- 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.

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.

All Coaches and team personnel on the team sideline are required to be carded by US Club Soccer

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 to allow the player to play.



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SUBSTITUTIONS: rev Sept 13, 2022

U11-U18 Eastern Conference age groups all brackets of play: Unlimited substitutions will be allowed. 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.

U13 and Older Regional League: Limited Subs, FIFA, seven (7) players per half will be used. **Limited Subs, FIFA, seven (7)** players per half will be used. Players may not re-enter in the same half. 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.
- Starting 11 players' cards taken before kickoff.
- When sub enters the game their player card is taken.
- Player cards are returned after the game and the game report is reviewed and signed.

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.**

USC ECNL RL Rule: Substitutes for head injury when all subs have been used. Previously, you could not sub a player in for a player being evaluated for a head injury (concussion) if you had used all your subs for the half. New guidelines allow for coaches to reenter a player if they have used all of their substitutes for the half, if a player needs to be removed from the game to be evaluated for a concussion.

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



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MISCELLANEOUS:

Staff/Player Passes - Referees must check in players and staff prior to Competitions. All players and staff must have **printed** passes available on-site. NO Card NO Play.

Match Reports/Score Reporting – Both teams are responsible for bringing a copy of the game report to the fields. **Online rosters must be submitted by 11:59 PM Thursday.**

Player Passes – Eastern Conference – Age-appropriate players that are properly registered with 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 7v7/9v9 games, and up to 6 in 11v11. **ECNL RL Players must have an ECNL RL Card.**

Match Reports/Score Reporting - The home team is responsible for providing a match report and submitting a fully completed match report post-game within **48 hours** of the game. Both teams should provide a game report. Both teams should sign the report. It is strongly recommended that both teams take a picture of the report and keep it for your records. The home team coach or assigned admin collects the final signed report. uploads the game report and reports the score in TGS. **All game reports are to be uploaded to TGS.** If unable to upload, please submit it here. [Score Reporting](#). **All reports must be reported within 48 hours.**

Red Card/Send Off – A red card issued in any game or a Coach/Spectator send-off. The Player/Coach/Spectator **must immediately leave the field** and cannot return for the rest of the game or after the game. Sent-off Individuals need to entirely vacate the area far enough that they cannot be seen or heard or have any effect upon the match.

Penalty Points – Coaches are responsible for maintaining their individual penalty points and the individual penalty points of their players. Players are also responsible for maintaining their individual penalty points. [Penalty Point Reporting](#)

Red Card Reporting Form - If a member of your club (player or coach) is issued a red card, you are responsible for submitting a [Red Card Reporting Form](#) (located in the Resource Center on the website). This is mandatory and must be submitted within **24 hours** of the conclusion of the game. The processes and procedures are in place to help raise the standards of the game. The red card reporting form will be submitted to the league, and there will be a follow-up from a league representative with any additional sanctions other than the standard one-game suspension. Please follow the Rule: 3.10 - 3.5 - Yellow and Red Cards - players and coaches. **Failure to file a sendoff report within 48 hours may result in the club being fined \$150.00.**



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Spectators: Home and Away team spectators should sit directly across from their team's technical area on the opposite side of the field. The Teams spectator area shall be located at least two (2) yards outside the touchlines, beginning not closer than ten (10) yards from the midfield line and extended and extending twenty yards going away from the midfield line extended toward the end line on the left. No one is allowed to be behind the goals. This includes both coaches and spectators.

Match officials may enforce these provisions and suspend or terminate a match if a coach, player, or spectator fails to abide by the request from match officials to comply. Coaches are required to maintain control of their players and team's fans on the sideline. A coach or an assistant coach may be cautioned and/or ejected by a referee for the misconduct of a fan of the team which he/she coaches.

WEATHER ISSUES: 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 lightning or thunder. Site 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 stands or to play the game over. Games that make it to half time will count in the standing as a complete game.

Heat Guidelines:

USC ECNL RL Games: Unlimited subs will be allowed when the Wet Bulb Heat Index exceeds 90 degrees, or the temperature is 100 degrees or greater. The decision should be made before the game, considering the forecasted temperature and Wet Bulb Heat Index for the next 2 hours. This means that Unlimited subs are permitted if the temperature or Wet Bulb Heat Index is projected to exceed 90 or 100 during the game.

All USC games: Water breaks should be given when the temperature is greater than 90 degrees. Multiple water breaks per half should be given when the Wet Bulb Heat Index exceeds 90 degrees, or the temperature is 100 or greater. Referees will add additional minutes for water breaks.

All Site coordinators have access to DTN, the USC official weather app. Rainout information and cancellations will be emailed through Playmetrics and updated in TGS.

Each club is responsible for ensuring all club members understand and meet the following requirements and follow USC game day procedures